This competition will bring together university teams – each made up of four to five students and one professor – who will represent stakeholders in the development of an international standard.

While the development of an actual voluntary consensus standard may take months and multiple meetings, this simulation is intended to condense the effort into an informative and fun day of strategy and negotiation.

The simulation will focus on the development of a visual, text-free or minimal-text international standard. Each team will be provided with the specifics of their task no less than 4 weeks in advance of the October 27th event.

Judges from industry, universities, and ANSI’s standards community will be on hand to observe each team’s strategies, tactics, and interactions, and will make recommendations for scores based on how well each team has met its objectives in the development of the final standard. Prizes will be awarded to each member of the winning team.

Participation in the competition is open to university teams only, and space is limited to no more than six teams. Multi-disciplinary teams consisting of undergraduate or graduate students in different areas of study, including design, are highly encouraged.

To be considered for participation, universities, professors, and/or students should contact lrajchel@ansi.org as soon as possible. If individual students or small groups are interested, ANSI will consider forming a team unaffiliated with a university if space allows.