INSTRUCTIONALLY RELATED ACTIVITIES

CHANNEL ISLANDS

California State University

Instructionally Related Activities Report Form

SPONSOR	DEPARTMENT
AJ Bieszczad	Computer Science

ACTIVITY TITLE	DATE (S) OF ACTIVITY
ACM International Intercollegiate Programming Contest	November 9th, 2012

SUPPORTING DOCUMENTATION

Attach:
1) Student evaluations or assessments
2) A list of attendees complete with each student major and expected graduation date, and
3) Images demonstrating student participation (up to 6 images)

E-mail to the IRA Coordinator at lisa.ayre-smith@csuci.edu within 30 days after the activity.

Thank you for your commitment to engaging our students!!

PLEASE ANSWER THE FOLLOWING QUESTIONS:

(1) PROVIDE A DESCRIPTION OF THE ACTIVITY;

THE STUDENTS WILL PARTICIPATE IN AN ANNUAL, INTERNATIONALLY RECOGNIZED PROGRAMMING CONTEST SPONSORED BY ASSOCIATION FOR COMPUTING MACHINERY (ACM), IBM, AND GOOGLE THAT INVOLVES OVER 1800 UNIVERSITIES FROM AROUND THE WORLD SENDING OVER 6000 TEAMS TO NUMEROUS REGIONAL CONTEST. OUR UNIVERSITY BELONGS TO THE SOUTHERN CALIFORNIA REGION. THE STUDENTS COMPETE AGAINST PEERS FROM VARIOUS INSTITUTIONS OF HIGHER EDUCATION INCLUDING CALTECH, USC, ALL SOUTHERN CALIFORNIA UC AND CSU CAMPUSES, NUMEROUS PRIVATE INSTITUTIONS AS WELL AS SOME OF THE BEST COMMUNITY COLLEGES. IN ADDITION TO IMPROVING THEIR SKILLS AS COMPUTER PROGRAMMERS, THE EVENT ALLOWS OUR STUDENTS TO EXPAND THEIR HORIZONS BEYOND THE WALLS OF THE COMPUTER SCIENCE PROGRAM, AND THE CSUCI. IN THE PAST WE SENT 3-5 TEAMS TO THE CONTEST. EACH TEAM HAS THREE MEMBERS, WHO COLLABORATIVELY SOLVE PROGRAMMING PROBLEMS USING ONE COMPUTER.

(2) HOW DID THE ACTIVITY RELATE TO A COURSE(S) AND/OR LEARNING OBJECTIVES?

PROGRAMMING IS A FUNDAMENTAL SKILL THAT IS TAUGHT IN NUMEROUS COMPUTER SCIENCE COURSES: COMP105 INTRODUCTION TO COMPUTER SCIENCE AND

PROGRAMMING, **COMP150** INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, **COMP151** ALGORITHMS AND DATA STRUCTURES, **COMP232** PROGRAMMING LANGUAGES, **COMP350** SOFTWARE ENGINEERING, **COMP351** DISTRIBUTED COMPUTING, **COMP450** ADVANCED OBJECT-ORIENTED PROGRAMMING, AND MANY OTHERS THAT HAVE SMALLER OR LARGER PROGRAMMING COMPONENTS. THE CONTEST IS A COMPETITION BETWEEN TEAMS OF THREE STUDENTS THAT HAVE TO SHARE ONE COMPUTER TRYING TO SOLVE SIX DIFFICULT PROBLEMS IN A FIVE-HOUR SESSION. THE TEAMS HAVE TO PRACTICE FOR SEVERAL WEEKS TO PREPARE FOR THE EVENT. FOR THAT, THE ELIGIBLE STUDENTS ENROLL IN **COMP450** ADVANCED OBJECT-ORIENTED PROGRAMMING, AND SOME MAY PARTICIPATE THROUGH **COMP497** DIRECTED STUDIES (E.G., IF PARTICIPATING SECOND TIME). THROUGH THIS ACTIVITY, THE STUDENTS EXERCISE NOT ONLY PROGRAMMING BUT ALSO INTERPERSONAL SKILLS WORKING AS MEMBERS OF A COMPETING TEAM. TEAMWORK IS AN EXTREMELY IMPORTANT ASPECT OF THE COMPUTER PROGRAMMING PROFESSION, AND THE INDUSTRY REQUIRES THAT THESE PROFESSIONALS HAVE EXCELLENT TEAMWORK EXPERTISE.

(3) WHAT DO YOU SEE AS THE STRENGTHS OF THE ACTIVITY?

STUDENTS STARTED TO UNDERSTAND BETTER THE IMPORTANCE OF MANY ELEMENTS OF THE COMPUTER SCIENCE CURRICULUM THAT STRESSES INTENSIVE HANDS-ON PROGRAMMING EXERCISES.

STUDENT COLLABORATION IN TEAMS IMPROVED NOT ONLY PROGRAMMING, BUT ALSO INTERPERSONAL AND COMMUNICATION SKILLS.

TEAMWORK CEMENTED THE BONDS THAT INCREASED INTEREST IN COMPUTER CLUB.

(4) WHAT WOULD YOU SAY ARE/WERE THE ACTIVITY'S WEAKNESSES?

IN THE PAST WE MADE **CSUCI** MORE VISIBLE WEARING **CSUCI** SWEATSHIRTS. TOO SMALL BUDGET WAS REQUESTED FOR ADVERTISING, SO WE COULD AFFORD ONLY HATS.

(5) HOW WOULD YOU IMPROVE THIS ACTIVITY FOR NEXT TIME?

MAKE THE **CSUCI** REPRESNTATNTS MORE VISIBLE.

(6) WHAT DID YOU LEARN FROM THE PROCESS?

GOING TO THE EVENT BY ROADRUNNER SHUTTLE IN THE MORNING WORKED SUPRISINGLY WELL. I WAS AFRAID THAT IT WOULD BE A PROBLEM AFTER SEVERAL YEARS OF GETTING TO RIVERSIDE A DAY EARLIER.

PARTICIPATING STUDENTS:

CSUCI-5
=======

E-mail to the IRA Coordinator at lisa.ayre-smith@csuci.edu within 30 days after the activity.