



UW Computer Science & Engineering Computing Open House Saturday, December 6th, 2014

Collect a sticker at each activity to place by its description. Once you've collected 10 stickers or more, show this program at the prize table in front of the light wall! Get prizes for 10, 15 and 20 stickers. You can visit the table just once to collect all prizes or pick them up as you go.

On Twitter, Instagram, Facebook, etc? Use #csedweek and #uwcese

Room Activities in the Paul G. Allen Center

- **LEARN TO CODE! – LAB 002 (BASEMENT)**
Get some hands-on experience writing code. Try solving puzzles, creating games and making art. No experience needed.
- **AMAZON.COM – 2ND FLOOR LANDING**
Meet people who work at Amazon.com and find out what they do. Solve some interesting computer science puzzles and become Ninja Coders.
- **MATHEMATICAL CARD TRICKS – CSE 303**
Card tricks are a great way to explore the math that is used in computer science. Come and learn how to do tricks that are based on mathematical principles.
- **COMPUTER SECURITY LAB – CSE 203**
Come learn about recent research from the lab on secret communications, and participate in some activities for thinking about security situations and solving secret codes. Security shows up everywhere, come see what it's like!

CSE Atrium Stations

1. **CENTER FOR GAME SCIENCE**
The Center for Game Science creates video games for early math learning and scientific discovery. Check out our latest games, chat with our team, and find out about our current research and projects!
2. **SCRIBBLER ROBOTS!**
Have you ever wanted to program a robot? Here is your chance! Scribblers can move around in patterns, light up and take pictures. No programming experience necessary.
3. **BRAIN-CONTROLLED ROBOTS**
We want to be able to read information from the human brain! We read signals from both outside and inside human heads by reading brainwaves, and try to understand how the brain works to control your body. In the future, this could mean being able to control computers and robots directly with your brain.
4. **UBICOMP LAB**
Come to the UbiComp lab to learn about how sensing can be used all around you, including on your phones or in your home. We'll have demos that you can play around with, including games!

5. YOUTH APPS CHALLENGE

Learn about the Youth Apps Challenge, which is an opportunity for middle and high school students to compete for prizes in a statewide apps competition. Curriculum is available to support teachers in working with students on app development.

6. HUMAN-CENTERED DESIGN & ENGINEERING

In HCDE, we focus on understanding human needs and interests and design and build engineering solutions to the problems our world is facing. We will have a number of projects that our students created for you to interact with. Among other projects, come check out the Hummingbird, a sensor-enhanced cane with haptic feedback to help vision-impaired users avoid obstacles.

7. CHAT WITH A CSE UNDERGRADUATE ADVISOR

Stop by to ask your questions and learn more about the UW and majoring in CSE. What can you do now to prepare? What are the admissions requirements? What opportunities are available to UW students and CSE majors, specifically? Come with your questions and CSE Undergraduate Advisors will have the answers!

http://www.cs.washington.edu/prospective_students/undergrad/

8. MAKE KEY MAKE KEY

The Makey Makey Imagination Emporium invites you to see how you can make anything into a computer. Come learn how to make a piano out of bananas or a magic wand that lets you reach into a secret digital world. Why click a mouse when you can high five your friend? If you imagine it, you can do it! Come and play and see how fun computing can be!

9. TEACHING ROSIE THE ROBOT NEW TRICKS

Robots are already used in factories, but what if they were in our homes, helping us clean up, and keeping an eye on things while we're away? This future can only happen if we make robots smart and easy to use. Our station will show the work we're doing to make complicated robots usable by everyone.

10. SEEING WITH YOUR FINGERS AND EARS

Suppose you were blind, how could you read books and use smartphones and tablets? In this exhibit you will learn how you can "see" with your fingers and ears. You will interact with a smartphone by touching, tapping, and listening.

11. GLASSKETBALL

Find out about the results of interviews with Husky Basketball players and staff about the uses of technology in training! We will also explore the use of Google Glass for training. Watch a video of Husky Football using Glass.

12. COMPUTING AND PEOPLE WITH DISABILITIES

People with visual, mobility, and other disabilities utilize a variety of assistive technology to access computers. Come try out some assistive technology and learn about accessibility.

13. SOLO CUPS AND SORTING ALGORITHMS

All kinds of applications rely on sorted data - think you have what it takes to design an efficient sorting algorithm? Try your hand at it with a fun and simple game using plastic cups, and learn something new about algorithmic complexity while you're at it.