

## 1. Chapter Information

University: Ain Shams, Faculty of Computer and Information Sciences.

Address: Khalifa El-Mamoun Street, Al-Abassya Square, Cairo, Egypt.

Chapter Name: acmASCIS - ASCIS stands for Ain Shams Computer and Information Sciences.

Chapter Website: <http://acmascis.org/>

### Social Media:



## 2. Chapter officers:

Chairman - Ahmed Mohsen Hassan [ahmedmohsen106@gmail.com](mailto:ahmedmohsen106@gmail.com)

Membership Number: 6908868

Vice Chairman - Mahmoud Ali <mailto:mahmoud.ali.fcis@gmail.com>

Membership Number: 8350256

Secretary - Muhammad Alaa Afifi [muhammadafifi@acm.org](mailto:muhammadafifi@acm.org)

Treasurer - Nour El-Rashidy [elrashidyn@gmail.com](mailto:elrashidyn@gmail.com)

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Training Head - Nour El-Rashidy [elrashidyn@gmail.com](mailto:elrashidyn@gmail.com)

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Membership Chair - Youmna El-Hassaany [yel-hassaany@acm.org](mailto:yel-hassaany@acm.org)

Faculty Sponsor - Dr. Khaled Bahnasy [khaled.bahnasy@yahoo.com](mailto:khaled.bahnasy@yahoo.com)

Membership Number: 4218073

## 3. Chapter Description

“acmASCIS” chapter was founded in 2002 with the goal of spreading knowledge in CS field and building a scientific community that encourages students to seek science as a way of life. In order to do that, we generally host technical events and orientation sessions given by CS experts and mainly organize technical training programs and contests. In our training programs, we aim to train students to solve problems which allows them to compete in National and Regional contests and reach the world finals (ICPC). Number of the faculty students: **2500**.

### **acmASCIS Hierarchy :**

The crew consists of President, 6 committees’ heads, 65 committees’ members, and 10 helpers.

1. **Training Committee:** Mentors a group of students of age 17-21 by teaching programming and problem solving in C++ language. The training program consists of 4 levels where a student get qualified to the next level by solving a set of problems in a contest held by the chapter.
2. **Events Organization Committee:** Responsible for planning different events and handling their logistics.
3. **Publicity and Documentation Committee:** Handles social media presence, and all documentations needed.
4. **Media Committee:** Creates graphic designs, such as posters, banners and certificates.
5. **Technical Committee:** Responsible for website updates, online technical support and any contests’ technical preparations.

### **Recruitment Program Essay:**

Expanding our activities’ scope to target many universities and schools in Egypt presented the need of adding new talented members to our team which led us to create a recruiting strategy in order to draw the attention of those who might be a great fit for our chapter.

Due to social media’s incomparable availability and prevalence, we started our campaign with a Facebook event to announce the beginning of our recruitment and tell our followers about acmASCIS and its committees’ roles.

Our widespread training and events made most of the students familiar with acmASCIS, some even became well acquainted, and we received from everyone remarkable positive impressions. We introduce ourselves to freshmen through.

### **What’s CS? (Attendees: 700)**

At the beginning of every academic year, we hold this annual event; it’s considered as the godfather of our events. Through it we not only introduce CS fields, but also open the doors for the freshmen to join the problem solving world, introduce them to ACM, familiarize them with the organization's importance and its contests like ICPC. To avoid appearing monotonous, and

succeed at attracting people, we demonstrate all this by a short play written and directed by our most creative minds and some funny games.

Our recruiting program consisted of two events:

1. acmASCIS Recruitment'16.
2. acmASCIS Recruitment'17.

Our first recruitment was the most ambitious one, its main goal was to recruit qualified mentors to help in teaching a large number of eager trainees. We also opened the doors for students who were talented in writing or in art and design to join committees where they can help others through their creative and innovative ideas.

The second recruitment happened thanks to the significant exposure our chapter received after the freshmen finished most of their training.

Screening phases:

1. Online Phase:  
An online test that helps filter the applicants for the second phase.
2. Offline Phase:  
Interviewing the candidates and evaluating them by asking technical and HR questions.

After finishing the screening phases, meetings were held to discuss the evaluation.

All newcomers added something unique to our chapter with their spirit, new ideas and hard-work.

Number of crew members has increased to 65, which made us capable of holding more events and spread knowledge on a wider-scale.

This year, we were able to organize an Hour of Code event which took place in two schools. it was a new experience for us. The event's success motivated us to hold more events for children to teach them how to code and we're now a long way in planning for similar yet more ambitious events.

We think all the mentioned reasons are living proofs that adding new blood to our team was a real success and it helped many communities, not only ours.

- **Event Fund and URL:**

- **Recruitment'16**

- Hosting Arena: Faculty of Computer and Information Sciences ASU
- <https://www.facebook.com/events/879607578850441/>
- **Number of Applicants: 105**

- **Recruitment'17**

- Hosting Arena: [Designopia Zone](#).
- <https://www.facebook.com/events/358643181203176/>

- **Number of Applicants: 20**