***UAA Computer Science & Engineering Advisory Board***

***Meeting Agenda***

Date: Friday, December 2nd, 2016

Time: 12:00 to 1:30 pm

Place: EIB 217

1. Call to order
2. Roll call
3. Regular meeting approvals
* Approval of Agenda
* Approval of August 26th meeting minutes
* Introduction / Approval of new Board members
	+ [Shawn Brume](https://www.linkedin.com/in/sbrume)
1. Ethical concerns / considerations
2. Reports
* Kenrick:
	+ Update on strategic pathways, <https://www.alaska.edu/files/pathways/Strategic-Pathways-Phase-1-Engineering-Implementation-Plan_DMW_10-17-16.pdf>
	+ Results of ABET site visit
	+ Regular review of CS and CSE program student learning outcomes and objectives
		- <https://www.uaa.alaska.edu/academics/college-of-engineering/departments/computer-science-and-engineering/accreditation-cs.cshtml>
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	+ Establish monthly student/faculty seminar with presentations from industry?
	+ Search for new CSE position
	+ Bid for KDD conference, others (Note, final video shoot for on Monday, December 19th at noon at the Dena’ina Center)
	+ CS outreach activities, hour of code Dec. 5-11?Kenrick
* Rob:
	+ Update from College of Engineering Board Meeting (TBD)
	+ Tentatively Schedule 2016 meetings
	+ Suggestions: 1/6, 4/15, 8/5, 11/11
		- Spring Classes Start January 17th
		- Spring Break March 13-18
		- Spring Finals Week May 1st
		- Summer Classes Start May 22nd
		- Fall Classes Start ~August 29th (date approximate)
* Missy
	+ Outreach assistance needed for Hour of Code
		- 10:00am - 12:30pm December 6th at the Ed Center (5530 E. Northern Lights Blvd)
		- Topics
			* Primary - Elementary:
				+ Kodable (Pre-Readers can use this) <https://www.kodable.com/hour-of-code>
				+ The Foos <http://thefoos.com/webgl/>
			* Upper Elementary and Middle School:
				+ 2 Player Physics Cannon <https://www.tynker.com/hour-of-code/physics-cannon-2-player>
				+ Stop Frame Animation using Scratch <https://hourofcode.com/itchstop>
				+ Code Combat Game Development using Python <https://hourofcode.com/cocomgame>
				+ Counter Hack <https://www.tynker.com/hour-of-code/counter-hack>
			* High School:
				+ Visual Art Coding <https://hourofcode.com/processfound>
				+ Build iPhone Game App using Swift <https://www.makeschool.com/build-an-iphone-game-in-your-browser>
				+ Build a Geography Game using Scratch <http://hoc.ucodemy.com/v2/website/web/course_catalogue/38355#courseinfo=b7bba36830d0b06640e7fb234b55e251>
* Other
1. Adjournment
2. The next regularly scheduled meeting will be TBD