## SPUR 2019 STUDENT & MENTOR EXPECTATIONS

## STUDENT EXPECTATIONS

Students are expected to spend 35-40 hours per week on research and other program-related activities for the entire duration of the program (May 22-August 1, 2019). Students should begin research on May 23 after the SPUR Opening Luncheon and end on July 31. Students are not expected to work on University holidays (May 27, July 4, and July 24) and do not need to make those hours up (so they should expect to work a modified number of hours those weeks).

In addition to the research, students will be expected to:

- Attend bi-weekly meetings
- Attend weekly Undergraduate Research Education Series events
- Submit a one-page summary of their experience to the University of Utah Undergraduate Research Journal
- Present their work in poster format at the Summer Symposium
- Submit a final report

Students are expected to attend ALL required program activities.

## **FACULTY MENTOR EXPECTATIONS**

The purpose of SPUR is to provide undergraduates with an intensive research experience under the mentorship of a University of Utah faculty mentor. Therefore, we expect mentors to:

- Provide the student with a hands-on research experience that will require the student to spend 35-40 hours per week between research and program-related activities for the duration of the program
- Clearly discuss specific research and work-related expectations with the student at the beginning of the program
- Be honest and straightforward with the student about their work
- Ensure that the student is certified as needed for, e.g., Human Subject Research, Animal Research, Laboratory and other Environmental Health, HIPAA, etc.
- Support the student in completing all programmatic aspects of SPUR (see "Student Expectations" above)
- Participate in program activities to the extent the mentor's schedule allows: SPUR Opening Lunhceon (Thursday, May 23, 12:00-1:00 PM), Summer Symposium (Thursday, August 1, 9:00-12:00 PM), SPUR Closing Luncheon (Thursday, August 1, 12:15-1:30 PM)