# How to Build It So They Come: Using the Interrelationship Quality Function Deployment Matrix to Design a Professional Business Student Club

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#### Web Appendix

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#### **Appendix A**:

School of Business Student Groups Evaluated for Activities

Business Club

American Marketing Association

The Accounting Society

Financial Management Association

Enactus

### Appendix B:

Proposed Desired Student Group Activities Survey and Results

Results are expressed as a percentage of total responses; n = 37.

Please indicate the extent of your agreement with each statement below.						
			Neither			
	Strongly		Agree or		Strongly	
	Disagree	Disagree	Disagree	Agree	Agree	
I believe	0%	0%	10.81%	0%	89.19%	
consulting						
projects with						
local businesses						
would benefit						
me.						
I believe	5.41%	0%	8.10%	0%	86.49%	
attending guest						
speaker						
presentations on						
management						
topics would						
benefit me.						
I believe	0%	0%	5.41%	0%	94.59%	
participating in						
plant tours						

would benefit						
me.						
I believe	0%	0%	2.70%	0%	97.30%	
participating in						
workshops to						
develop my						
technical skills						
would benefit						
me.						
Please indicate	51.50% indicat	ed bi-week	ly.			
the frequency of	24.25% indicated weekly.					
general body	12.13% indicated monthly.					
meetings you	12.12% indicated none.					
feel would be						
best for a						
student group.						

## Appendix C

Table 1. Quali	ty Function De	<i>ployment</i>	Interrelationshi	o Matrix	for Building	g a Stron	g ASQ	Student Section
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	ASQ Student Section Design	Biweekly	Guest	Consulting Projects with	Plant	Technical
	Characteristics "The How's"	Meetings	Speakers	Local Businesses	Tours	Workshops
	(W)	2	3	5	5	5
What do employers want?		RR/W*RR	RR/W*RR	RR/W*RR	RR/W*RR	RR/W*RR
"TheWhat's"						
Team building		5/10	1/3	9/40	1/5	5/25
		- // -				- /
Problem-solving		5/10	1/3	9/40	1/5	5/25
Priority, Organizing, and		9/18	1/3	9/40	1/5	1/5
Planning						
Training						
Communication		5/10	1/3	9/40	1/5	5/25
Decision-making		5/10	1/3	9/40	1/5	5/25

Data analysis	1/2	1/3	9/40	1/5	5/25
Practical knowledge	1/2	5/15	5/25	9/45	9/45
Software proficiency	3/6	1/3	5/25	1/5	5/25
Adaptability	3/6	1/3	5/25	1/5	1/5
Influence	5/10	1/3	5/25	1/5	1/5
Weighted Average	4.2	2.1	17.0	4.5	10.5
$\sum W^{RR}/\sum W$					

*Note.* W = Weight of Importance of Activity, on a scale of 1 - 5 (1 = least important; 5 = most important), representing the median value among the individual values provided by each member of the project team for each activity. RR = Relationship Rating, representing the consensus of the project team in terms of the strength of the relationship between the needs of the employers with the activities proposed by the ASQ student section on a scale of 1-9 (1 = no relationship; 9 = strongest relationship). W\*RR = Weighted Relationship Rating, used to calculate the weighted average for each activity. Those activities with the highest weighted average represent the highest priority activities.