An **engineering intramural** is any problem-based extracurricular engineering activity that provides an authentic (i.e., “real-world”) learning experience for students. To qualify as an intramural, the activity should allow students an opportunity to contribute to the development of a solution to an engineering problem. The source of the problem can be industry, the community or be defined internally by students and/or faculty.

Students apply for intramural projects through the UB Career Services job board. These experiences are considered "resume builders" and are a direct response to industry feedback reflecting a desire to see relevant engineering experiences, outside the classroom, on student resumes.

We invite industry partners, community organizations and faculty/staff/students to submit problems for consideration. Problems can represent broad domains and result in outcomes like requirements specification and competitive benchmarking, brainstorming and conceptual models, proposal of design concepts and supporting analysis, and/or design-and-build of a prototype.

Since intramurals are voluntary appointments, the following requirements and constraints should be observed:

- **Scope** should be such that a team of three students spends no more than 40-50 hours (each) on the project over a 10-week period.
- When appropriate, multiple student teams will work on the problem in order to explore alternative solutions and create a competitive environment.
- Interaction with industry can be minimal but it is expected that industry partners be available for a: kick-off meeting, a mid-project update, and a final presentation.
- Necessary raw materials in cases where a prototype is to be developed should be provided by the sponsor.

Potential benefits to companies include:

- Ownership of any IP generated during the project.
- Advancement of engineering projects or related product development research.
- Interaction with student talent that could fill intern or entry-level engineering roles; intramurals represent an alternative to recruitment fairs and standard job posting.

Please consider submitting your intramural project ideas for review. You can also contact Dr. Andrew Olewnik, Director of Experiential Learning to discuss further at olewnik@buffalo.edu.