

CONSORTIUM for COMPUTING SCIENCES in COLLEGES
Northwest Conference, 2002 PROGRAM
Seattle Pacific University, Seattle, WA
October 4 – 5, 2002

Registration 12:00 p.m. - 5:00 p.m., 3rd floor lobby of Gwinn Commons

WELCOME 1:00 p.m. - 1:15 p.m., Queen Anne Room, Gwinn Commons
Philip Prins, Seattle Pacific University

FRIDAY KEYNOTE SPEAKER 1:15 p.m. – 2:15 p.m., Queen Anne Room
Larry Wall, The Perl Foundation – Studies in the Ballistic Arts

STUDENT POSTERS will be on display in the 3rd floor lobby of Gwinn Commons during the conference.

FRIDAY CONCURRENT SESSIONS I 2:30 p.m. - 3:45 p.m.

Papers, Queen Anne Room, Gwinn Commons Moderator: Daniel Hughes	Tutorial, Cascade Room, Gwinn Commons	Tutorial, Library Instruction Classroom, Library Tutorial sessions are limited to 18 people
A Concept-First Approach for an Introductory Computer Science Course – Linda P. DuHadway, Stephen W. Clyde, Mimi M. Recker, & Donald H. Cooley, Utah State University Back to Pascal: Retro but not Backwards – Katrin Becker, University of Calgary	An Introduction to Loadable Modules for the Linux Kernel – Richard Sevenich & Bill Clark, Eastern Washington University	Teaching XML – Ed Gellenbeck, Central Washington University, & Sherry Yang, Oregon Institute of Technology

Break 3:45 p.m. - 4:00 p.m., 3rd floor lobby of Gwinn Commons
FRIDAY CONCURRENT SESSIONS II 4:00 p.m. - 5:15 p.m.

Papers, Queen Anne Room, Gwinn Commons Moderator: Bob Lewis		Tutorial, Library Instruction Classroom, Library Tutorial sessions are limited to 18 people
Practical Lessons from Experience with the Database Design Course Project – Sharon M. Tuttle, Humboldt State University Preparing Software Engineering Students to be Successful in the Real World – Jie Liu, John Marsaglia, & David Olson, Western Oregon University		Applying the .NET Framework to the ACM Computing Curricula for 2001 – Mythreyee Ganapathy, Microsoft

Friday evening activities will be in the Queen Anne Room, Gwinn Commons

SOCIAL HOUR 5:45 p.m.

FRIDAY BANQUET 6:30 p.m.

Local entertainment will accompany the banquet.

Continental Breakfast 7:45 a.m. - 8:30 a.m., 3rd floor lobby of Gwinn Commons

SATURDAY CONCURRENT SESSIONS I 8:30 a.m.– 9:45 a.m.

Papers: Queen Anne Room, Gwinn Commons Moderator: Katrin Becker	Panel: Cascade Room, Gwinn Commons Moderator: Judith Cushing	Tutorial: Library Instruction Classroom, Library Tutorial sessions are limited to 18 people
Live Programming as a Lecture Technique – John Paxton , Montana State University A Comparison of Online and Lecture Methods for Delivering the CS 1 Course – David Olson , Western Oregon University	Challenges of Teaching in a Small Computing Department – Judith Cushing , The Evergreen State College, Martin Dwomoh-Tweneboah , Linfield College, & Rahul Tikekar , Southern Oregon University	Modeling as an Interactive Learning Environment – Robert Panoff , The Shodor Education Foundation, Inc.

Break 9:45 a.m. – 10:00 a.m., 3rd floor lobby of Gwinn Commons

SATURDAY CONCURRENT SESSIONS II 10:00 a.m. – 11:15 a.m.

Papers: Queen Anne Room, Gwinn Commons Moderator: Judy Cushing	Panel: Cascade Room, Gwinn Commons Moderator: Laurie Murphy	Tutorial: Library Instruction Classroom, Library Tutorial sessions are limited to 18 people
<p>Interactive Program Demonstration as a Form of Student Program Assessment – Fritz Ruehr & Genevieve Orr, Willamette University</p> <p>Developing and Enhancing a “Client/Server Programming for Internet Applications” Course – W. Sam Chung, University of Washington, Tacoma</p>	<p>Active and Cooperative Learning Techniques for the Computer Science Classroom – Kenneth Blaha, Pacific Lutheran, Laurie Murphy, Pacific Lutheran University, Tammy VanDeGrift, University of Washington, Steven Wolfman, University of Washington, Carol Zander, University of Washington, Bothell</p>	<p>Modeling as an Interactive Learning Environment – Robert Panoff, The Shodor Education Foundation, Inc.</p>

Break 11:15 a.m. – 11:30 a.m., 3rd floor lobby of Gwinn Commons

SATURDAY CONCURRENT SESSIONS III 11:30 a.m.– 12:45 p.m.

Papers: Queen Anne Room, Gwinn Commons Moderator: Paul Bladek	Papers: Cascade Room, Gwinn Commons Moderator: Sharon Tuttle	Tutorial: Library Instruction Classroom, Library Tutorial sessions are limited to 18 people
<p>Distributed Multiprocessor Environments – Timothy Rolfe, Eastern Washington University</p> <p>Architecture for a Massively Multiplayer Online Role Playing Game Engine – Mary Jane, Willshire, Sergio Caltagirone, Matthew Keys, & Bryan Schlieff, University of Portland</p>	<p>Bridging the Digital Divide by Co-Creating a Collaborative Computer Science Classroom – Mary Kirk, Metropolitan State University, Carol Zander, University of Washington, Bothell</p>	<p>Web Reporting Made Easy – Brent Wilson, George Fox University</p>

SATURDAY LUNCH 1:00 p.m., Queen Anne Room, Gwinn Commons
SATURDAY WRAP-UP 2:00 p.m., Queen Anne Room, Gwinn Commons

CCSC-NW Regional Board and 2003 Committee Meeting – All are welcome to attend.
2:30 p.m. – 4:30 p.m., Queen Anne Room, Gwinn Commons