Vendor Sessions

Windows Kernel Source in the Classroom: Worldwide Use and New Resource Kit

Thursday, March 5, 10:45am–12:00pm

The Windows Academic Program provides universities with Windows kernel source code, curriculum materials, and a project environment for teaching and research operating systems principles. The key program components include the Windows Research Kernel (WRK) and the Windows Operating System Internals Curriculum Resource Kit (CRK) with Instructor Supplement. WRK current release is a kit with a build environment, VirtualPC, sample projects, documentation, debugging tools and more.

This session will review the new additions to the Faculty Resource Kit as well as present highlights from several case studies on the material use in teaching OS classes worldwide. In particular, the experiences of WRK-based research, teaching and programming labs, carried out by the Operating Systems and Middleware group at HPI, will be presented and discussed.

The attendees will receive the latest Faculty Resource Kit DVD with Instructor Supplement and Windows Kernel Source programming projects. There will be an opportunity to discuss projects with presenters and provide feedback to the Microsoft academic team.

Presenters
Andreas Polze is the Operating Systems and Middleware Professor at the Hasso-Plattner-Institute (HPI) for Software Engineering at University Potsdam, Germany. His current teaching activities focus on architectures of operating systems and component-based middleware as well as predictable distributed computing.

Alexander Schmidt is a PhD student at HPI. His research focuses on monitoring applications in the operating system context and operating system support for fault-tolerant distributed applications. Alexander is also involved in teaching operating systems courses.

Dave Probert is a Kernel Architect within the Windows Core Operating Systems Division at Microsoft where he is currently working on the next generations of Windows. Dave is also the Architect for the Windows Academic Program, developing both the WRK package and ProjectOZ.

Arkady Retik is the Windows Academic Program Manager in Source & Ecosystem Programs Group, Microsoft. Prior to joining Microsoft in 2000, Arkady served for a decade as a researcher, faculty member and professor in several universities.

WorldWide Telescope

Thursday, March 5, 1:45pm–3:00pm

The Microsoft Research WorldWide Telescope (WWT) enables a virtual telescope on your desktop—a one-stop platform for astronomers and science educators. We will show you how WWT can be used to enhance your experience in research, teaching/learning, and entertainment, throughout the international year of astronomy in 2009 (IYA2009) and beyond.

Presenter
Yan Xu, PhD, joined Microsoft Research in March 2006. Her research has been focused on exploring technologies and pedagogical strategies that facilitate and enhance interdisciplinary computational research and education. She is responsible for the WorldWide Telescope academic program, which enables collaborations with academic researchers and educators in computer science and astronomy; the Transform Science—Computational Education for Scientists initiative, which enables collaborations with academia for infusing computational thinking into science education to create tomorrow's scientists; and the Phoenix Academic Program for applying Microsoft Phoenix technology to computer science research and education.

Kodu

Saturday, March 7, 8:30am–10:00am

Project Kodu allows kids to make their own 3D games using a unique visual programming language and an ordinary game controller. Kodu provides an immersive introduction to the analytic and creative processes employed by programmers while prioritizing the learner’s natural goals of exploration and enjoyment. Using Kodu, kids can create 3D terrains, populate them with objects, and give the objects unique behaviors through a highly visual iconic programming language.

Presenter
Matt MacLaurin is project lead for Kodu. As Principal Program Manager in the Creative Systems team at Microsoft Research, MacLaurin investigates the intersection of creativity, entertainment, and social media, with a particular emphasis on how sharing affects creativity and the different roles that form naturally within online creative communities.

SIGCSE Kids Camp

For the second year, Microsoft is a proud sponsor of the SIGCSE Kids Camp including t-shirts for all participants. Older kids will participate in planned computing activities using Alice, CS Unplugged, Kodu, and Scratch. Student Volunteers will help with the computing activities.
WE LCOME to the 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.

Other highlights of this year’s Symposium include…

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

• An opening keynote talk by Elliot Koffman of Temple University, the 2009 SIGCSE Award Winner for Outstanding Contributions to Computer Science Education, on Thursday morning.

• A first-timer’s luncheon on Thursday to reach out to our newest attendees and encourage continuing participation in the Symposium, with an address by the 2009 SIGCSE Award Winner for Lifetime Service to the Computer Science Education Community, Mike Clancy of the University of California, Berkeley.

• A Thursday evening reception at the Tennessee Aquarium that provides an opportunity to mingle informally with Symposium attendees in a fascinating setting.

• A Friday morning keynote talk by Craig Mundie, Microsoft Chief Research and Strategy Officer.

• A Saturday luncheon talk by Gregory Abowd of Georgia Tech who will talk about “Making IT Matter: How Computing Can Make a Difference.”

• Kids Camp is back, more fun than ever!

• A full day of pre-symposium events including workshops for Department Chairs, Assessment, and New Teaching Faculty, as well as several day-long tutorials and mini-symposia.

• Special co-located events including a presentation by Eugene Spafford, UPE Abacus Award Winner, and the ACM SIGCSE Student Research Competition.

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

You help make the SIGCSE Symposium an extraordinary event, and we are very happy that you are participating. Once again, welcome to SIGCSE 2009.

Sue Fitzgerald and Mark Guzdial
Symposium Co-Chairs
Sun and Education

Sun builds the Digital Campus, a unified network in which individuals can interact and collaborate in a seamless, secure, personalized environment for learning. Using open source technology, we can create computing resources that foster innovation.

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SIGCSE 2009 EXHIBIT GUIDE

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SIGCSE 2009

FREE WIRELESS ACCESS

Wireless internet access is available throughout the SIGCSE 2009 Conference courtesy of SIGCSE

HOURS AND INFORMATION

EXHIBIT HALL HOURS

The SIGCSE 2009 Exhibits are located in the Chattanooga Convention Center, Hall B.

The Exhibit Hall is open during the following hours:

- Thursday • March 5 • 10 am - 6:00 pm
- Friday • March 6 • 10 am - 6 pm
- Saturday • March 7 • 9:30 am - 12:00 pm

GENERAL INFORMATION

Badges

ACM SIGCSE 2009 badges must be worn for admission to all SIGCSE 2009 events. Badges will be checked at the door of the Exhibit Hall and all workshops and sessions.

Breaks

Breaks will be held at the following times:

- Thursday • March 5 • 10:00 am - 10:45 am
- Thursday • March 5 • 3:00 pm - 3:45 pm
- Friday • March 6 • 10:00 am - 10:30 am
- Friday • March 6 • 2:45 pm - 3:30 pm
- Saturday • March 7 • 10:10 am - 10:40 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 first floor near Meeting Room 1 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 - 2:30 pm

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At Google, we support educators in their efforts to empower students and expand the frontiers of human knowledge.

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Google also provides scholarship programs to encourage students to excel in their studies in computer science and become active role models and leaders in their communities. We’re proud to be a sponsor in this year’s SIGSCE, helping bring educators together to engage about the future of computer science.

To find more information about these initiatives, stop by our booth, 303, or visit us online at www.google.com/jobs/events.
SUPPORTER SESSIONS

Thursday • March 5, 2009

- **Windows Kernel Source in the Classroom: Worldwide Use and New Resource Kit**
  10:45 am - 12 Noon • Ballroom I
  Presenters: Dave Probert, Kernel Architect - Microsoft, Redmond
  Arkady Retik, Windows Academic Program Manager - Microsoft, Redmond

Presented courtesy of Microsoft

The Windows Academic Program provides universities with Windows kernel source code, curriculum materials, and a project environment for teaching and researching operating system principles. The key program components include the Windows Research Kernel (WRK) and the Windows Operating System Internals Curriculum Resource Kit (CRK) with Instructor Supplement. The WRK current release is a kit with a build environment, VirtualPC, sample projects, documentation and more. This session will review the new additions to the resource kit as well as present several case studies on the material use in teaching OS classes worldwide. There will be an opportunity to discuss with and provide feedback to the Microsoft academic team. The attendees will also receive the latest Faculty Resource Kit with the latest Windows Kernel Source programming projects.

- **WorldWide Telescope**
  1:45 pm - 3:00 pm • Ballroom I
  Presenter: Yan Xu, PhD - Microsoft Research

Presented courtesy of Microsoft

The Microsoft Research WorldWide Telescope (WWT) enables a virtual telescope on your desktop - a one-stop platform for astronomers and science educators. We will show you how WWT can be used to enhance your experience in research, teaching/learning, and entertainment, throughout the international year of astronomy in 2009 (IYA2009) and beyond.

- **Intel Session #1**
  3:45 pm - 5 pm • Ballroom I

Presented courtesy of Intel
Google's New Products and Programs
3:45 pm - 5:00 pm • Marriott Plaza AB
Presented courtesy of Google

Teaching the Android Platform
Presenter: Mark Friedman
Android is an open-source mobile platform, offering a full software stack: an operating system, middleware, and key mobile applications. It also contains a rich set of APIs that allows third-party developers to develop applications. We will be giving a quick intro to the Android architecture, describing the various dimensions of Android’s openness (in addition to being open-source) and discussing some of the ways that it can be used in an educational context.

Teaching Programming with App Engine
Presenter: Jeff Eddings
In this session, we will present case studies of computer science educators who have taught classes using App Engine. We will discuss how their CS students were able to build compelling apps with enterprise-level scalability in a matter of a few weeks.

Teaching Online Video Using the YouTube APIs
Presenter: Kuan Yong
YouTube enables developers to incorporate YouTube videos into their apps using its rich set of player APIs (Javascript and ActionScript) and Data APIs (PHP, .NET, Java, Python, etc.). This talk will cover the key features of the APIs and shows how they can be used to complement any coursework on web development.

SUPPORTER SESSIONS
Friday • March 6, 2009

Teach the Concepts, Not the Tools!
10:30 am - 11:45 am • Ballroom I
Presenters: Brian Leonard, Technology Evangelist for Sun Microsystems
Gary Thompson, MS SE candidate at SFSU, Program Manager for java.net
Presented courtesy of Sun Microsystems

As software development and administration tools such as IDE’s (Integrated Development Environments), database monitors, etc. become more powerful an understanding of their use and operation increasingly becomes a marketable skill in the IT professional and software development workplace. However, this increased power comes with an increase in complexity that carries a steep learning curve that competes for the limited instructional time an educator has to offer his/her class. This talk will provide a platform to discuss the use of open source tools and their associated collateral to enable instructors to spend their time teaching concepts, not tools. Input rom OpenSolaris, NetBeans, and MySQL will be presented.
Google Applications and Programs for Educators

10:30 am - 11:45 am • Marriott Plaza AB

Presented courtesy of Google

Google Summer of Code
Presenter: Cat Allman

In this talk, after a brief introduction to Google’s Open Source Team and how we contribute to the wider community, we will describe the Google Summer of Code program and our global initiative to get college and university students involved in Open Source development. We will cover the program’s inception, lessons learned over time and tips for success in the program for both mentors and students. Google Summer of Code participants in the audience are welcome and encouraged to chime in with their own insights. We will also touch on the Google Highly Open Participation Contest, a similar program we run for students ages 13-18.

How to Use Knol in Education
Presenter: Matt Ghering

The movement toward open education resources is gaining increasing momentum. However, few of the existing resources for easily creating OER offer robust collaboration features that could make OER a true online classroom. Knol, our new tool for sharing authoritative content, changes that paradigm, allowing OER to become collaborative, interactive environments. This session will present a case study of how Knol can be used in the classroom. It will also review Knol’s distinctive features and how these features can be used to create interactive OER. Attendees will learn various ways students and educators can collaborate and interact using Knol, and discuss how these features could be used in their classes.

NSF in the Cloud: Cluster Exploratory (CLuE) and Data Intensive Computing (DC)
Presenter: Jim French, NSF, University of Virginia

This talk will cover the Cluster Exploratory program, it’s history and status to date. It will also relate these programs to the other programs that NSF/CISE.

Case Studies in Using Open Source Collateral

1:30 pm - 2:45 pm • Ballroom I
Speaker: Harry J Foxwell, PhD, System Engineer for Sun Microsystems Federal Inc.

Presented courtesy of Sun Microsystems

Open source software is of great value in CS instruction not just for its minimal cost and utility but also for the visibility and educational opportunities it provides into the workings of operating systems, Web software, and development tools. This session will describe how professors from several universities have used Sun’s open source tools like OpenSolaris to teach operating system concepts, MySQL to teach database concepts, and NetBeans to teach Java and Web programming. This session will also discuss how Sun’s open source VirtualBox software has been used both to teach virtualization concepts and to host environments students use to explore networking, Web architectures, and computer security.

Merging onto the Parallel Programming Highways

3:30 pm - 4:45 pm • Ballroom I
Presenters: Zander Sprague, Americas Training Manager, Intel Corporation
Dr. Matthew Wolf, Professor of College of Computing, Georgia Institute of Technology

Presented courtesy of Intel

With Multi-Core architecture becoming the norm in computing hardware, institutions of higher education are having to reevaluate their curricula. There are many daunting questions, such as, when do I start to introduce Parallel Programming concepts? How do I teach Parallel Programming, and many more. Zander Sprague will provide insight into how Intel is helping colleges and universities prepare the next generation of programmers for the new work environment. Matt Wolf will share Georgia Tech’s innovative model to bring Parallel Programming into their curriculum. Attend this session to learn what you can do today to merge onto the Parallel Programming highway.
Kodu (formerly known as Boku)

8:30 am - 10:10 am • Ballroom I
Speaker: Matt MacLaurin, the instigator and leader of the Kodu project

Presented courtesy of Microsoft

Project Kodu allows kids to make their own 3D games using a unique visual programming language and an ordinary game controller. Kodu provides an immersive introduction to the analytic and creative processes employed by programmers while prioritizing the learner’s natural goals of exploration and enjoyment. Using Kodu, kids can create 3D terrains, populate them with objects, and give the objects unique behaviors through a highly visual iconic programming language. Kodu’s programming paradigm is novel; it centers on a concurrent rule model in which rules are expressed as high-level senses (vision, touch) and verbs (move, eat.) A simple example program in Kodu is “[when] see – green – apple: [do] move – towards.” Programming elements are presented as three-dimensional tiles that are placed on racks to form rules. Program control flow is effected by rule priority, implicit looping of rules, and explicit page-switching. Program state is primarily achieved through changes to physical world state, such as object color and character emotion. The user interface only allows legal syntax and encourages exploration by dynamically adjusting menus to show only options that are legal within the program context. The “pseudo-physical” level of abstraction employed by the programming language serves two goals: it provides an intuitive scaffolding for the exploration of more abstract behaviors, and it allows users to focus on higher-level design goals because the basic physics of the system can be assumed.

Kodu is a project of Microsoft Research. We have been working with educators in early pilot programs throughout Kodu’s development and SIGCSE is an important forum for us to invite participation in broader academic evaluation and deployment of Kodu. In this session we will provide an overview of Kodu, discuss its design goals, demonstrate end-user creations, and present the program for academic availability of Kodu.

Bring Java and Friends to Life – Computer Club on a Memory Stick

10:40 am - 11:55 am • Ballroom I
Speaker: Daniel Green

Presented courtesy of Sun Microsystems

Students in the current K-12 environment often are exposed to computer science in this manner: “Learn to type, learn Microsoft Word, learn Microsoft Powerpoint.” This approach teaches basic computer appreciation or computer operation and does not equip students with the powerful ideas that underly computer science. Computer Club is a series of local workshops, open to the public, focusing on improving digital literacy of students by empowering them to create projects involving computer graphics, animation, video, sound, gaming, and programming in a monthly instructor-led setting. The target age range for Computer Club workshops is 9-16 years old. The goal of computer club outreach is to volunteer and work with students on creating interesting projects that teach them the underlying computer science concepts, and equip them with tools they can continue to use at home, work, and school.

This session will cover project approaches and ideas for integrating programming concepts using Alice, Java, JavaFX, Greenfoot and BlueJ. Programming project concepts include sequence, iteration, and conditionals all the way through threads and synchronization. Resources for inclusion on memory sticks (“Computer Club on a Stick”) will be covered during the session.
SIGCSE 2009
40th Technical Symposium on Computer Science Education

CHATTANOOGA CONVENTION CENTER
EXHIBIT HALL

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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
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New York, NY 10121-0701
www.women.acm.org

ACM-W celebrates, informs, and supports women in computing by working with the community of computer scientists, educators, employers, and policy makers to improve working and learning environments for women in computing.

Advancing Robotics Technology for Societal Impact (ARTSI)
Booths 423, 425, 427
Department of Computer and Information Sciences, Spelman College
350 Spelman Lane SW
Campus Box 1257
Atlanta, GA 30314
(404) 270-5879
www.artsialliance.org

The ARTSI (Advancing Robotics Technology for Societal Impact) Alliance, a consortium of 7 research universities and 12 historically black colleges and universities, encourages African American students to become involved in research and pursue graduate training in robotics and computer science. Spelman College and Carnegie Mellon University are the lead institutions.

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Alliance for the Advancement of African-American Researchers in Computing (A4RC)
Booths 423, 425, 427
Department of Computer Science
McNair 508
North Carolina A&T University
Greensboro, NC
(336) 334-7245
gerry.dozier@ncat.edu

A4RC fosters increased African-American student awareness of and entry into computing research careers by promoting collaboration between HBCU’s and R1 Universities. Faculty-Student research pods are comprised of partners from NCA & T, Jackson State University, Norfolk State University, Bennett College, Indiana University, Virginia Tech and University of Colorado at Boulder.
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The Coalition to Diversify Computing (CDC)
Booths 423, 425, 427
Manuel Perez
2202 Kraft Drive
Blacksburg, VA 24061
(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 shortfall 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 Committee on the Status of Women in Computing Research (CRA-W)
Booths 423, 425, 427
1100 17th St. NW, Suite 507
Washington, DC 20036
www.cra.org/Activities/craw

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)
Booths 423, 425, 427
140 Governor’s Drive
University of Massachusetts Amherst
Amherst, MA 01003
(413) 545-2013
www.caite.info • www.takeITgoanywhere.org
info@caite.cs.umass.edu

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)
Booths 423, 425, 427
University of Texas at El Paso
Department of Computer Science CS234
El Paso, Texas 79902
www.cahsi.fiu.edu

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.

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Empowering Leadership: Computing Scholars of Tomorrow (EL) Alliance

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Publisher of innovative textbooks for computer science and information technology. Python is the emphasis. New: DATA STRUCTURES AND ALGORITHMS using Python and C++ by David Reed and John Zelle. John Zelle’s PYTHON PROGRAMMING an introduction to Computer Science (foreword Guido van Rossum) is cited by Peter Norvig’s essay on programming.

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