

CPC Rules and Processes

This competition provides students a meaningful use of applied and clinical skills to solve a real problem faced by an agency or organization. In addition to building problem solving skills, this exercise provides students with experience in teamwork and time management, and serves as a valuable networking opportunity for the next generation of practicing sociologists. Each year the agency, or “Client,” is selected and a problem is generated for the student teams to find a solution.

Role of Faculty Sponsor

Faculty sponsors are responsible for reading emails from the CPC Coordinator and informing their participating students of communication from the Coordinator regarding the CPC.

Additionally, Faculty Sponsors are guides but not active members of the problem solving team. They may review the AACCS program with their team, discuss the relevance of specific sessions or papers, and provide suggestions as to which conference attendees may prove helpful to their team. They may answer questions and help the students organize their teams (e.g., who will play what role) but **Faculty Sponsors are not to direct the team’s research or solution**. They may act as a presentation editor but the students must be able to clearly articulate their solution on their own. Faculty sponsors should not talk or advise their team during the presentation session. We ask that all faculty mentors adhere to this rule so that the competition can be as fair as possible. Students are competing and not faculty mentors. Faculty should refer students to talk with other conference attendees.

Submission for Participation

The faculty sponsor should complete the online CPC submission form called “CPC Participation Form” available on the AACCS website at:

Team Composition

Teams consist of 2 to 6 students and a faculty sponsor. More than one team can be entered into the competition from any given school. A Faculty Sponsor may sponsor more than one team.

DURING THE CONFERENCE

On the **first day** of the conference, the Client will present the problem, along with the rubric that the client will use. All teams - whether on site or virtual - must review this event in order to be considered to win the competition on the last day of the conference when students present their solutions. It is the responsibility of the Faculty Sponsors to have their students review this material on the first day when the Client shares the problem. Q&A is also not a way to “beta test” your solution. The coordinator might let students know that instead of requiring a response from the representative, the team can research their question online.

After the problem has been presented, and pending the approval of the Client, students may contact the Client with questions and have site visits but they must take care of the logistical scheduling of this on their own with the Client. Please remember that the organization representatives are often busy and overworked so they may *not* even comply. Sometimes a site-visit might interrupt a busy schedule, so students are advised to be considerate. They are also strongly encouraged to be creative in both their approach to the problem and in their solution.

Students are encouraged to use all resources available to them for solving the problem including attending relevant conference sessions, seeking out conference attendees with expertise in the

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area of the problem, and, of course, the Internet. The Friday and Saturday sit-down lunches provide excellent opportunities for conversations with experts who may provide insight into possible solutions.

The solution students present to the Client during the presentation on Saturday should be framed as a professional (oral) report to the Client enhanced with a power point or video presentation and a printed one-page executive summary (single spaced, 12-point font size, one-inch margins). The team may include paper handouts but should not incur any additional expenses for materials. For example, fancy bound manuals or promotional materials are not permitted. Although we understand that these might be valuable in a real-world situation, we do not want students to take on an additional financial burden for the competition.

Presentations

In an effort to keep things fair, the following rules have been put in place for the presentations on **Saturday**. Presentations will take place under the same conditions, within reason. All teams should turn in their power point/video presentation, one-page executive summary and handouts (if included) to the Coordinator before the presentation session in person up to 12-15 minutes before the actual session begins. After these are turned in, the presentation cannot be changed. All team members should remain in the meeting room or zoom during the presentations and should not leave together as a team until all presentations are finished. Depending on how many teams show for the competition (teams can register even on the first day of the conference), clients will have 10-17 minutes to present. Questions will follow all presentations in a discussion of solutions for the client with all teams sitting in front of the room to answer.

In the spirit of keeping the focus on applied sociology, **the Client will decide the winning team** for the best application of novel research and academic rigor that they think can solve their problem. The coordinator will solicit and document the Client's feedback for each team. Faculty sponsors are meant to take an active role in communicating feedback to their students.

To the Victors

****Starting in 2017, students in the winning teams will now receive **FREE AACSB membership** for four years or until they graduate, whichever comes first.*

A plaque naming the winning teams will be sent to the faculty coordinator of the team winning the CPC.