

NETWORK DESIGN

The ability to evaluate the needs of an organization and then design and implement network solutions is a valuable skill in today's connected workplace. This event provides recognition for FBLA members who demonstrate an understanding of and ability to apply these skills.

OBJECTIVE TEST COMPETENCIES

- network installation—planning, configuration, and topology
- problem solving and troubleshooting
- network administrator functions
- configuring network resources and services
- configuration of Internet resources
- backup and disaster recovery

PERFORMANCE COMPETENCIES

- analyze the computing environment and needs
- demonstrate ability to make a businesslike presentation
- demonstrate an understanding of the case and explain recommendations
- demonstrate effective decision making and problem solving skills
- demonstrate effective verbal communication skills
- demonstrate ability to work as a team
- answer questions effectively
- display self confidence through knowledge of content and articulation of ideas
- explain content logically and systematically

NBEA STANDARDS REINFORCED BY EVENT

Communication: technological, organizational

Information Technology: computer architecture, operating systems, environments, utilities, systems analysis and design, communications and networking infrastructures, network applications

Management: technology and information management

CAREER CLUSTER(S): Information Technology

ELIGIBILITY

The top five (5) teams composed of two (2) to three (3) members from the regional conferences may enter this event. If a chapter has no winners in the top five, it may enter one **TEAM**.

1. All participants must be on record in the FBLA state and national offices as paying dues by February 6.
2. Participants must be selected in accordance with the regulations of the local chapter and the state association.
3. No more than one (1) team member may have won first place in this event at a previous State Business Leadership Conference nor entered this event at a prior National Leadership Conference.
4. Participants failing to report on time will not be permitted to compete.
5. Participants must adhere to the dress code established by the Board of Directors, or they will not be permitted to participate in the competitive event.

OVERVIEW

This event consists of two (2) parts: an objective test and a performance component. A one-hour objective test will be administered based on the competencies listed. Team members will take one objective test collaboratively. Non-graphing calculators may be used.

Online computerized testing will be provided at the state level. No graphing calculators, cell phones, or other memory storage devices may be used.

An interactive case study will be given outlining a small organization and its computing environment and needs. Participants will then be required to analyze the situation and recommend a network solution to address the issues raised in the case study.

PERFORMANCE GUIDELINES

1. The fifteen (15) teams with the highest scores on the objective test will be scheduled for the performance. The order of performance will be drawn at random by an impartial person in the event office. Winners are based on performance. In the event of a tie, the objective test score will be used to break a tie.
2. Team members will report to the preparation room. Twenty (20) minutes before their performance, each team will receive the case study. Team members will be given twenty (20) minutes to prepare their case to present. Teams will report to the performance room at the end of twenty (20) minutes.
3. Two (2) note cards will be provided for each team member and may be used during the preparation and performance of the event. Information may be written on both sides of the note cards. Note cards will be collected following the presentation.
4. A flip chart and markers will be provided.
5. No reference materials, visual aids, or electronic devices may be brought to or used during the preparation or performance.
6. Teams have seven (7) minutes to interact with a panel of judges and present the solution to the case. The judges will play the role of the second party in the presentation and refer to the case for specifics. This is a role-play event.
7. Teams should introduce themselves, describe the situation, make their recommendations, and summarize their case. All team members are expected to actively participate in the performance.
8. A timekeeper will stand at six (6) minutes and again at seven (7) minutes.
9. Performances are open to conference attendees who are not performing participants of this event.

JUDGING

Objective tests will be machine graded. Ties will be broken based on the last ten questions and in groups of ten thereafter if a tie still exists.

The performance portion of this event will be evaluated by a panel of judges. All decisions of the judges are final. In the event of a tie, the objective test score will be included to determine the final rank.

STATE AWARDS

The number of awards presented at the State Business Leadership Conference is determined by judges and/or number of entries. The maximum number will be five (5).

NATIONAL ENTRIES

Washington State may enter three (3) winning teams for national competition.

REFERENCE

Network Design Rating Sheet, see Appendix A



FBLA NETWORK DESIGN

Performance Rating Sheet

☐ Final Round

Evaluation Item	Not Demonstrated	Does Not Meet Expectations	Meets Expectations	Exceeds Expectations	Points Earned
Content					
Describes the situation	0	1–3	4–7	8–10	
Resolves problem	0	1–5	6–10	11–15	
Use correct terminology	0	1–5	6–10	11–15	
Presents an effective strategy	0	1–10	11–20	21–30	
Comments:					
Technology					
System appropriate for size of business	0	1–5	6–10	11–15	
Technology is currently available or being developed	0	1–3	4–7	8–10	
Future needs are considered	0	1–3	4–7	8–10	
Meets the needs of the company	0	1–5	6–10	11–15	
Comments:					
Delivery					
Statements are well-organized and clearly stated; appropriate business language used	0	1–2	3–4	5	
Team members demonstrate self-confidence, poise, and good voice projection	0	1–2	3–4	5	
All team members participate actively during the presentation	0	1–3	4–7	8–10	
Team members demonstrate the ability to effectively answer questions	0	1–3	4–7	8–10	
Comments:					
Subtotal					/150 max.
Penalty Deduct five (5) points for failure to follow guidelines.					
Dress Code Penalty Deduct five (5) points when dress code is not followed.					
Final Score					/150 max.
Objective Test Score (To be used in the event of a tie.)					

Name(s): _____

School: _____ State: _____

Judge's Signature: _____ Date: _____

Judge's Comments: _____