

Become a **Senior Design Project Sponsor**

"We are always impressed with the creativity of the students and their ability to quickly adapt to changing needs."

-From a Sponsor Satisfaction Survey

Project Types Offered:

Mobile Apps, Data Analytics and Visualization, Web Based Systems, Gaming Technologies, Machine Learning Systems, and more

Industries Served:

Healthcare, Agriculture (AgIT), State Government, Financial Services, Retail, Telecommunications, Education, Insurance, Logistics, Utilities, and more

Project Technologies Used:

- MICROSOFT.NET · IOS
 - JAVASCRIPT · ANDROID
 - JAVA · PYTHON
 - RUBY · R · PHP
- and more!

1 Senior Design Project = \$15,000 = 5 - 6 Students =
1,200 - 1,500 Hours = 5 Releases = 2 Semesters = Success!

Contact us:
cse-seniordesign@unl.edu

cse.unl.edu/senior-design

Frequently Asked Questions

Are there recruitment opportunities that come along with sponsoring a project?

Yes! We encourage you to recruit from your team members. We also have various sponsor and program events throughout the year that provide a good opportunity for networking.

How long do the projects last and what is the time commitment of the sponsor?

The projects last two semesters, from the end of August till the beginning of May. The time commitment is a minimum of 2 to 3 hours a week to attend weekly sponsors meetings and 5 major release meetings over the academic year.

What is the return on investment for sponsoring a project?

The return on investment for sponsoring a project is having the opportunity to provide a real-life learning capstone project for students at UNL. We promise you'll be impressed with what they can do!

What are some of the possible majors the students will be studying?

- Computer Science
- Software Engineering
- Accounting
- Business Administration
- Computer Engineering
- Actuarial Science
- Finance

Can a project be remotely sponsored?

Yes, you do not have to be located in Lincoln, Nebraska to sponsor a project.

What are some of the course objectives for the students?

- Applications of engineering principles
- Iterative software development methodologies
- Development operations
- Software quality assurance

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