Industrial Engineering programs being taught at Universities are doing an excellent job with introducing a wide variety of technical tools that can be employed in the field of Industrial Engineering. What about the other non-technical skills that will be critical for a successful career?

Join us for an interactive session that will demonstrate several key concepts, revealing their importance, and how you can avoid these all too common pitfalls. Through audience participation, storytelling of true life failures, and some humor, we will explore these other skills and gain a new appreciation of their value. IMPORTANT Participant Note: Paper and pen are absolutely required to participate in several of the group exercises.

This presentation will offer some advice to graduating students applicable to their first year of working. It covers the following topics: Initial Job Interview, Current Job, Volunteering, Project Management skills, Personal skills, In-house Training, Professional Societies, Career Planning, and Other Activities.

Whether a student, recent graduate, or a seasoned professional, professional networking is a valuable skill. During this interactive session, recent graduates from the IISE Young Professionals group share networking best practices that will help strengthen your networking skillsets. Afterwards, attendees will have an opportunity to put what they learned to the test through a fun activity!

This session will explore lean manufacturing principles using a simple game where teams compete to fold paper airplanes. Afterwards, teams will compete to build software using the same foundational ideas. Participants will learn how applying lean manufacturing
techniques can help software organizations reduce batch size, reduce work in progress, and eliminate waste to build better software and reduce time to market.

3:30 - 4:50 p.m.
2017 IISE Innovative Design Competition Team Presentations
Sponsored by LogistiPoint Consulting

See the creativity in design that ISEs can achieve in a short time. Selected teams will present their 5-minute concept pitch for their designs to a live audience and a judging panel. Each team will be allowed 5 minutes for presentation and 4 minutes for question and answer. To be eligible to win, at least 1 team member must attend this session and present. A maximum of 2 team members can participate in the presentation, but all team members can participate in the question and answer portion.

5 - 6:20 p.m.
Student Chapter Best Practices
Student Chapter leaders

This workshop will explore some of the best practices performed by student chapters. Each chapter will begin by discussing a feature unique to their chapter and then the session will conclude with a question and answer panel.