School of Computing and Information Sciences

Course Title: Conference Preparation and Community Outreach and Mentoring **Date:** Mar 22, 2019

Course Number: IDC 2XXX

Number of Credits: 1

Subject Area: Interdisciplinary Computing

Subject Area Coordinator: Mark Weiss
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Catalog Description: Provide students with the experience of attending an annual conference for underrepresented minorities in Computer Science/Information Technology, and the experience of doing a community outreach of mentoring K-12 students for an entire semester, to encourage broadening participation from underrepresented groups.

Textbooks: *None*

Prerequisite Courses: None

Corequisites Courses: None

Type: General Elective

Prerequisite Topics: (none)

Course Outcomes:

O1. Be able to attend a resume and mock interview workshop for IT/CS/CE majors, to prepare for interviewing opportunities available at a conference for underrepresented minorities.

O2. Be able to attend a 4-day conference for underrepresented minorities.

O3. Be able to create, turn in, and deliver a presentation on the knowledge gained from attending multiple sessions at the conference.

O4. Be able to serve on a panel of fellow conference attendees, to share knowledge and experiences gained by attending conference, with other FIU students.

O5. Be able to provide 12 weeks of mentoring to at least one middle or high school student mentee, by participating in the following activities:
   a. 1 full day, instructor-led workshop on mobile app creation with mentee
   b. 12 weekly, 1-hour Skype/Google Hangout video conference calls with mentee
   c. 12 weekly discussion board postings to report progress of mentoring activities
   d. 1 full day at the annual CodeFest event at FIU, mentoring a middle or high school student, and providing feedback on mentees' final mobile app creation

This course should be taught by FIU faculty or staff that have previously attended a conference for underrepresented minorities, who have had experience with mobile app development, and have attended FIU's annual CodeFest event.

Outline

Topic	Number of Lecture Hours	Outcome
● Preparation of Resume and Mock Interviews o Resume styles and formats o Interviewing preparation and strategies	4	O1
● Attendance at Underrepresented Minorities Conference o Selection of track sessions at conference o Travel to/from conference o Attendance of track sessions and taking notes o Attendance of career showcase and interviews	18	O2
● Presentation and Panel Discussion o Summarization of attended conference track session notes o Creation of presentation from bulleted notes and pictures o Delivery of presentation and notes to panel o Participation in panel discussion at FIU	4	O3
● Mentoring of Middle/High School Student(s) o 1 day participation in instructor-led workshop on a mobile app creation tool with high school/middle school mentee o 12 weekly, 1-hour video conference calls with high school/middle school mentee, on progress of mobile app creation o 12 weekly discussion board postings on status of mentee's app creation, and topics/issues addressed during each weekly conference call o 1 day participation in CodeFest at FIU, providing mentoring to high school/middle school mentees	14	O4

Course Outcomes Emphasized in Laboratory Projects / Assignments

Projects and assignments will interactive lessons presented by students, as well as programming, projects done individually and collaboratively. Teaching demonstrations should be completed in a laboratory environment that includes short lectures by the instructor.

Outcome	
O1	Students will be able to prepare resumes and practice interviewing skills
O2	Students will be able to experience attendance at a conference for underrepresented minorities in Computer Science.
O3	Students will be able to share their knowledge gained at a conference both verbally and in writing.
O4	Students will be able to develop leadership and mentoring skills by being a mentor to a middle or high school student for an entire semester.

Oral and Written Communication:

- Written and oral discussions of social issues in computing

Theoretical Contents:

- Abstraction
- Basic algorithmic thinking

Problem Analysis Experiences:

None

Solution Design Experiences:

- Weekly video conference calls, progress report discussion board postings, mobile app programming