Microsoft Workshops and Tutorials at SIGCSE

Pre-Conference Workshop – Hawaii – Project Companion for Cloud-enabled Mobile Computing Courses
Wednesday, March 9, 2011, 1:00pm – 5:00pm

Microsoft Research's Project Hawaii is an academic outreach and research dissemination project. The academic goal of Hawaii is to enable graduate and undergraduate university students to gain understanding and expertise in developing cloud-enabled mobile applications using the Microsoft Mobile and Cloud infrastructure. In this session Project Hawaii team will provide an overview of the project, with an emphasis on its use as a project companion for teaching mobile and cloud computing courses.

F#—From Foundations to Modern Parallel and Data Rich Functional Programming
Thursday, March 10, 2011, 10:45am – 12:00pm

F# is a multi-paradigm programming language, targeting the .NET/Mono platforms. F# brings you type safe, succinct, efficient and expressive functional programming language supporting both the imperative and object-oriented programming disciplines. Attendees will come away with a good idea of the utility and power of F# in the classroom context, and its use all the way up to postgraduate and research level.

XNA Game Studio and PexForFun: Teaching Serious Computer Science and Developing Algorithmic Thinking—
A Game Programming Framework for the PC, Xbox 360, and Windows Phone 7 Programming Exercises and Automatic Assessment in the Cloud
Friday, March 11, 2011, 10:45am – 12:00pm

In this presentation educators will preview a 5-week XNA Game Studio mini-course which is easily integrated into an existing curriculum schedule and is designed to engage students in game development, reinforce CS concepts, and develop complex algorithmic skills with the XNA/C# framework. PexForFun is integrated into the mini-course as an additional tool for practice, mastery, and analysis. PexForFun connects teachers, curriculum authors, and students in a unique social experience, tracking and streaming progress updates in real time. Try it for yourself at http://pex4fun.com today.

Microsoft .NET Gadgeteer: A New Way to Create Electronic Devices
Friday, March 11, 2011, 3:45pm – 5:00pm

This session will provide an overview of the various hardware and software elements of the .NET Gadgeteer platform. Attendees will be introduced to the modular electronics system, and learn how individual modules can be connected together to build sophisticated devices. They will learn about how .NET Gadgeteer devices can be programmed easily using the C# language, and interactively debugged Visual Studio IDE. Finally, the session will demonstrate how the toolkit supports the design of custom enclosures for .NET Gadgeteer projects, which can be built on demand by using 3D-printing technologies.

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Welcome...

to the 42nd annual SIGCSE Symposium, recognized as the premier event in computer science education. The approximately 1,200 attendees come from around the world, representing high schools, community colleges, four-year colleges, universities, industry, and government. Exhibits are always an important part of the SIGCSE Symposium, introducing and presenting new and exciting educational materials. Each day’s program includes substantial open time slots when participants can visit the hall to examine textbooks, software and other materials, and to discuss their needs and concerns with you. Such personal connections are a favorite part of the SIGCSE Symposium for many of our attendees, and we further encourage this interaction by holding morning and afternoon refreshment breaks in the exhibit hall. Honoring our Texas site, we will also have performances in the first-ever SIGCSE Robot Rodeo to attract attendees to the exhibits. Ample exhibit hours allow time for attendees and exhibitors to meet and talk.

Other highlights of this year’s symposium include:

• A full program of scholarly papers, panels, workshops, special sessions, “birds of a feather” sessions, posters and supporter sessions.

• Keynote talks by Matthias Felleisen (Northwestern University), Susan Landau (Radcliffe Institute for Advanced Study), and Luis Von Ahn, (Carnegie Mellon University, Google).

• Pokens - new hardware devices for easy exchange of contact information to enhance attendee-attendee and attendee-exhibitor contact.

We hope that you will take part in as many of these activities as your schedule permits.

We appreciate all you do to help make the Symposium an extraordinary event, and we are very happy that you are participating. Once again, Welcome to SIGCSE 2011.

Thomas J. Cortina
Ellen L. Walker
SIGCSE 2011 Symposium co-Chairs
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Exhibit Hours

The Exhibits are located in the Sheraton Dallas Hotel, Lone Star BC.

The Exhibit Hall is open during the following hours:
- Thursday • March 10 • 10:00 am - 6:00 pm
- Friday • March 11 • 10:00 am - 4:30 pm
- Saturday • March 12 • 9:30 am - 12:00 pm

General Information

Badges

ACM SIGCSE 2011 badges must be worn for admission to all SIGCSE 2011 events. Badges will be checked at the door of the Exhibit Hall and all workshops and sessions.

Breaks - Exhibit Hall

Breaks will be held at the following times:
- Thursday • March 10 • 10:00 am - 10:45 am
- Thursday • March 10 • 3:00 pm - 3:45 pm
- Friday • March 11 • 10:00 am - 10:45 am
- Friday • March 11 • 3:00 pm - 3:45 pm
- Saturday • March 12 • 10:10 am - 10:55 am

Policies

Cameras or recording devices of any kind will not be allowed. For insurance reasons, children under the age of 18 are not permitted on the Exhibit Floor.

Registration Area

The Registration Area is located on the second floor in the Lone Star Preconvene area and is open during the following times:
- Wednesday • 3:00 pm - 9:30 pm
- Thursday • 7:30 am - 4:00 pm
- Friday • 7:30 am - 5:00 pm
- Saturday • 8:00 am - 12:15 pm & 2:30 pm - 3:00 pm

Please visit the Exhibits during the symposium and support our exhibitors and supporters.
Google in Education

Giving students the opportunity to become active creators of tomorrow's technology

Join us at SIGCSE to talk about how, together, we can inspire students to learn, grow, and shape the technologies of tomorrow.

Google’s Education Initiatives in 2011
Friday, March 11th - 1:45 - 3:00pm

Talk in Depth with Representatives from some of Google’s Education Programs
Friday, March 11th - 3:45 - 5:00pm

Beer and Wine Reception
Friday, March 11th - 5:00pm - 6:00pm

Learn more about Google in Education
http://google.com/education
**F# - From Foundations to Modern Parallel and Data Rich Functional Programming**

10:45 am - 12 Noon
Dallas A3

Presenters:
Don Syme, Microsoft Research, Cambridge and Nigel Horspool, tbc, University of Victoria

Presented courtesy of Microsoft

F# is a multi-paradigm programming language, targeting the .NET/Mono platforms. F# brings you type safe, succinct, efficient and expressive functional programming language supporting both the imperative and object-oriented programming disciplines. It is a simple and pragmatic language, and has particular strengths in data-oriented programming, parallel I/O programming, parallel CPU programming, scripting and algorithmic development. F# combines the advantages of typed functional programming with a high-quality, well-supported modern runtime system and set of libraries. This tutorial will teach F# from several angles:

- F# as a cross platform language for teaching, including using F# on Windows, Macs, with Linux and MonoDevelop, and on the TryF# system
- The advanced features of F#, including asynchronous and parallel programming and units of measure
- F# type providers and their applications to strongly typed programming with web ontologies
- F# as a modern data programming environment, including writing data-rich phone applications

Attendees should come away with a good idea of the utility and power of F# in the classroom context, and its use all the way up to postgraduate and research level.

**Intel Academic Community - Global MeeGo University Program MeeGo**

1:45 pm - 3:00 pm
Dallas A3

Presenters:
Selwyn You, Intel Corporation, Jukka Heikkilä, University of Jyväskylä, R ussel J. Clark and Matthew Wolf, Georgia Institute of Technology

Presented courtesy of Intel

Have you heard the buzz about MeeGo? The newly formed MeeGo Operating System-a combination of Intel’s Moblin and Nokia’s Maemo-provides a unified development environment for developers with world-wide distribution channels to consumers.

Learn how Intel's Global MeeGo University program can help you integrate application development on netbooks, tablets, and smartphones into your curricula. Professors from the University of Jyväskylä and Georgia Institute of Technology will share insight into classroom modules that meet demand for rich application development on client devices. They will also share student feedback, in addition to how, why, and when you should start introducing MeeGo to your students.

**Software as a Service, Cloud Computing, and Software Education**

1:45 pm - 3:00 pm
Dallas D3

Presenter: Armando Fox, UC Berkeley

Presented courtesy of: Amazon Web Services

UC Berkeley leverages the combination of cloud computing and Software as a Service (SaaS), with its emphasis on productively creating well-tested, maintainable, reusable code, to let “one-pizza” teams of Berkeley undergrads design, develop, test, and deploy their own SaaS applications. Iteration-based agile development rewards regular progress, test-first design results in students actually enjoying testing, and cloud computing showcases deployed projects to friends, colleagues, and future employers, all while students absorb “big ideas” such as higher-order programming and metaprogramming. I’ll also discuss other uses of cloud computing at Berkeley from lower-division through graduate CS courses.

Armando Fox is an Adjunct Professor at UC Berkeley, a co-author of “Above the Clouds: A Berkeley View of Cloud Computing”, and a researcher at the intersection of cloud computing, machine learning, and parallel computing.
Can Students Really Develop Software Collaboratively?

3:45 pm - 5:00 pm
Dallas A3
Presenter: Brian Schimpf
Presented courtesy of IBM

In the “real world” of software development, developers rarely work on a project alone. Development has become a “team sport” with accepted rules, best practices, and preferred tools. However, too often, students graduate only knowing how to develop code as an individual - not as part of a team. With IBM’s Rational Team Concert (free for classroom use from IBM’s Academic Initiative) students can work in a real-world team development scenario -- each with different roles on the team. Work items can be sized and assigned to each team member, and anyone can view real-time status and project health. Even better, professors can use the dashboards and reports to view each student’s contribution to the project to help them assess each student individually.

FRIDAY • MARCH 11, 2011

XNA Game Studio and PexForFun: Teaching Serious Computer Science and Developing Algorithmic Thinking

10:45 am - 12:00 pm
Dallas A3
Presenters: Pelide Halleux and Nikolai Tillmann, Microsoft Research, Redmond
Presented courtesy of Microsoft

A Game Programming Framework for the PC, Xbox 360, and Windows Phone 7 Programming Exercises and Automatic Assessment in the Cloud

Delivering core computer science concepts and promoting deep algorithmic thinking with engaging activities - such as game development - can be a challenge. It can be an additional challenge to infuse game development into an existing CS program with a prescribed curriculum such as Advanced Placement Computer Science. In this presentation educators will preview a 5-week XNA Game Studio mini-course which is easily integrated into an existing curriculum schedule and is designed to engage students in game development, reinforce CS concepts, and develop complex algorithmic skills with the XNA/C# framework. PexForFun is integrated into the mini-course as an additional tool for practice, mastery, and analysis.

Students in high school through college can use PexForFun as a stand-alone tool to learn and practice programming concepts. With PexForFun, students edit code within any browser; the code is executed and analyzed in the cloud for immediate feedback. PexForFun supports the C#, Visual Basic, and F# programming languages. PexForFun helps students more deeply understand what is happening within the code by using dynamic symbolic execution to thoroughly explore feasible execution paths. The real fun starts with Coding Duels in which students write code that implements a specification and track their progress against the efforts of other PexForFun users. PexForFun connects teachers, curriculum authors, and students in a unique social experience, tracking and streaming progress updates in real time. Try it for yourself at http://pex4fun.com/. Hear about the new XNA mini-course and PexForFun from the curriculum author and the authors of the system at this tutorial.

Case Study - Using the Intel Manycore Testing Lab to Test and Scale Applications

1:45 pm - 3:00 pm
Dallas A3
Presenter: Bob Chesebrough, Innovative Software Education, Intel
Presented courtesy of Intel

Expand your students’ learning experiences with the Intel® Manycore Testing Lab—a unique, global, remote-access facility made available at no charge to members of the Intel Academic Community. The Intel Manycore Testing lab can be used to test, validate, and improve the scalability of classroom labs, homework, and capstone projects. The lab supports both Linux® and Microsoft Windows® with a 32-CPU/64-thread development environment, including up-to-date, essential performance tools to assist professors and their students.

Bob Chesebrough will demonstrate a command-line ray tracer application created by Master’s degree student Dave Fogley. The application was tested, scaled, and tuned on the Intel Manycore Testing Lab. Discussions will include scaling methodologies and state-of-the-art software tools. Bob Chesebrough is a senior course architect in Intel’s Innovative Software Education department.
Google's Education Initiatives in 2011

Google believes that all students should have the opportunity to become active creators of tomorrow’s technology. Our goal is to leverage Google's strengths and infrastructure to increase access to high-quality, open educational content and technology in science, engineering, and math. We support access to computing curriculum and educational technology for all students, leveling the playing field so that students and educators alike have the opportunity to shape the technologies of their future.

During this session we will share what Google Education is planning for 2011 and how CS educators can use the following Google programs to inspire their students:

• App Inventor for Android
• Google Summer of Code
• Computer Science 4 High School (CS4HS)
• Computational Thinking

Talk in Depth with Representatives from Google’s Education Programs

Google supports access to computing curriculum and educational technology for all students, leveling the playing field so that students and educators alike have the opportunity to shape the technologies of their future. The creators of tomorrow's innovations are everywhere, ready to be engaged and inspired.

This session will be your opportunity to talk in depth with Google representatives from key Google CS education programs. We’ll also share material from other Google education programs and provide an opportunity to explore how, together, we can inspire students to shape the technologies of tomorrow. Representatives from the following programs will be present:

• App Inventor for Android
• Google Summer of Code
• Computer Science 4 High School (CS4HS)
• Computational Thinking
• Others TBD

Google Beer and Wine Reception
5:00 pm - 6:00 pm

After a great time thinking about how to reach out and take CS education to the next level, come continue the conversation over a drink and some hors d’oeuvre on Google!

Microsoft .NET Gadgeteer: A new way to create electronic devices

Getting started building embedded devices is relatively complex which limits the students able to be successful and limits the complexity of the projects that they can undertake. With the Microsoft .NET Gadgeteer, someone with basic programming skills can be building sophisticated projects immediately. .NET Gadgeteer is a toolkit for building small electronic devices that combines the advantages of object-oriented programming, solderless assembly of electronics, and quick physical form factor design. Small devices can be iteratively designed, built and programmed in a matter of hours rather than days or weeks.

This session will provide an overview of the various hardware and software elements of the .NET Gadgeteer platform. Attendees will be introduced to the modular electronics system, and learn how to build sophisticated devices. They will learn about how .NET Gadgeteer devices can be programmed easily using the C# language, and interactively debugged Visual Studio IDE. Finally, the session will demonstrate how custom enclosures for .NET Gadgeteer projects can be built on demand by using 3D-printing technologies and predefined templates.
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foreword by Max Mathews
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The goal of The Alliance for Access to Computing Careers (AccessComputing) is to increase the participation of people with disabilities in computing fields. Check out the AccessComputing Knowledge Base to help computing educators and employers, professional organizations, and other stakeholders develop more inclusive programs and share effective practices.

ACM SIGAda

Do you miss the elegance of Pascal in your beginning courses? Then come to the Ada booth to learn about the successes of Ada in the classroom. The same feedback Ada provides to programmers writing code for secure networks, avionics, and air traffic control systems helps beginners find their errors earlier.

ACM-W (ACM's Women's Council)

ACM-W’s mission is to celebrate, inform and support women in computing, and work with the ACM-W community of computer scientists, educators, employers and policy makers to improve working and learning environments for women.

Advancing Robotics Technology for Societal Impact (ARTSI)

The ARTSI (Advancing Robotics Technology for Societal Impact) Alliance, a consortium of 9 research universities and 19 historically black colleges and universities, encourages African American students to become involved in research and pursue graduate training in robotics and computer science. Hampton University and Carnegie Mellon University are the lead institutions.
The Coalition to Diversify Computing (CDC)
Booth 417
Virginia Tech, Computer Sciences
2202 Kraft Drive
Blacksburg, VA 540-231-8795
http://perez.cs.vt.edu

The Coalition to Diversify Computing (CDC) is a joint organization of the ACM, CRA, and IEEE-CS. CDC’s mission is to address the short fall of minority computing professionals in three areas: recruitment of undergraduates to graduate programs, retention of graduate students, and transition of MS/Ph.D. graduates into academia and industry.

The College Board
Booth 110
45 Columbus Avenue
New York, NY 10023
www.collegeboard.com

The College Board is a mission-driven not-for-profit organization that connects students to college success and opportunity. Founded in 1900, the College Board was created to expand access to higher education. Today, the membership association is made up of more than 5,900 of the world’s leading educational institutions and is dedicated to promoting excellence and equity in education. Each year, the College Board helps more than seven million students prepare for a successful transition to college through programs and services in college readiness and college success – including the SAT® and the Advanced Placement Program®. The organization also serves the education community through research and advocacy on behalf of students, educators and schools.

The Committee on the Status of Women in Computing Research (CRA-W)
Booth 417
1828 L Street NW, Suite 800
Washington DC 20036
www.cra-w.org

CRA-W is an action-oriented committee dedicated to increasing the number and success of women participating in CSE research and education at all stages of the computing research pipeline. CRA-W has developed a large portfolio of programs and activities in undergraduate research, mentoring, community building, information sharing and career development.

Commonwealth Alliance for Information Technology (CAITE)
Booth 417
140 Governor’s Drive
University of Massachusetts Amherst
Amherst, MA 01003
413-545-2013
www.caite.info

The Commonwealth Alliance for Information Technology Education (CAITE) brings together 15 public colleges and universities to address under-representation in Massachusetts’ innovation economy. To reach underserved populations, CAITE focuses on community colleges as a gateway. CAITE’s programs expand knowledge about IT careers and create clearer and nurturing educational pathways.

Computing Alliance of Hispanic-Serving Institutions (CAHSI)
Booth 417
University of Texas at El Paso
500 W. University Burges Hall 410A
El Paso, TX 79968
www.cahsi.org

The Computing Alliance of Hispanic-Serving Institutions (CAHSI) is a consortium of seven universities that are committed to increasing the number of Hispanics who earn baccalaureate and advanced degrees in computing. By fostering a community that shares resources, establishes research and curricular collaborations, and disseminates best practices, CAHSI is developing future Hispanic leaders while addressing the under-representation of Hispanics in computing.

Council for International Exchange of Scholars
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Educational Alliance for a Parallel Future (EAPF)
Booth 108
408-203-6525
www.eapf.org

The Educational Alliance for a Parallel Future (EAPF) is dedicated to establishing parallelism as a core competency within education and practice. Through alignment of academia, industry, research, and others, the EAPF provides leadership to drive consensus and prioritization on curricula transition, and resources to help educators integrate new concepts today.

Empowering Leadership: Computing Scholars of Tomorrow (EL) Alliance
Booth 417
Rice University
6100 Main Street
Houston, TX 77005 - 1892
www.empoweringleadership.org

The EL Alliance is a national network of dedicated students, faculty, and staff that provide opportunities and programs to ensure the success of minority computing scholars at research universities.

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Booth 220
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UPE
Pizza Party for student volunteers

School of Computer Science, Carnegie Mellon University
Conference signage

Robot Rodeo - iRobot
Marshal Level Supporter