IEEE Systems Council Distinguished Lecturer Program Speaker Evaluation Form

Please complete the following information and submit to DL Chair, Stephanie White.

Requestor Contact Information

Name:

IEEE Chapter, Section or other entity:

Email: Phone:

Speaker and Event information:

Speaker: Topic: Date:

Total Attendance:

Category	(questions to consider when scoring each category)	Your rating	
Technical	content / Technology	(see scale1 below)	
Can attendees put the topic to practical use?			
	Can use of the topic result in significant improvements in a participant's organization?		
	Does the topic provides attendees motivation to understand SE applications?		
	Is the material educational in nature, not a sales pitch company products?		
	Does the topic support SE Principles and the SE Body of Knowledge	e?	
Relevance	e, Appeal to Audience	(see scale1 below)	
	Will the topic provide professional and / or personal value to attendees?		
	Is the topic in high demand by systems engineers?		
	Is this a topic that would attract participants?		
Clarity		(see scale1 below)	
	Was the presentation well delivered, understandable, organized		
	and accurate?		
Recomme	ndation		
	Would you recommend this speaker and topic to another section		
	or chapter?	(see scale2 below)	
	What level of interest do you believe others within the systems		
	engineering community have in this topic?	see scale3 below)	
	Compared with other presentations you have attended at IEEE		
	events and conferences, how did this presentation rank?	see scale3 below)	
What justifies your recommendations?			
	type both general or category-specific comments here (if any)		
Your Com	monts		
. Jui Join	Comments for the presenter		
	type comments here (if any)		
	, , , , , , , , , , , , , , , , , , ,		
	Comments for the Systems Council DL Coordinator (these comments will not be shared with the submitter)		
	type comments here (if any)		
	relient above avg. avg. below avg. poor		

Scale 1: excellent, above avg, avg, below avg, poor Scale 2: 1=no; 2; 3=maybe; 4; 5 = definitely

Scale 3: 1=lowest; 2; 3; 4; 5=highest