TESLA WORKS PROJECT PLAYBOOK

I. IDEA

All you need is an idea.

Projects can start as an energetic lunchtime conversation, a memorable meeting of minds, or the discovery of something mind-blowingly awesome. If you're passionate about bringing new ideas to our campus, surrounding community, or world, that's all you need to become a Tesla Works project.

If you're at this stage, you probably have a lot of enthusiasm and a lot of questions. This document is a great place to learn how to start a Tesla Works project. You can also learn a lot by attending an Officers Meeting. Check the Tesla Works website (www.teslaworks.net) or email tesla@umn.edu to find the location and time for Officers Meetings.

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A. Inspiration

1. Talk to People

   Find out if others are interested in your idea and get their feedback before proposing your idea to Tesla Works.

   Tesla Works General Meetings are a great place to seek advice and find others who are interested!

You can also discuss your idea with the Project Director or any Officer. They have a lot of experience and may have advice relevant to your idea.

2. Research

Do some basic research and brainstorming – you don't need to know everything, but at least know if your idea is safe, legal, and feasible.

If you don't know where to start, find a professor or another expert in the topic. If you don't know how to find an expert, the Officers may be able to connect you with someone.

B. What is a Tesla Works Project?

> "*A Project is a creative, collaborative venture approved by the Board of Officers and given access to Tesla Works resources, working with a clearly defined purpose that utilizes team members' abilities and knowledge.*"
> – Tesla Works Constitution

Tesla Works projects bring together teams of students to transform their ideas into reality. All Tesla Works projects are student-driven; they propose, manage, and complete projects that they are passionate about. In addition to having a lot of fun and making something you think is cool, these projects are a great way to develop technical and people skills, and share expertise with your teammates.

1. Goals and Timeline

What is your project's vision? What are you looking to accomplish along the way?

Come up with some major goals for your project. Arrange these milestones into a general timeline. Even if this changes in the future, having deadlines will help guide your project towards success.

Here are some questions you can ask to help create your timeline:
- How much of your project will be finished...
  - In a month?
  - At the end of the semester?
  - At the end of the year?
- When do you hope to complete your project?
  - In a semester?
  - In a year?
  - Before you graduate?
  - Before the heat death of the universe?

If you don't have a set deadline, you can decide what a reasonable time to finish is. Remember – nothing has to be perfect to be successful, and you can always make a second iteration that's better!

2. Intent

Tesla Works projects aren't strictly defined, which means you have a lot of flexibility.

Projects usually have one of the following intents:
- I want to make something cool.
- I want to make a product or start a company.
- I want to enter a competition and I need funds.

Be aware of what your intent is and communicate it to others. It doesn't need to fit into one of the above categories.