Instructions:
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To be considered for one or more of these awards, ACM student chapters must submit an application in Word or Plain Text format (please, no PDFs), to local_activities@acm.org by April 20, 2017. In the subject line please state your chapter name and the categories for which you would like your chapter to be considered. Please submit separate applications for every category. Also, please be sure your submissions are in Word documents.

Part 1: Chapter Description
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Applications must include the following information:
- Name and address of chapter
- Names and email addresses of chapter officers and faculty sponsor
- A brief description of your chapter and school including number of chapter members
- Number of students at your school who take computer science and related courses, and typical majors of your chapter members.
- URL for your chapter home page (if you have one)
- An essay of no more than 500 words for each of the categories for which your chapter would like to be considered. You may submit an essay for more than one category. Guidelines for these essays appear below. Please be sure to abide by the 500 word maximum for the essay portion. If your essay is longer, only the first 500 words will be submitted to the judges.

Applications must include the following information:
Name: Association for Computing Machinery - UP Diliman Student Chapter, Inc.
Address: Department of Computer Science, University of the Philippines - Diliman, Quezon City, Philippines

Names and email addresses of chapter officers and faculty sponsor:

<table>
<thead>
<tr>
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<th>Position</th>
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</table>
A brief description of your chapter and school including number of chapter members:

Chapter Description:

The Association for Computing Machinery - University of the Philippines Diliman Student Chapter, Inc. aims to promote the application of computing for the welfare of the community of professionals directly engaged in the field of computing and computing-dependent domains; our university, the University of the Philippines - Diliman; and our nation, the Philippines. Our mission is to promote the competency and interest in the development, construction, management, and application of computing and all its relevant sub-fields.

In pursuit of this mission, we also aspire to serve as a venue for students and young professionals with an interest in computing to meet and connect in healthy and open academic, professional, and social collaboration for the objectives mentioned above.

UP ACM currently hosts about 100 resident members, cumulatively amounting over 600 alumni or graduate members (resident members who have graduated, since the chapter’s inception in 2003.) While the bulk of our resident member base comes from the undergraduate and graduate computer science programs of our university (almost a fourth of the university's computer science major student body is a member of the chapter), a significant number of our members also come from other relevant programs, such as the Computer Engineering, Electronics and Communication Engineering, and Mathematics departments.

To know more about our chapter’s vision, please feel free to visit www.upacm.net, our official chapter website, and www.facebook.com/upacm, our official Facebook page.

Part 2: Essays
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Outstanding Community Service Essay

In the Philippines, though gadgets such as cellphones and other mobile devices have become ubiquitous and easily accessible, they are more often than not used simply for communication and media consumption. Computers and computing instruments are not only inaccessible to most of the population, but even those who do have access to these technologies often have not been exposed to the theoretical mechanisms that are behind them and do not realize the full potential of these machines. As a developing country, we are in a position to gain the most from these advanced technologies, but we still have a long way to go before we achieve a level of computer literacy that will enable us to realize the full potential, not only of the emergency technologies in the world, but of our people and of our nation.

It is this challenge that continually inspires us, the resident students of the Association for Computing Machinery - UP Diliman Student Chapter to constantly seek new ways and new platforms to forward computer and computing literacy in our country,
especially for communities that may not otherwise have many opportunities to gain exposure to such.

This past year, we have organized two major projects, and one co-sponsored event for this end: (1) ‘Easy as Py’ - a seminar-workshop for high school students on basic programming, using the Python programming language; (2) ‘Scratch Code Camps’ - a hands-on workshop for elementary students on basic programming concepts, using the Scratch programming language (developed by the MIT Media Labs); and (3) a special compound workshop on Raspberry Pi and the Scratch programming language for the children of fallen national soldiers.

Both ‘Easy as Py’ served four different schools with classes of about 30 students each, with a total of about 120 students participating in the project; ‘Scratch Code Camps’ enjoyed a similar student base: also serving 4 schools of about 30-40 students each, for a total of 120-160 students served.

Though the size of these classes and the logistical arrangements required of them did pose more than a few challenges for the organization (some classes came from schools with no computer labs of their own for the children to use, so we had to either organize the logistical arrangements to bring these classes to be accommodated by the resources of our university, or to bring our own machines for them to use throughout the workshop) these projects also afforded us some of the most cheerful and meaningful work we can offer the community.

Our events reach a very small number of students compared to the population of all the students in our country. Still, we believe that through our combined efforts as a chapter with one firm vision to educate the masses and make technology accessible to all, we are one small step closer to our goal.