The changing face of computing.
Bringing Computing Innovations to Education

**Thursday, March 7**

**Microsoft Programs for Higher Education**
10:45 A.M.–12:00 P.M.
*Room: Governors 17*

**TouchDevelop—Mobile App Development for Everyone**
3:45 P.M.–5:00 P.M.
*Room: Governors 11*

**Friday, March 8**

**Using Kinect in HCI and Game Design Classes: Experiences, Opportunities, and Tips**
10:45 A.M.–12:00 P.M.
*Room: Governors 17*

**New Windows Ecosystem, Connected Devices, and Cloud Services: Faculty Tools and Resources**
1:45 P.M.–3:00 P.M.
*Room: Governors 11*

Find us at **Booth 48** where our experts will be demonstrating our latest academic tools and technologies.

FOR MORE INFORMATION, VISIT: research.microsoft.com/sigcse2013

**Microsoft Research**

**Chair: Arjmand Samuel**
Microsoft Research

**Speakers:**
- Peli de Halleux
  Microsoft Research
- Michael Braun
  Seattle Public School District

**Chair: Stewart Tansley**
Microsoft Research

**Speakers:**
Faculty & students from multiple universities

**Chair: Arkady Retik**
Microsoft

**Speakers:**
Panel of Microsoft Global Academic Team members and educators
Welcome!

Welcome to the 44th 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 exhibits hall. Ample exhibit hours allow time for attendees and exhibitors to meet and talk.

The theme of this year’s symposium is “The Changing Face of Computing” and will feature a number of talks and sessions focused on how changes in computing technology and changes in student demographics requires a change in the way computing is taught. Other highlights that are unique to SIGCSE 2013 include:

• An opening keynote on Thursday that will be different than anything seen at SIGCSE previously. This keynote will answer the important question “What can WE do to change the face of computing?” via several energetic “flash talks” (where each speaker will have five minutes to share 20 slides, each of which automatically advance).

• For the first time at SIGCSE, we’ll show a movie following the Thursday night reception. This movie is about Alan Turing, where we’ll learn the remarkable and tragic story of one of the 20th century’s most important people. The Executive Producer of this drama-documentary will provide a Q&A session following the film.

• Keynote talks by Henry Walker (SIGCSE award winner from Grinnell College), Michael Kölling (SIGCSE award winner from University of Kent), and Jane Margolis (author of Unlocking the Clubhouse from UCLA).

• SIGCSE 2013 will have an additional keynote session this year, where Stanford’s Provost will offer his view on whether massively open online courses will change our universities or be a “flash in the pan”.

• A searchable online attendee list that allows attendees to find others with similar interest and enhance attendee-attendee communication will also be available.

• Lastly, SIGCSE 2013 will have a “puzzle extravaganza”. If attendees solve eight ‘puzzles’, then they’ll have enough information to unlock the big puzzle solution. We’ll then have a raffle during lunch on Saturday for those who solve this puzzle. Some of the puzzle pieces will be in the Exhibit hall, in order to encourage attendees to meet exhibitors.

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 2013.

Tracy Camp, Colorado School of Mines
Paul Tymann, Rochester Institute of Technology
SIGCSE 2013 Symposium co-Chairs
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Exhibit Hours and Information

Exhibit Hours
The Exhibits are located in the Plaza Exhibit/Foyer at the Sheraton Denver Downtown hotel.

The Exhibit Hall is open during the following hours:
Thursday • March 7 • 10:00 am - 5:00 pm
Friday • March 8 • 10:00 am - 5:00 pm
Saturday • March 9 • 9:30 am - 12:00 pm

General Information

Badges
ACM SIGCSE 2013 badges must be worn for admission to all SIGCSE 2013 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 7 • 10:00 am - 10:45 am
Thursday • March 7 • 3:00 pm - 3:45 pm
Friday • March 8 • 10:00 am - 10:45 am
Friday • March 8 • 3:00 pm - 3:45 pm
Saturday • March 9 • 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 Plaza Foyer and is open during the following times:
Wednesday • 3:00 pm - 9:30 pm
Thursday • 7:30 am - 8:00 pm
Friday • 8:00 am - 5:00 pm
Saturday • 8:30 am - 11:45 am & 2 pm - 3:00 pm

Exhibit Guide Directory

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Supporter Acknowledgement ......Back cover
Welcome to SIGCSE ..........page 2
Wireless Access ..........page 4

FREE WIRELESS ACCESS

Wireless internet access is available throughout the SIGCSE 2013 Conference courtesy of SIGCSE

Be sure to visit the Exhibits during the symposium and support our exhibitors and supporters.
Computer Science for High School is an initiative sponsored by Google to promote Computer Science and Computational Thinking in high school and middle school curriculum. Learn more at code.google.com/gci

Google Summer of Code is a global program that offers post-secondary student developers ages 18 and older stipends to write code for various open source software projects. Learn more at code.google.com/soc/

Google Code-in is a contest for pre-university students (e.g., high school and secondary school students ages 13-17) with the goal of encouraging young people to participate in open source. Learn more at code.google.com/gci

Course Builder is a free, open-source platform that lets you build your own online courses, which include lessons, student activities, and assessments. Learn more at code.google.com/p/course-builder/
Thursday • March 7, 2013

Lightning Round 2 - New Ideas in Embedded, Security and Parallelism
10:45 am - 12:00 pm • Governors 11
Presenter: Matt Wolf, Georgia Tech
Presented courtesy of Intel

Come get the latest in teaching content from your peers to introduce embedded, security and parallel concepts into computer science classes. See short, fun and exciting examples of how your peers are bringing embedded, security or parallelism concepts into their curriculum.

Microsoft Programs for Higher Education
10:45 am - 12:00 pm • Governors 17
Presenter: Judith Bishop, Director of Computer Science, Microsoft Research
Presented courtesy of Microsoft

Microsoft Research Connections helps bring together academics and our own researchers to assist in shaping the future in such fields as cloud computing, devices and services, software engineering, natural user interfaces, and data-intensive scientific research. We provide an array of programs that support faculty and students in their research, teaching and studies. In addition to financial awards, we also offer faculty visits, internships, competitions, specialized workshops and events, and device loan programs. All of these are supported by our computer scientists based around the world. Whether you have participated in our programs before or are curious about how to join in, this session will outline these programs, and give you an opportunity for Q&A on interacting with Microsoft Research.

Think Even Bigger: Scaling High School CS
1:45 pm - 3:00 pm • Governors 11
Presenter: Maggie Johnson, Director of Education and University Relations, Google Inc.
Presented courtesy of Google

In the last five years, we have seen significant progress in raising awareness about the importance of Computer Science for high school students. Standards, professional development, and new CS curriculum have been created and tested. Now, it’s time to determine the best means for consolidating all the great work that has been done and scaling it so every high school student will have access to high-quality CS. This talk will review current work in CS for high schools, and propose strategies for scaling.

Maggie Johnson is Director of Education and University Relations for Google. She manages all technical training and content development, and information management programs for Google engineers and operations staff, as well as Google’s K12 educational programs in STEM and computer science. She manages Google’s MOOC development programs and oversees the University Relations area, building strategic research partnerships with faculty and labs globally. Prior to Google, Maggie was teaching faculty and Director of Educational Affairs in the Department of Computer Science at Stanford University.

Dispelling Myths: Common Misconceptions About ABET And Accreditation
1:45 pm - 3:00 pm • Governors 17
Presenters: Michael Milligan, ABET and Susan Conry, Clarkson University
Presented courtesy of ABET

ABET is the global “gold standard” for accreditation of university-based degree programs in computing, applied science, engineering and engineering technology, encompassing 3,200 programs at more than 660 universities in 24 nations. Yet the ABET accreditation process is largely unknown to stakeholders ranging from employers to prospective students, and is often criticized by faculty members for a variety of perceived flaws. At this session, senior ABET officials address the most common myths about the organization’s accreditation activities, and invite audience members to voice their ideas, questions and concerns.
Thursday • March 7, 2013

**TouchDevelop - Mobile App Development for Everyone**
3:45 pm - 5:00 pm • Governors 11
Chair: Arjmand Samuel, Microsoft Research
Presenters: Peli de Halleux, Microsoft Research and Michael Braun, Seattle Public School District
Presented courtesy of Microsoft

TouchDevelop Web App is a development environment to create apps ON your tablet or smartphone. TouchDevelop has a predictive on-screen code keyboard and a general-purpose touch-optimized programming language. Scripts written by using TouchDevelop can access data, media, and sensors on the phone, tablet, and PC. Scripts can interact with cloud services, including storage, computing, and social networks. TouchDevelop lets you quickly create fun games and useful tools. In this session, Peli de Halleux, from Microsoft Research, will introduce you to TouchDevelop. You can bring your own tablet or smartphone (iPad, iPhone, Android phone or tablet, Windows phone, tablet or laptop) and follow along. We will also have a few Windows Phones for you to borrow. Michael Braun, a teacher from the Seattle Public School District will talk about his experiences using TouchDevelop in the classroom, and inspiring high school students to take on programming.

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**Curriculum Workshop: How To Introduce Parallelism Into Entry Level Programming Classes**
3:45 pm - 5:00 pm • Governors 17

Presenter: Dr. Dave Valentine, Slippery Rock University
Presented courtesy of Intel

This session is a hands-on experience in adding parallelism to several of the ACM SIGCSE Nifty programming assignments. ACM SIGCSE Nifty assignments are a great way to expose introductory students to parallel programming. The session begins with completed versions of the Nifty Programs and uses Intel’s Parallel Studio to identify hot spots that will benefit from parallelism. Finally, the session will show how OpenMP, TBB and/or Cilk can be added easily to the serial program. The session demonstrates how to teach introductory students how to grab the "low hanging fruit" and boost the productivity of their (already working) projects.

Friday • March 8, 2013

**Building Online Courses**
10:45 am - 12:00 pm • Governors 11

Presenter: Peter Norvig, Director of Research, Google Inc.
Presented courtesy of Google

In the early days of software creation, code was crafted by individuals. Over time we established processes that enabled large groups to build much larger systems. Today, courses are still crafted by an individual teacher - if we want to build a larger class, serving more students, do we need a new set of course building processes? We now have many choices in course design: in the classroom, online, or as a hybrid. This talk will cover some of the mechanics of running online courses and building online communities.

Peter Norvig is a Fellow of the American Association for Artificial Intelligence, the Association for Computing Machinery and serves as the Director of Research at Google Inc. His efforts improved core web search algorithms at Google from 2002-2005, and more recently co-taught one of the first massive online open courses (MOOCs) in 2011. Previously, Norvig led the Computational Sciences Division at NASA Ames Research Center receiving the NASA Exceptional Achievement Award in 2001. He has served as an assistant professor at the University of Southern California and a member of the University of California at Berkeley Computer Science Department.
Using Kinect in HCI and Game Design Classes: Experiences, Opportunities, & Tips
10:45 am - 12:00 pm • Governors 17
Chair: Stewart Tansley, PhD, Microsoft Research
Presented courtesy of Microsoft

Introduced just 2 years ago, Kinect initially opened up new ways for people to play games and experience entertainment. But it has equally fostered a surge of creative experimentation and new applications. Fusing multiple sensors with artificial intelligence software, Kinect enables touchless user interfaces with both speech and whole body gesture control – an example of a new generation of “natural user interfaces”. Teaching future designers and engineers how to build systems that incorporate such techniques is crucial to avoid simply naively applying traditional GUI (graphical) and CLI (command line) paradigms. This session presents practical experiences in teaching using Kinect and summarizes best practices to save you time and energize your UI or game design classes.

New Windows Ecosystem, Connected Devices, and Cloud Services: Faculty Tools and Resources
1:45 pm - 3:00 pm • Governors 11
Chair: Arkady Retik, Global Academic Programs, Microsoft Developer Division
Presenters: Panel of Microsoft Global Academic Team Members and Educators
Presented courtesy of Microsoft

Latest innovations in App Development, NUI devices, Cloud Computing and other advances introduce new and exciting opportunities for computing industry and higher education. Integrating these innovations in teaching presents a broad range of novel approaches (i.e. MOOCs) and interesting challenges (i.e. Lab in the Cloud). Come to hear about the new curriculum and cloud computing resources and other programs available to address the faculty needs and how they have been used in universities world-wide.

This panel will provide an opportunity for SIGCSE attendees to hear from a Global Academic team and faculty who have been teaching CS courses using the latest Microsoft technology, such as Windows 8 and Windows Azure, ask questions and discuss and share their own experiences.

Is There Value In ABET Accreditation?
3:45 pm - 5:00 pm • Governors 11
Moderator: Lawrence G Jones, Software Engineering Institute, Carnegie Mellon University
Panelists: Kenneth Martin, University of North Florida and Ron Doyle, IBM Distinguished Engineer, SWG Strategy and Technology; James West, Project Manager, Boeing Corp; Patricia Ladewig, Provost, Regis University
Presented courtesy of ABET

The accreditation process requires a lot of valuable institutional resources and volunteer time. Do the benefits outweigh the costs? In this session panelists from industry and academia will discuss what value results from the ABET accreditation process for the many stakeholders: students, employers, faculty members, program and institutional administrators.

Saturday • March 9, 2013

Getting Started with Java using Alice3
10:45 am - 12:00 pm • Governors 11
Presenter: Caron Newman, Oracle Academy
Presented courtesy of ORACLE

This presentation engages participants with little or no programming experience to learn basic Java programming concepts. Presenter will showcase Carnegie Mellon’s Alice® platform and do something fun – create animated stories, movies and games. By dragging and dropping graphic tiles that contain standard Java programming statements, participants will see how to develop programs that animate 3D objects.

Caron, the Senior Curriculum Manager, manages the design and development of the Oracle Academy Introduction to Computer Science curriculum used in high schools and community colleges. Free courses available globally include Database Design, SQL, PL/SQL, Alice 3, Greenfoot, and Java. Caron has 20+ years of experience in the software industry focused on technology in education. Caron has a Masters in Computer Information Systems and a Masters in Education.
get with the programming

MyProgrammingLab is a database of programming problems, specific to Pearson CS1/Intro to Programming textbooks. MyProgrammingLab provides students with tons of practice opportunities, while they receive personalized feedback on many of their submissions. MyProgrammingLab helps students master the syntax, semantics and basic usage of the programming language, freeing you up to focus on problem-solving strategies, design and analysis, abstraction, algorithms, and style.

Visit the Pearson team at Booth #3, or learn more at www.myprogramminglab.com
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AccessComputing, with thirty-three partner organizations and institutions, uses evidence-based practices to increase the participation and success of people with disabilities in computing. It supports communities of practice, migrants to fund activities that promote computing careers for students with disabilities, and a searchable knowledge base with case studies and effective practices.

ACM CCECC
Booth 56
2 Penn Plaza
Suite 701
New York, NY 10121-0701
800-342-6626 • acmccecc@acmcccecc.org

The ACM Committee for Computing Education in Community Colleges (CCECC) is devoted to advocacy and resources for computing education at associate-degree granting colleges and similar post-secondary institutions throughout the world, serving computing education communities since 1991. Visit us online at acmccecc.org and become an affiliate.

ACM SIGAda
Booth 75
2 Penn Plaza, Suite 701
New York, NY 10121-0701
319-273-6056 • www.sigada.org

Ada 2012 is the next generation of the world’s premier programming language for engineering safe, secure and reliable software. It includes runtime checking of formal preconditions and postconditions and further support of multicore. Come by the SIGAda booth to learn about the successes of Ada in the classroom.

ACM-W
Booth 56
2 Penn Plaza, Suite 701
New York, NY 10121-0701
1-800-342-6626 • acmhelp@acm.org

ACM-W supports, celebrates and advocates internationally for the full engagement of women in all aspects of the computing field, providing a wide range of programs and services to ACM members and working in the larger community to advance the contributions of technical women.

Advancing the Successful IT Student through Enhanced Computational Thinking (ASSECT)
Booth 19
University of Massachusetts Boston
100 Morrissey Boulevard
Boston, MA 02125
617-287-7295
www.batec.org • Deborah.boisvert@umb.edu

Advancing the Successful IT Student through Enhanced Computational Thinking (ASSECT) is a project of Broadening Advanced Technological Education Connections (BATEC), an ATE National Center of Excellence for Computing and Information Technologies which has developed a rubric for computational thinking in Information Technology and industry-relevant scenarios for use in entry level IT classes.

Aldebaran Robotics
Booth 31
3420 Bristol Street
Suite 606
Costa Mesa, CA 92626
949-330-7292 • cvaudel@aldebaran-robotics.com

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Auburn University – jGRASP
Booth 65
Computer Science and Software Engineering
3101 Shelby Center
Auburn, AL 36849-5347
334-844-6315 • www.jgrasp.org

Auburn University is the home of JGRASP, a freely available integrated development environment with visualizations for improving the comprehensibility of software. Auburn’s Samuel Ginn College of Engineering provides BS - PhD programs in computer science, software engineering, wireless engineering, and computer engineering, as well as all traditional areas of engineering.
Cengage Learning
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20 Channel Center
Boston, MA 02210
617-757-7900 • www.cengage.com

Cengage Learning publishes innovative texts and creative e-learning solutions in emergent and current technologies, helping educators teach and students learn. The company’s products and services are designed to foster academic excellence, increase student engagement, improve learning outcomes and deliver authoritative information to people whenever and wherever they need it.

CMD-IT (The Center for Minorities and People with Disabilities in IT)
Booth 19
CMD-IT
P.O. Box 10358
College Station, TX 77842
www.cmd-it.org • kmcleod@cse.tamu.edu

CMD-IT’s vision is to contribute to the national need for an effective workforce in computing and IT through inclusive activities focused on minorities and people with disabilities. The vision is accomplished by insuring that under-represented groups are fully engaged and to promoting innovation that enriches, enhances, and enables these communities.

The Committee on the Status of Women in Computing Research (CRA-W) and The Coalition to Diversify Computing (CDC)
Booth 19
1828 L Street NW, Suite 800
Washington, DC 20036
www.cra-w.org • www.cdc-computing.org
erik@cra.org

The CRA-W/CDC Alliance consists of the Committee on the Status of Women in Computing Research and the Coalition to Diversify Computing. Together, the Alliance offers programs at the undergraduate through mid-career levels aimed at increasing and retaining the number of women and underrepresented minorities participating in computing research and education.

The College Board
Booth 67
45 Columbus Ave.
New York, NY 10023
866-630-9305
www.collegeboard.org • Inquire@collegeboard.org

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.

CRC Press - Taylor & Francis
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CRC Press publishes innovative text and reference books on the latest technologies and research in Computer Science and Engineering. Visit our booth during the meeting to peruse our latest offerings, including the latest titles in our Textbooks in Computing book series. Book ideas will be warmly received by acquisitions editor, Randi Cohen.

CSTA (Computer Science Teachers Association)
Booth 56
2 Penn Plaza
Suite 701
New York, NY 10121-0701
541-913-9770 • l.clayborn@hq.acm.org

The Computer Science Teachers Association is a membership organization that supports and promotes the teaching of computer science and other computing disciplines. CSTA provides opportunities for K–12 teachers and students to better understand the computing disciplines and to more successfully prepare themselves to teach and learn.

EMC Corporation
Booth 54
176 South Street
Hopkinton, MA 01748
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EMC Corporation is a global leader in enabling businesses and service providers to transform their operations and deliver IT as a service. We can help prepare students to be IT professionals who are as mission-critical as the technology itself. Learn about our Academic Alliance at http://education.emc.com/academicalliance.

ENGAGE: Immersive Game-Based Learning for Middle Grade Computational Fluency
Booth 19
Department of Computer Science
North Carolina State University
Campus Box 8206
Raleigh, NC 27695-8206
919-515-7534
www.intellimedia.ncsu.edu • lester@ncsu.edu

The NSF-supported ENGAGE Project focuses on the development, implementation, and evaluation of a middle grade version of the CS Principles course that is fully situated within an immersive game-based learning environment.
**Ensemble Computing Education Portal**

**Booth 58**
Dept CSC, Villanova University  
800 Lancaster Avenue  
Villanova, PA 19085  
www.computingportal.org

Your place for dissemination of grant results, connecting with computing education activities and discovering resources. The most comprehensive catalog of tools used by educators, in the classroom and out. Ensemble is the computing education portal of the NSF NSDL. It satisfies the requirement to share grant produced products nationally and provides a single stop place to look for what is new. Stop by to learn more.

**Franklin, Beedle & Associates Incorporated**

**Booth 42**
Editorial Office  
2154 NE Broadway, Suite 130  
Portland, OR 97212  
503-625-4445 • www.fbeedle.com

Please visit us at Booth #42. Featured books: (NEW) VanDrunen’s Discrete Mathematics and Functional Programming, Zelle’s Python Programming, and Miller & Ranum’s Problem Solving with Algorithms and Data Structures Using Python.

**GitHub**

**Booth 33**
548 4th Street  
San Francisco, CA 94107  
415-857-0683 • www.github.com

GitHub is the best way to build software together. Whether it’s your company’s app, your favorite open source library, or a weekend side project, GitHub helps everyone work better by providing tools for easier collaboration and code sharing on any device. Start collaborating today - open source project hosting is free!

**Google**

1600 Amphitheatre Parkway  
Mountain View, CA 94043  
650-253-6000 • www.google.com

Google Inc is a global technology company focused on organizing the world’s information, making it universally accessible & useful. To that end, Google aims to improve Computer Science education and student retention particularly among those who are historically underrepresented in the field. The study of Computer Science can be challenging and fun, and Google wants to inspire these students – the innovators of the future – to become active participants and leaders in creating technology.

**IIE/Council for International Exchange of Scholars**

**Booth 59**
1400 K St., NW  
Washington, DC 20005  
202-686-4000 • scholars@iie.org

The Fulbright Program is the flagship international educational exchange program sponsored by the U.S. government and is designed to “increase mutual understanding between the people of the United States and the people of other countries.” The Fulbright Program has provided almost 310,000 participants with the opportunity to study, teach, conduct research and exchange ideas.

**Institute for African American Mentoring in Computing Sciences (iAAMCS)**

**Booth 19**
Clemson University  
School of Computing  
100 McAdams Hall  
Clemson, SC 29634-0974  
864-656-4846 • juan@clemson.edu

IAAMCS pronounced “i am cs” the Institute for African-American Mentoring in Computing Sciences aims to significantly increase the number of Black/African-Americans pursuing and completing the PhD in computing fields through a national mentoring model. iAAMCS is synergized by previous NSF BPC Alliances (ARTSI, A4RC and EL) interventions and activities.

**Intel Corporation**

**Booth 35**
2200 Mission College Blvd.  
Santa Clara, CA 95054  
408-765-8080

Intel (NASDAQ: INTC) is a world leader in computing innovation. The company designs and builds the essential technologies that serve as the foundation for the world’s computing devices. Additional information about Intel is available at newsroom.intel.com and blogs.intel.com.

**InterSystems Corporation**

**Booth 12**
1 Memorial Drive  
Cambridge, MA 02142  
617-621-0600 • campus@intersystems.com

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**Kent State University/School of Digital Sciences**

**Booth 41**
236 Math & CS Building  
1300 University Esplanade  
Kent, OH 44242  
330-672-9105 • www.kent.edu/dsci

Kent State University’s unique Master of Digital Sciences - offered both on-site and online - is designed to add professional breadth to complement a student’s undergraduate program. A computer science student, for example, could gain exposure to business systems, learn about instructional design, or study enterprise architecture.
Microsoft Corporation
Booth 48

Microsoft Corporation is pleased to support SIGCSE 2013, including Kids Camp. You are invited to visit our booth and learn more about the Microsoft educational and research programs and the latest technology available for you to use in class. There will be short presentations, demos and prizes available for attendees during the exhibition. You are also invited to attend one of our tutorial sessions, please see our ad in this guide for additional information.

Mercury Learning & Information
Booth 64

Mercury Learning & Information provides print & digital content in the areas of science & medicine, technology, engineering and mathematics (STEM disciplines) for AP secondary, higher education, career school, online training, and professional/reference markets.

The MIT Press
Booth 55

The MIT Press is a publisher of scholarly books and journals. We are the only university press in the U.S. whose list is based on science and technology, and we are a major publishing presence in fields as diverse as architecture, social theory, cognitive science, and computational science. 2012 marked the 50th anniversary of the MIT Press. Read about it on our 50th anniversary page, http://mitpress.mit.edu/50Years, and review our list of influential books and journal articles.

Morgan Kaufmann
Booth 30

Morgan Kaufmann has been bringing the knowledge of experts to the computing community since 1984. Our goal is to provide timely yet timeless content to computing research and development professionals, business leaders and information technology managers, everyday practitioners, and academia.

National Center for Women & Information Technology (NCWIT)
Booth 19

The mission of NCWIT is to ensure that women are fully represented in the world of information technology and computing. NCWIT’s goal is parity in the professional information technology (IT) workforce, and our fundamental strategy is to educate, disseminate, and advocate a national, multi-year implementation plan that generates tangible progress.
Piazza is a free, online Q&A platform built to replace less effective discussion boards commonly adopted in classrooms. It has been popular by widespread use at Stanford, Harvard, Princeton, and MIT. Today it is used by hundreds of thousands of students every term. Piazza saves you time and improves your interactions with students.

Scalable Game Design

The Oracle Academy offers a complete portfolio of software, curriculum, faculty training, support, and certification resources to education institutions globally. Students gain hands-on experience with the latest technologies and develop industry-relevant skills prior to entering the workplace. The Oracle Academy supports over 1.3 million students in 95 countries.

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Visit the SIGCSE 2013 booth for CONNECT and the SIGCSE Puzzle Challenge. CONNECT provides the searchable online directory that SIGCSE attendees can use to find and send messages to other attendees. Come to the booth to register or add a photo. You can also come here to learn more about the SIGCSE Puzzle Challenge and to check your answers to the puzzles.

Save the Date

SIGCSE 2014

March 5-8, 2014
Atlanta, Georgia
Leveraging Computing to Change Education
The STARS Computing Corps is a community of practice for advancing innovation through regional partnerships to broaden participation in computing. STARS member institutions implement the STARS Leadership Corps, a co-curricular program that engages students, professionals and educators in research and service to enhance student recruitment, retention, and graduation in computing.

Turing’s Craft, Inc.

Booth 8
143 NE
2900 Bedford Ave.
Brooklyn, NY 11210
718-951-4140 • info@turingscraft.com

Turing’s Craft provides CodeLab, a web-based interactive programming exercise system for classes in Python, Java, C++, C, VB, C# and other languages. Designed to reduce attrition and raise the level of the class, CodeLab is a seasoned system, used in over 250 schools. Since 2002, CodeLab has analyzed over 40,000,000 submissions from more than 150,000 students.

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Visit us at Booth 59 during SIGCSE 2013.
Dispelling Myths: Common Misconceptions About ABET and Accreditation

1:45pm - 3:00pm – Governors 17

ABET is the global “gold standard” for accreditation of university-based programs in computing, applied science, engineering, and engineering technology. Yet the ABET process is largely unknown to stakeholders, ranging from employers to prospective students, and is often criticized by faculty members for a variety of perceived flaws. This session addresses the most common myths about the organization’s accreditation activities and invites audience members to voice their ideas, questions, and concerns.

Is There Value in ABET Accreditation?

3:45pm - 5:00pm – Governors 11

The accreditation process requires a significant commitment of institutional resources and time. Do the benefits outweigh the costs? In this session, panelists from industry and academia discuss what value results from the ABET accreditation process for the many stakeholders: students, employers, faculty members, and program and institutional administrators.
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