Part 1: Chapter Description

Name: Association for Computing Machinery - UP Diliman Student Chapter, Inc.

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Names and email addresses of chapter officers and faculty sponsor:

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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

Outstanding Chapter Activities Essay

Though the Association for Computing Machinery - UP Diliman Student Chapter is officially an academic-oriented organization, we highly value the holistic development of our members and recognize our responsibility to not only to seek venues for our own academic and professional growth, but also to ensure that our communities may also be offered similar opportunities. We acknowledge our responsibility to our promote the development of not only ourselves, but also the Philippine community.

In pursuit of these responsibilities, we organize projects of the following types: (1) workshops and lecture series on elementary and advanced topics in computing for undergraduate and graduate students, and young professionals; (2) conferences and academic competitions on computing concepts for undergraduate students; and (3) community development outreach programs focusing on forwarding computer and computing literacy for elementary and high school students of local communities.

We annually host four major events of type (1): (1) ACM Alumni Lecture Series, a series of lectures that serve as a venue for alumni of the organization to share their expertise to resident members and students from the university; (2) Haxxor Security Lecture, a full-day lecture-workshop in elementary concepts in cybersecurity; (3) Gamecraft, a workshop on a selected aspect of game development; and (4) various other course-based academic lectures.

As a whole, the workshop and lecture type of our projects aims to help develop young professionals who are not only theoretically competent in core areas of the field of computing, but also to promote exposure and interest in more specialized fields and applications of these core competencies. This year, the ACM Alumni Lecture series was attended by about 50 students; Gamecraft, by about 30 students; and general course-based academic lectures, by about 60 students. The Haxxor Security Lecture (soon to be held) currently has over 100 students registered to attend.

For type (2) projects, the chapter organized Algolympics, an intercollegiate competitive programming competition that aims to promote the culture of competitive programming. It was participated by 33 teams of 3 from different schools in Metro Manila and the Provinces. Engaging ourselves with events that will help our members appreciate the applications of CS, we also became a major partner of the Electronic-Sports and Gaming Summit (ESGS) which aims to elevate E-sports and recognize independent game developers, where some of our members exhibited their home-grown games.

The community development and outreach programs type of project aims to promote computer literacy beyond our university by offering elementary and high school

students workshops in elementary concepts of computing through a selected programming language. Annually, we organize two events: (1) Easy as Py (using the Python programming language) for high school students, and Scratch Code Camps (using the Scratch programming language, developed by the MIT Media Labs.)

This year's Easy as Py was attended by over 120 students from four selected high schools around the city, while Scratch Code Camps saw similar numbers, from four selected elementary schools. We were also given the opportunity to organize a special workshop for the children of fallen soldiers.