



# CCSC South Central Conference 2025 Schedule

**Friday, April 4, 2025**

**Location: McNeese State University**

4205 Ryan St, Lake Charles, LA 70605  
College of Engineering and Computer Science  
Drew Hall

500 Joe Dumars Drive, Lake Charles, LA 70605  
<https://www.mcneese.edu/campusmaps/>

**Registration (8:30 am – 4:00 pm)**

**Location: Drew 125**

**Opening Session (9:00 am – 10:00 am)**

**Location: Drew 125**

***The Role of AI in our modern lives, especially in EDUCATION***

**Keynote Speakers:** Panel Discussion with

Mr. Joshua Tannehill (Global Data Systems),

Mr. Justin Robertson (Project Manager, First Response Group),

Mr. Britton Leggett (Professor of Marketing, McNeese State University)

**Break with Refreshments (10:00 am – 10:15 am) – Location: Drew 117**

**Session 1 (10:15 am – 11:30 pm)**

**Room: Drew 125**

**Professional Paper Session**

**Moderator: TBA**

10:15 ***Impact of Artificial Intelligence on Student's Education***

Sang Suh, East Texas A&M University; Nikita Strogalev; Jesus Ravelo

10:40 ***AI-Infused Agile and Scrum: Redefining Software Engineering Practices***

Aziz Fella, Northwest Missouri State University

11:05 ***AI Governance and Auditing: Transformations, Challenges, and Adaptations***

Daniel Wu, Georgia College & State University

**Break with Refreshments (11:30 pm – 11:45 pm) – Location: Drew 117**

## Session 2 (11:45 pm – 1:00 pm)

Room: Drew 125

Professional Paper Session

Moderator: TBA

- 11:45 ***A Concurrent Multi-Project Strategy to Engineer a Better Software Engineering Course***  
Michael P. Rogers and Christopher L. Groves, University of Wisconsin Oshkosh
- 12:10 ***Adversarial Thinking: Innovating Contemporary Problem Solving Skills in Computing***  
Christian Servin, El Paso Community College; J.J. Childress, Microsoft; Nadia Karichev, El Paso Community College
- 12:35 ***Developing a Computer Science Curriculum for Two-Year Programs: From Concepts to Implementation***  
Christian Servin, El Paso Community College; Markus Geissler, Pam Schmelz, Cara Tang, Cindy Tucker, ACM Committee for Computing Education in Community Colleges

**Lunch 1:00 pm – 2:00 pm**  
Location: ETL Student Lounge

## Session 3 (2:00 pm – 3:15 pm)

Room: Drew 125

Professional Paper Session

Moderator: TBA

- 2:00 ***Exploring the Roots of Computing and Cybersecurity: A Study Abroad Experience in London***  
Tina Johnson, Midwestern State University Texas
- 2:25 ***Gamification of Cybersecurity Education for K-12 Teachers***  
Zulfiqar Khoja, University of North Texas; Yeswanth Dintakurthy
- 2:50 ***Enhancing Blue Collar Jobs - Development of a Location-Based Mobile Job Portal for Repair Services***  
Srinivas Makkena, Gowtham Reddy Mallu, Naveen Kumar Poka, Mika Lee Morgan, Midwestern State University

**Break with Refreshments (3:15 pm – 3:30 pm) – Location: Drew 117**

## Session 4 (3:30 pm – 4:45 pm)

Room: Drew 125

Professional Paper Session

Moderator: TBA

- 3:30 ***Programming the Prisoner's Dilemma Problem: A Case Study***  
Cong-Cong Xing, Nicholls State University; Jun Huang, South Dakota State University
- 3:55 ***Diabetic Retinopathy Multiclass Classification Web Application Using Transfer Learning Models***  
Pratikshya Timalsina, Steele Russell, Southeastern Louisiana University

**National Partners ACM CCECC/2Y**  
(4:20 pm – 4:45 pm)  
Location: Drew 125  
National Representative Christian Servin

**Break with Refreshments (4:45 pm – 5:00 pm) – Location: Drew 117**

**Nifty Assignments (5:00 pm – 5:15 pm)**

**Location: Drew 229**

5:00 Larry Joshua Crotts, Indiana University Bloomington

This lab serves as an homage to older pseudo-three-dimensional games like Wolfenstein 3D by Id Software. Students create an overhead ray casting program in two dimensions, which is then rendered in the third dimension. Raycasting is a quick and simple method for simulating depth all while requiring only basic trigonometry and basic-to-intermediate programming skills. In addition, students gain experience with graphical user interfaces and event listeners through object-oriented programming. While the raycaster that students build is somewhat primitive, we offer a range of ideas for extending the program beyond the lab requirements such as texture mapping, texture/entity shading, collision detection, moving entities, and skybox/floor textures. Lastly, our lab handout provides helpful warning messages and tips interspersed which serve as guides.

**Poster Session (4:45 pm – 5:45 pm)**

**Location: ETL Student Lounge**

**Note:** Posters must be up by 3:30 pm

**Reception and Banquet (6:00 pm – 7:30 pm)**

**Location: SEED Center (2nd floor) Willis Noland Conference Room**

SEED Center, 4310 Ryan Street, Lake Charles, LA 70605

**Steering Committee Business Meeting (7:30 pm - 8:30 pm)**

**Location: SEED Center (2nd floor) Willis Noland Conference Room**

## CCSC National Partners Program

Special thanks to all our National Partners for helping support the activities of the Consortium. CCSC's National Partners Program provides organizations exposure ranging from displaying a logo with a link to the organization (Associate Level and above), to reduced registration fees (Silver Level), to a display table, a partner slot at all Regional Conferences, and promotional material placed in conference packets (Gold Level and above), to a dedicated page on the CCSC website (Platinum Level).

Details regarding benefits offered at each level are available in this National Partner Levels and Benefits guide. For more information about the program, contact Carol Spradling, CCSC National Partners Chair: [partners@ccsc.org](mailto:partners@ccsc.org).

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