

# UW-STOUT

Check out our lab tours! ▶ See what's cool! ▶ See what's new!

# STEM CAREER DAY

Hands-on activities for high school  
students grades 9, 10, 11 and 12

**Friday, November 4, 2011**

Learn about careers in:

- ▶ Science
- ▶ Technology
- ▶ Engineering
- ▶ Mathematics

**\$15/Person**

**Register Today!**

For more information

Call 715/232-5263

Registration form available at:

**[www.uwstout.edu/stem](http://www.uwstout.edu/stem)**



COLLEGE OF SCIENCE, TECHNOLOGY, ENGINEERING AND MATHEMATICS  
Inspiring Innovation. Learn more at [www.uwstout.edu/stem](http://www.uwstout.edu/stem)

# UW-STOUT

## Science, Technology Engineering & Mathematics

### Career Day

Friday, November 4, 2011

University of Wisconsin-Stout

#### SCHEDULE

8:30-9:30 Registration  
9:30-9:45 Opening Activity  
10:00-11:30 Lab Tour 1  
11:30-12:15 Lunch  
12:15-1:45 Lab Tour 2

**\$15 per person**

**Includes 2 tours & lunch.**

*Students must attend with a parent or school chaperone.*

**Registration form available at:**  
[www.uwstout.edu/stem](http://www.uwstout.edu/stem)

**School Chaperones:** Fax or email the registration form and school purchase order to 715/232-4068 or [weisenbeckd@uwstout.edu](mailto:weisenbeckd@uwstout.edu)

**Parents:** Mail the registration form and check payable to UW-Stout to:  
STEM Career Day  
Tech Wing 281  
410 10th Ave E  
University of Wisconsin-Stout  
Menomonie, WI 54751

**1. Apparel Design & Development** - the design, development and manufacturing of ready-to-wear apparel and other soft goods. Experience the process of designing and developing a fashion line using CAD technology to create colorful textiles and prints.

**2. Applied Mathematics & Computer Science** - use of mathematical and computer programming skills to solve problems and master technological challenges in business and industry. Explore ways to connect math and computer science to crack secret messages and solve graph theory applications.

**3. Applied Science** - application of modern-day scientific principles and concepts within science related business and industry. Students will try - Cloning 101: plant tissue culture basics.

**4. Computer Engineering** - a combination of electrical engineering and computer science for designing systems that use digital processors. Students will design a simple window security system using proximity detectors and write a computer control program.

**5. Construction** - management, site engineering, building methods and materials, cost estimating and architectural design. Students will check out scaffolding, cranes and concrete.

**6. Engineering Technology** - the maintenance, expansion and generation of new technology to develop products and processes. Use an automated robot cell to produce balsa wood airplanes and use optical inspection equipment.

**7. Game Design and Development** - involves designing, programming, testing, and marketing for the multi-billion dollar industry of electronic entertainment and educational games and business simulations. Students will design and program a simple computer game.

**8. Graphic Communications Management** - managing the design, production and delivery of print and digital graphic products and services. Students will produce a variety of products using different printing production methods.

**9. Information Technology Management** - electronic and visual communication of information and advanced computer networking. Discover the ideas and fundamentals that make Social Networks, Instant Messaging, and Cell Phones a part of your lives. Make an Ethernet network cable, build a computer network, share files, and play games. Take your cable to use on your home network.

**10. Manufacturing Engineering** - the design of parts, processes and systems used in the manufacture of products. Students will use a hydraulic press to produce balsa wood airplanes, use a CNC lathe to manufacture aluminum parts and experiment with an infrared camera.

**11. Packaging** - use of materials, methods, design concepts and machinery to develop and produce the best package for a product.

**12. Plastics Engineering** - the design of plastic products, material selection and testing, and the manufacturing processes used in the plastics industry. Students will have the opportunity to use injection molding equipment and testing machines for polymer evaluation.

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Questions: 715/232-5263

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