Session 8L: Lightning Talks Session 2
3:45 – 5:00 p.m.

Please hold your applause and questions until all the talks are done.

Vote for your favorite talk – use Whova!
Using Scapy in Teaching Network Header Formats, Robert Montante

Linked-List vs. Array in Memory: an Unplugged Active Learning Experience, Elizabeth Boese

An HTML5 Browser Application for Modeling and Teaching Linked Lists, Robert Ravenscroft

Teaching Deduction Using Athena and Related Tools, Ramachandra Abhyankar

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Using Scapy in Teaching Network Header Formats

• Goals:
  - Hands-on control of header fields
    » viz., TCP sequence, acknowledgement values
  - No major programming experience required
  - Good visualization

• Target audiences:
  - Digital Forensics majors
    - need to understand networking for incident analysis
  - Computer Science majors
    - understanding of how network protocols work
    - able to handle programming
    » Much smaller audience than D.F.
Using Scapy in Teaching Network Header Formats

- Scapy features
  - Python-based
  - Programmable control of network header values
  - Good visualization

```python
Sent 1 packets.

### [IP]###
version= 4
ihl= 5
tos= 0x0
len= 40
id= 36380
flags= DF
frag= 0
ttl= 64
proto= tcp
chksum= 0x3cf0
src= 192.168.119.62
dst= 192.168.119.52

### [TCP]###
sport= http_alt
dport= 55425
seq= 1576911827
ack= 30
dataofs= 5
reserved= 0
flags= FA
window= 29200
chksum= 0xb3fe
urgptr= 0
options= {}  
### [Padding]###
load= 'x00'x00'x00'x00'x00'x00'
```
Using Scapy in Teaching Network Header Formats

• Current status:
  - Assignment – Create and send raw Ethernet frames, ARP frames, LLDP frames, Ping packets
    » Set Ethernet type field explicitly
    » Observe results via Scapy and Wireshark
  - Assignment – Send raw IP packet, TCP Syn packet; simple TCP Denial-Of-Service proof-of-concept
  - Experiment – Create complete TCP session with explicit control and display of Sequence, Acknowledgement fields
    » Requires cooperating server
    » Implemented on VMs
Using Scapy in Teaching Network Header Formats

• Contact:
  - Robert Montante
  - Department of Mathematical and Digital Sciences
  - Bloomsburg University of Pennsylvania
  - bobmon@bloomu.edu or bloomu.prof@gmail.com

- 1st Scapy assignment:
  montcs.bloomu.edu/VM-LAN/LAN04.asn.scapy.html

- 2nd Scapy assignment:
  montcs.bloomu.edu/VM-LAN/LAN10.asn.scapy2.html
Using Scapy in Teaching Network Header Formats
Using Scapy in Teaching Network Header Formats

<table>
<thead>
<tr>
<th>No.</th>
<th>Time</th>
<th>Source</th>
<th>Destination</th>
<th>Proto</th>
<th>Length</th>
<th>Info</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>6.000s</td>
<td>192...</td>
<td>192...</td>
<td>T...</td>
<td>5420 → 8080 [SYN] Seq=0 Win=8192 Len=0</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>7.000s</td>
<td>192...</td>
<td>192...</td>
<td>T...</td>
<td>608080 → 20 [SYN] ACK] Seq=0 Ack=1 Win=29200 Len=8192</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>8.008s</td>
<td>192...</td>
<td>192...</td>
<td>T...</td>
<td>5420 → 8080 [ACK] Seq=1 Ack=1 Win=8192 Len=0</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>4.310s</td>
<td>192...</td>
<td>192...</td>
<td>T...</td>
<td>59 [TCP Retransmission] 20 → 8080 [PSH, ACK] Seq=0...</td>
<td></td>
</tr>
<tr>
<td>...</td>
<td>0.000s</td>
<td>192...</td>
<td>192...</td>
<td>T...</td>
<td>60 [TCP] ACKed unseen segment] 8080 → 20 [ACK] Seq=...</td>
<td></td>
</tr>
</tbody>
</table>

- Wireshark's Info column displays Sequence, Acknowledgement values
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Linked-List vs Array in Memory
an Unplugged Active Learning Experience

Elizabeth Boese
University of Colorado Boulder
Linked List vs. Array Exercise

Front of card is your address in memory

your address: 1401
Linked List vs. Array Exercise

Inside *most of you* have data for the struct:

```c
struct Data
{
    char letter;
    struct Data* next;
};
```

E
next: 60215
Linked List vs. Array Exercise

Those of you with JUST a letter inside, stand-up
Linked List vs. Array Exercise

Those of you with head# on the front, stand-up

head#

your address: 1401

Data * head24;

6201
Linked-List vs Array in Memory

an Unplugged Active Learning Experience

Elizabeth Boese

University of Colorado
Boulder
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An HTML5 Browser Application for Modeling and Teaching Linked Lists

Robert A. Ravenscroft, Jr.
Rhode Island College
Goals

• White boards are static
• Linked lists are dynamic
• Web based classroom teaching tool
  – No hand drawing
  – Model and manipulate linked lists
  – Syntactically correct, consistent with Java
  – Easy to use
• Not an algorithm visualization system!
1: Create node reference variable
2: Select for assignment menu (also with nodes)
3: Create new node (or go to next or set null)
Note: must be within .next.next of reference variable
Assignment and Object Dragging

4: Assignment – copy source reference to destination reference

5: Drag nodes and node references

Integrity of the model is maintained!
Availability

- [www.dsvviewer.org](http://www.dsvviewer.org)
- [www.dsvviewer.org/dds-llist](http://www.dsvviewer.org/dds-llist)
- [www.dsvviewer.org/dds/homepage](http://www.dsvviewer.org/dds/homepage)
- [www.dsvviewer.org/dds-btree](http://www.dsvviewer.org/dds-btree)
Classroom Experience

• Used to model List, Stack, and Queue ADTs
• Motivate, develop and trace algorithms
• Benefits
  – Met objectives (no hand drawing!)
  – Focus on examples, not on drawing models
  – Post class examples to web/lms
  – Reload examples with clean model
  – Responding to student questions (unexpected)
Classroom Experience

• Problems and concerns
  – Student notebooks are not dynamic
    • Cannot capture behavior
    • Needs a record feature
  – Needs undo facility
  – Needs tabbed interface
  – Student usage?

• See DDS Homepage
  – Proposed enhancements (and related issues)
  – A prototype block language (Firefox only)
DDS is Seeking ...

- Users
- Suggestions for features and improvements
- Bug reports
- Collaboration on classroom usage
- Ideas for student usage
- Evaluation of student usage

- Let us know about your DDS experiences
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Teaching Deduction Using Athena

Ramachandra B. Abhyankar
Indiana State University
Athena – a language that combines computation and deduction

- Two main kinds of constructs: expressions and deductions.
- Athena – a functional programming language
- Define functions/procedures for performing computations
- Define “methods” for performing deductions
Athena : a system to aid development of natural deduction proofs

• Natural deduction proofs appeal to human beings, unlike say, resolution proofs, which are machine-oriented.

• Athena is not a theorem-prover

• Athena supports the following forms of reasoning: propositional logic, first-order logic, equality reasoning, mathematical induction.

• Any attempt by the user to perform a wrong deduction step is flagged by Athena as an error.
Athena supports top-down proof development

• Central idea: development of a proof is similar to the development of a program.

• In a top-down development of a program using stepwise refinement, “stubs” are used for subroutines yet to be written.

• Likewise, in the top down development of a proof, “forcing” is used for sub-proofs that have not yet been written.
Athena : Integration with other tools

- Athena is integrated with theorem provers SPASS and Vampire, to help in the development of difficult proofs (some translation needed, as most theorem provers are based on unsorted logic, but Athena is based on many-sorted logic).
- Athena integrated with SAT solvers and Satisfiability Modulo Theories (SMT) solvers Yices and CVC4; used to check for satisfiability and to solve problems such as the N-Queens problem.
- Integration is seamless; Athena users need not know how to work with these tools on a stand-alone basis.
Example proof in Athena: Superman does not exist

• “If Superman were able and willing to prevent evil, he would do so. If Superman were unable to prevent evil, he would be impotent; if he were unwilling to prevent evil, he would be malevolent. Superman does not prevent evil. If Superman exists, he is neither impotent nor malevolent. Therefore, Superman does not exist.”
#Superman.ath

declare A, W, P, I, M, E : Boolean

assert a1 := (( A & W ) ==> P )  
assert a2 := ( ( ~ A ) ==> I )  
assert a3 := ( ( ~ W ) ==> M )  
assert a4 := ( E ==> ( ( ~ I ) & ( ~ M ) ) )  
assert a5 := ( ~ P )

define D1 := method ( E a1 a2 a3 a4 a5 )
              (!force false )

              (!by-contradiction ( ~ E )
                  assume ( E )
                  conclude false
                  (!D1 E a1 a2 a3 a4 a5)
              )
#Superman2.ath
declare A, W, P, I, M, E : Boolean
assert a1 := ( ( A & W ) ==> P )
assert a2 := ( ( ~ A ) ==> I )
assert a3 := ( ( ~ W ) ==> M )
assert a4 := ( E ==> ( ( ~ I ) & ( ~ M ) ) )
assert a5 := ( ~ P )
define D1 := method ( E a1 a2 a3 a4 a5 )
  { a6 := (!mp a4 E);
    a7 := (!left-and a6); # ~ I
    a8 := (!right-and a6); # ~ M
    a9 := (!mt a2 a7) ; # not ~ ~ A  but A
    a10 := (!mt a3 a8) ; # not ~ ~ W but W
    a11 := (!both a9 a10) ; #(A & W)
    a12 := (!mp a1 a11) ; # P
    (!absurd a12 a5)
  }
(!by-contradiction ( ~ E )
  assume ( E )
  conclude false
    (!D1 E a1 a2 a3 a4 a5)
) # result is Theorem : (not E)
An Approach to Teaching Deduction Using Athena

• Problem: Check the Validity of the argument: “P has C as a logical consequence.”

• Use a theorem prover to check if C is a logical consequence of P; if it is, an Athena proof can be attempted.

• If the theorem prover fails to find a proof, use a model-builder or SMT-solver to see if (P & (~C)) is satisfiable. If it is satisfiable and a model is produced for (P & (~C)), then C is not a logical consequence of P, and an Athena Proof need not be attempted.

• Otherwise, C may or may not be a logical consequence of P. An Athena Proof, even if it exists, may not be easy to find.
Conclusion

• Athena proofs, when they are found, are very appealing and convincing for humans.

• Use of Athena along with other tools such as theorem provers, SAT and SMT solvers, and model-builders can give students a well-rounded introduction to deduction.
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The Dual Ladder – Academic vs. Industrial Experience: What kind of experience should computer science students gain during their undergraduate studies and how?, Orit Hazzan
Using Discord to Moderate Collaboration and Teamwork
Benefits of Discord

• Easy for instructors to:
  • create servers
  • add students
  • moderate participation and collaboration

• Moderation can keep students accountable for amount of participation in a group setting
Benefits of Discord

- Chat log with time and date stamps
- Allows for sharing of documents, links, and images
- User friendly
- Gamers tool, so may be familiar to many CS students
- Can create bots for custom tasks
Current Ideas

• Automate monitoring participation and collaboration with bot
  • count number of messages students post
  • count number of words in messages

• compare counts with Social Sensitivity scores and collective intelligence research

• sentiment analysis on messages to view team health

• compare with Forming, Storming, Norming, Performing stages

• survey student satisfaction for use as a collaboration tool in team projects
Suggestions

• Thank you for your interest!
• Do you have any further suggestions?
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SLASH: Reviewing Lectures Using Flash Cards

Wensheng Wu
USC
Welcome to **SLASH** 😊

**Generating flash cards**

**Entity set**

**Relationship**

**Subclass**...

---

**ER vs. Object Oriented Subclasses**

In contrast, in the E/R view, entities may have components in all _______ to which they belong.
Challenge: Context discovery

How to discover just sufficient context for recovering the concept?

Why Constraints are Important?

- Give more semantics to the data
  - Help us better understand it
- Allow us to refer to entities
  - E.g., using keys
- Enable efficient storage
  - E.g., store ages as tiny integer (1 byte for example)

Difficult to recall the concept from the point itself

Useful to also include sub-bullet
Challenge: Noisy contents

- Broken sentences:

  This happens when:
  - part-of relationships
  - splitting n-ary relationships to binary.

- Diagrams, formulas, and codes:
Student feedback

# of students who responded: 36

- Fun: 4
- Help review: 4.5
- Help quiz: 4
- Help recall concepts: 5
- Hide key concepts: 4.5
- Useful title: 4.5
- Need more context: 3.5
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Computer Programming Training for Underserved Groups: LMS Support Model

Full Paper

Dante Ciolfi

Georgia Institute of Technology

Fort Myers Technical College
LMS Support Model

- LMS
- Human tech support
- Network infrastructure support
References

• Images Licensing: Creative Commons - Non-commercial re-use with modification.
• Paths: en.Wikipedia.org
• Cockatoos: flickr.com
• Mountain (Taos): commons.Wikipedia.org
• Leaf: flickr.com
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Toward Teaching Strategies for Block-based Languages: Possibilities, Challenges, and Experiences

Sven Jatzlau, University of Erlangen-Nürnberg; sven.jatzlau@fau.de
The Scratch-Community...

shared almost **30 million** projects, ...

made by **25 million** registered users, ...

who posted **145 million** comments!

Sven Jatzlau, University of Erlangen-Nürnberg; sven.jatzlau@fau.de
What is different with block-based languages?

Example: Teaching inheritance

In BlueJ:

In Snap:

New concepts cannot be taught using established teaching strategies!

Sven Jatzlau, University of Erlangen-Nürnberg; sven.jatzlau@fau.de
Why teach these new concepts?

**Prototyping**
...instead of conceptually abstract classes

**Object Nesting**
...many objects combine to form a single composite object

**Event-driven programming**
...resulting in implicit concurrency

**First-class objects**
...using objects (such as data types) without any limitations

These concepts enable ...

- New approaches to solving problems
- New approaches to creating tasks

Sven Jatzlau, University of Erlangen-Nürnberg; sven.jatzlau@fau.de
Challenges and questions

- What new concepts need to be taught in schools?
- What is the best way to teach these new concepts?
- How does programming change when new solutions to problems are available?

How do approaches to teaching need to change with block-based languages?

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GIRLS WHO CODE

EVALUATING OUR IMPACT
**THE PROBLEM**

**GENDER GAP IN TECH IS WIDENING**

Only 23% of tech industry employees are women, compared with 37% in 1995.

**WOMEN DRASTICALLY UNDERREPRESENTED IN CS/TECH EDUCATIONAL PATHWAYS**

Less than 4% of women are choosing to major in CS or a related discipline. Less than 1% are majoring in CS.

Sources: ChangetheEquation.org; NCES
GIRLS WHO CODE WORKS TO CLOSE THE GENDER GAP IN TECH BY EDUCATING, INSPIRING, AND EQUIPPING GIRLS WITH THE SKILLS AND RESOURCES TO PURSUE 21ST CENTURY OPPORTUNITIES.
PROGRAMS

★ Summer Immersion Program (SIP)
★ Clubs
★ Campus
★ Alumni Initiatives
WHAT IS SIP?

- **What?** 7-week intro CS course covering CS fundamentals and applications (Robotics, Internet) and advanced topics (data structures, algorithms, Python).
- **Where?** Major tech companies and universities across the U.S.
- **Who?** Diverse population of rising 11th and 12th grade girls.
- **Why?** To promote diversity, female empowerment, and sisterhood in a CS ed setting.
2017 SIP: BY THE NUMBERS

- 80 classrooms
- 11 cities
- 48 partners
- 1,557 students
- 239 teaching staff
KEY OUTCOME AREAS

- CAREER
- CAPABILITY
- COMMUNITY
RESEARCH METHODS

**STUDENT SURVEY**

- Completed by **1,427 girls (96% response rate)**
- Assessed changes in knowledge, skills, and attitudes in areas related to the 3Cs.

**TEACHER SURVEY**

- Completed by **239 teachers (100% response rate)**
- Assessed teachers’ perceptions of SIP and its impact on girls.
SIP helps prepare girls for a **CS education and career** in many important ways.
## WHAT WE LEARNED

<table>
<thead>
<tr>
<th></th>
<th>before this summer</th>
<th>after this summer</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CAREER</strong></td>
<td>9%</td>
<td>73%</td>
</tr>
<tr>
<td>I know a lot about what kinds of jobs use CS/technology.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>CAPABILITY</strong></td>
<td>29%</td>
<td>91%</td>
</tr>
<tr>
<td>I can explain the process/ideas I used in coding a project.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>COMMUNITY</strong></td>
<td>63%</td>
<td>91%</td>
</tr>
<tr>
<td>I know a lot about how girls can be good at CS.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
OUR “NORTH STAR” METRIC: INTENT TO MAJOR/MINOR IN CS

84% of SIP girls now want to major/minor in CS (49%), or are more interested in CS (36%), because of Girls Who Code.
LONG-TERM IMPACT: FIRST GLIMPSE

60% Alumni who have declared majors in CS or related fields (compared to <4% nationally)

42% Alumni who have declared majors in CS (compared to 1% nationally)
Q: So, what’s next?
A: Investigating persistence and professional participation
GIRLSWHOCODE.COM

RYAN CLARKE
Director, Research and Evaluation
ryan@girlswhocode.com
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**Benefits of Exposure Programs to K12 Student Interest in Computer Science,**
Jeffrey Miller, **Saty Raghavachary**

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Asset Maps: A Simple Tool for Recruiting and Retaining Underrepresented Populations in Computer Science, Adrienne Smith, Rebecca Zulli

The Dual Ladder – Academic vs. Industrial Experience: What kind of experience should computer science students gain during their undergraduate studies and how?, Orit Hazzan
Benefits of Exposure Camps to K12 Student Interest in Computer Science

Jeffrey Miller, Saty Raghavachary
{jeffrey.miller, saty}@usc.edu
CS@SC Summer Camps

• Founded in 2015 by Coach Kathy Kemper of the Institute for Education jointly with USC Viterbi Department of Computer Science

• Goal: Provide free Computer Science education to K12 students in a diverse manner

• Primary demographics
  – Girls
  – Under-represented ethnicities
  – Low income families (annual income < $40,000)

• In three years, over 1500 kids have attended for free!
Attendee Gender

Male 57%
Female 43%
Attendee Ethnicity

- Hispanic: 46%
- African American: 14%
- Caucasian: 13%
- Asian: 12%
- Am Indian: 4%
- Other: 11%
Camp Topics

Kindergarten-3rd grade students
4th-8th grade students
9th-12th grade students

9th-12th grade students
Scratch Camp Programs
Welcome to Hangman!

Word to Guess: _ _ _ _ _

Enter a letter: q
q is NOT in the secret word.
That is incorrect guess #1.

Word to Guess: _ _ _ _ _

Enter a letter: m
m IS in the secret word at index 2.
m IS in the secret word at index 3.

Word to Guess: _ _ m m _

Enter a letter: y
y IS in the secret word at index 4.

Word to Guess: _ _ m m y

Enter a letter: l
l is NOT in the secret word.
That is incorrect guess #2.

Word to Guess: _ _ m m y

[the game continues]

Enter the name of the board configuration file: battleship.txt

Reading configuration file...
Ready to play!

Current Board
0 1 2 3 4 5 6 7 8 9
0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 0 0 0 0
2 0 0 0 0 0 0 0 0 0
3 0 0 0 0 0 0 0 0 0
4 0 0 0 0 0 0 0 0 0
5 0 0 0 0 0 0 0 0 0
6 0 0 0 0 0 0 0 0 0
7 0 0 0 0 0 0 0 0 0
8 0 0 0 0 0 0 0 0 0
9 0 0 0 0 0 0 0 0 0

Enter column: 8
Enter row: 1

That is a hit!

Current Board
0 1 2 3 4 5 6 7 8 9
0 0 0 0 0 0 0 0 0 0
1 0 0 0 0 0 0 0 0 0
2 0 0 0 0 0 0 0 0 0
3 0 0 0 0 0 0 0 0 0
4 0 0 0 0 0 0 0 0 0
5 0 0 0 0 0 0 0 0 0
6 0 0 0 0 0 0 0 0 0
7 0 0 0 0 0 0 0 0 0
8 0 0 0 0 0 0 0 0 0
9 0 0 0 0 0 0 0 0 0

Enter column: 8
Enter row: 0

That is a miss.
Teaching Staff

Gender of TAs
- Female: 9 (47%)
- Male: 10 (53%)

Ethnicity of TAs
- Caucasian: 7 (37%)
- African American: 5 (26%)
- Hispanic: 4 (21%)
- Asian: 3 (16%)
Interest in STEM and Programming Skills

Interest in STEM

- Before Camp: 3.99
- After Camp: 4.32

Programming Skills

- Before Camp: 2.70
- After Camp: 4.24
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ASSET MAPPING
A SIMPLE TOOL FOR RECRUITING AND RETAINING UNDERREPRESENTED POPULATIONS IN COMPUTER SCIENCE

ADRIENNE SMITH & REBECCA ZULLI
CYNOSURE.CONSULTING.LLC@GMAIL.COM
Asset mapping is a process of documenting the people and resources available within a community that support or enhance a specific goal.
Uses for an Asset Map

- A Tool for Strategic Planning
- A Recruiting Tool
- A Resource Map for Students or Faculty
- A Referral Resource
SO WHAT ARE OUR ASSETS?
STEP 1: IDENTIFY CATEGORIES OF ASSETS

- Underrepresented Student in Computer Science
- Academic Advising, Career Development & Recruiting
- Informal Computing Initiatives
- Individual Champions & Mentors
- Tutoring & Academic Support
- Web Resources
- Student Organizations
- Computing-Focused Professional Organizations & Alliances
- Community Partners
- Industry Partners
STEP 1: IDENTIFY CATEGORIES OF ASSETS

- Computer Science Instructor
- Institutional Data Repository
- Individual Champions & Mentors
- Tutoring & Academic Support
- Web Resources
- Academic Advising, Career Development & Recruiting
- Informal Computing Initiatives
- Faculty Development Resources
- Computing-Focused Professional Organizations & Alliances
- Other K-16 Institutions
- Community Partners
- Industry Partners
STEP 2: START MAPPING

- Look at the categories and jot down all the places to which you refer students, faculty, or colleagues in relation to each of the categories.
- List all of your current partnerships and known collaborations. Use your online contact lists, mailing lists, list serves, followers, etc.
- Ask your connections about any other assets of which they are aware.
- Print out a campus map and start to circle places where supports are located.
- Do an internet search of your campus/organization looking for key words.
- Read through the university directory and highlight offices whose work would support your mission and the individuals you serve.
STEP 3: DISPLAY YOUR ASSETS

Some questions to consider....

Who will be using this map and for what purpose?

What information do we want to include in the map (e.g., email, phone, location etc.)?

Do we display the assets on a campus map?

Do we make an asset website with the categories and links?

Do we want a visual graphic that helps users to understand different categories of assets?
Start tracking your success!

Asset maps can be used for documenting impact and tracking growth by charting the number and nature of connections to assets over time; especially relevant for those forming alliances and working to build a networked improvement community.

These kinds of living documents will be helpful for strategizing next steps for growing your campuses supports and can fulfill accountability purposes for tracking your organizations efforts.
FOR MORE INFORMATION

PLEASE FEEL FREE TO CONTACT US

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The Dual Ladder – Academic vs. Industrial Experience:

What kind of experience should computer science students gain during their undergraduate studies and how?

Orit Hazzan, Technion Dean of UG Studies
Israel: Startup Nation - Technion

- Technion prestige
- High qualified students and graduates
MATAM: Haifa Hi-Tech Industrial Park
Technion - MATAM: Haifa Hi-Tech Industrial park

Map showing the route from Technion to MATAM, Haifa Hi-Tech Industrial park.
Job Fair - 27.12.2017: 62 companies
Result:
Students juggle work and study

• On the one hand:
  • These kinds of jobs are very tempting for many students.

• On the other hand:
  • This situation is very demanding and, due to the high standards of the studying at the Technion, influences their studying.

• Two main reasons for work:
  • Economic
  • The desire to gain work experience prior to graduation.
Channel students’ desire to get experience
to foster students’ learning
& promote Technion’s leadership in entrepreneurship & innovation
The solution

- **Balance:**
  - Reduce work load &
  - Change work place
  and get more!

- **Work in the Campus in Professional Works - Research Groups**

- **Advantages:**
  - **Gain research skills**
  - **Connection to the Technion spirit**
    - Graduate studies/direct path
    - Entrepreneurship
    - Inerdesiplinarity
    - Technion’s position and brand as a research hub for innovation
  - Improve learning experience
  - Provide additional skills to industry
#Ladders
# Ladders - homepage
#Ladders: Purpose, application

- **#Ladder’s purpose** is to expose Technion’s undergraduate students to the research that takes place in the campus.

- This research skills will give them an added value in the future either in the academia or industry.

**All Win:**
- Technion
- Faculty Members
- Students
- Industry
# Ladders - 3 Channels

- Job Fair
- Elective course
  - Open to all Technion students
  - Exposure to other faculties
- Exposure to research with a salary
  - 70 hours: 7 weeks, 10 hours a week
Summary

- From all loose situation to all win
- T model of engineering education
- MERge

Students: Work
Faculty members: Research
Students: Study
Faculty members: Teaching

ALL WIN