

CCSCE 2009 Pocket Program

All Events Listed on this Pocket Program take place in the Connelly Center on the Villanova Campus (except the Programming Contest)

Rooms: A = Radnor B = St. Davids C = Bryn Mawr D = Haverford

Friday, October 30, 2009

<u>Time</u>	<u>Events</u>			
9:00 AM – 12:00 Noon	Workshop 1A: Computer Science Unplugged	Workshop 6B: Teaching a Female Friendly RPRCC	Workshop 2C: Puzzle-Based Learning	
12:00 Noon – 12:45 PM	Lunch (on your own)			
12:45 PM – 2:00 PM	Welcome / Keynote Speaker: Eric Raymond, Author and Troublemaker – After the Open–Source Revolution - in the Cinema			
2:00 PM – 2:45 PM	Break / Vendors -- Poster Presentations will be held continuously from 2:15 PM to 4:30 PM in the Villanova Room			
2:45 PM – 4:00 PM	1A – Panel Certification and Standards for Computing Education in Pennsylvania	1B – Tutorial Community Empowerment and Service Learning Practices Through Computer Science Curricula of a Major Metropolitan University	1C – Papers: Tools Selecting and Using Virtualization Solutions Using Subversion as an Aid in Evaluating Individuals Working on a Group Coding Project Real-Time Collaboration Tools for Digital Ink	
4:00 PM – 4:30 PM	Break / Vendors -- Poster Presentations will be held continuously from 2:15 PM to 4:30 PM in the Villanova Room			
4:30 PM – 5:45 PM	2A – Nifty Ideas Lazy Exams (Creating Multiple Choice Exams) Creating an iPhone Game in a Project Course Hangman, Hanging Together in CS1	2B – SIGCSE Invited Presentation Tiffany Barnes, UNCC Game2Learn: Creating and Evaluating Educational Games for Computing	2C – Papers: Contextualization Improving Believability of Simulated Characters Development Environments for a MultiMedia Computation Course eBay, iTunes, and Propositional Logic	2D – Vender Session: Cloud Computing and Windows Azure Microsoft
5:45 PM – 6:30 PM	Reception in the Presidents' Lounge			
6:30 PM – 8:00 PM	Banquet in the Villanova Room			
8:00 PM	Banquet Speaker: Tom Way, Villanova University – The Magic of Computer Science			

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Saturday, October 31, 2009

<u>Time</u>	<u>Events</u>			
8:00 AM – 9:15 AM	Breakfast in the Villanova Room			
8:00 AM – 1:00 PM	Programming Contest in Mendel Science Center G87			
8:30 AM – 9:45 AM	3A- Panel Incorporating Ethics into the Computer Science Curriculum: Multiple Perspectives	3B – Papers: Object Orientation Method Assumptions in Object-Oriented Programming Revitalizing CS Hardware Curricula: Object Oriented Hardware Design The Essence of Object Orientation for CS0: Concepts without Code	3C – Papers: Community Motivating Programmers via an Online Community Cyber-Politics: Developing an Interdisciplinary Learning Community in an Election Year	
9:45 AM – 10:15 AM	Break / Vendors in the Villanova Room			
10:15 AM – 11:30 AM	4A – Papers: Curriculum Implementing a Baccalaureate Program in Computer Forensics Making Service Oriented Architecture Relevant using a Multidisciplinary Approach	4B – Tutorial Greenfoot - Teaching Java with Games and Simulations	4C – Tutorial Introducing Multi-core Programming into the Lower-level Curriculum: An Incremental Approach	4D – Papers: Robots A State Diagram Creation and Code Generation Tool for Robot Programming Robots in the Classroom ... And the Dorm Room Industrial Robotic Game Playing
11:30 AM – 12:00 Noon	Break / Vendors in the Villanova Room			
12:00 Noon – 1:15 PM	5A – Papers: Perceptions International Computing Issues as a Freshman Seminar Using Video to Explore Programming Thinking ... Factors Impacting Student Perceptions of CS and CIS Majors	5B – Lightning Talks Visualization of Computation Discrete Math Assignments Polynomiography Using Magic to Teach CS	5C – Papers: Teams Using Peer Led Team Learning to Assist in Retention in Computer Science Classes Student Evaluation in Monitored Team Projects	5D – Tutorial Introduction to Cryptography
1:30 PM – 2:30 PM	Luncheon and Awards in the Villanova Room			
2:45 PM – 5:45 PM	Workshop 5A: Turning a 14 Week Class into a 7 Week FF Class	Workshop 4B: The Animated Database Courseware (ADbC)	Workshop 3C: Cooperative Learning for CS1 and Beyond	