***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