Google Online Education Summit

Mountain View

June 24th - 25th, 2015

Google™
Program Contacts

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Google Summit Information

Day 1 - Wednesday, June 24th
9:30am - 4:30pm
Artemisa Conference Room, Building 900 - 1st Floor
900 Alta Ave., Mountain View, CA 94043

If you arrive before 8:30am or after 9:30am, please check in at the Lobby of Building 900 and head over to our conference room. See Campus Map on the next page.

Wednesday Evening Dinner
6:00pm - 9:00pm
Scratch
401 Castro St., Mountain View, CA 94041
(650) 237-3132

Day 2 - Thursday, June 25th
9:00am - 4:30pm
Hudson Conference Room, LMK2 - 1st Floor
1883 Landings Dr., Mountain View, CA 94043

If you arrive before 8:00am or after 9:30am, please check in at the Lobby of Building 1875 and head over to LMK2. Lobby of Building 1875 is behind the building, please walk around the front entrance. See Campus Map on the next page.
Google Mountain View
Campus Map

DAY 2 LOBBY CHECK-IN

DAY 2 HUDSON CONFERENCE ROOM

DAY 1 ARTEMISA CONFERENCE ROOM AND LOBBY CHECK-IN

Google Confidential and Proprietary
# Program Agenda

## Day 1: Wednesday, June 24

<table>
<thead>
<tr>
<th>WHEN</th>
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<tbody>
<tr>
<td>9:00 AM</td>
<td>Check-in</td>
<td>Artemisa Conference Room, MTV 900</td>
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<tr>
<td>9:30 AM</td>
<td>Opening Session</td>
<td>Artemisa Conference Room, MTV 900</td>
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<tr>
<td>10:30 AM</td>
<td>Session 1 - Peter Norvig, Dir. of Research</td>
<td>Artemisa Conference Room, MTV 900</td>
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<tr>
<td>11:30 AM</td>
<td>Lunch</td>
<td>Big Table Cafe</td>
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<tr>
<td>12:30 PM</td>
<td>Session 2 - Council Goals, Survey Results</td>
<td>Artemisa Conference Room, MTV 900</td>
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<tr>
<td>1:00 PM</td>
<td>Session 3 - Maggie Johnson, Dir. of Education and University Relations; engEDU</td>
<td>Artemisa Conference Room, MTV 900</td>
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<tr>
<td>2:30 PM</td>
<td>Coffee, Tea and Desserts Break!</td>
<td>Artemisa Conference Room, MTV 900</td>
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<tr>
<td>2:45 PM</td>
<td>Prep for Day 2 on Coursera Project</td>
<td>Artemisa Conference Room, MTV 900</td>
</tr>
<tr>
<td>3:30 PM</td>
<td>Google Campus Tour (~1 hour)</td>
<td>Google Campus</td>
</tr>
<tr>
<td>6:00 PM</td>
<td>Offsite Dinner</td>
<td>Scratch</td>
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## Day 2: Thursday, June 25

<table>
<thead>
<tr>
<th>WHEN</th>
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<tbody>
<tr>
<td>8:30 AM</td>
<td>Check-in</td>
<td>Hudson Conference Room, LMK2</td>
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<tr>
<td>9:00 AM</td>
<td>Opening Session</td>
<td>Hudson Conference Room, LMK2</td>
</tr>
<tr>
<td>9:15 AM</td>
<td>Session 1: Building the Experiment</td>
<td>Hudson Conference Room, LMK2</td>
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<tr>
<td>9:45 AM</td>
<td>Session 2: Capstone Projects</td>
<td>Hudson Conference Room, LMK2</td>
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<tr>
<td>10:30 AM</td>
<td>Break!</td>
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<tr>
<td>10:45 AM</td>
<td>Session 3: Introductory Course Discussion</td>
<td>Hudson Conference Room, LMK2</td>
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<tr>
<td>12:15 PM</td>
<td>Lunch</td>
<td>Hudson Conference Room, LMK2</td>
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<tr>
<td>1:00 PM</td>
<td>Session 4: Intermediate Course Discussion</td>
<td>Hudson Conference Room, LMK2</td>
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<tr>
<td>2:30 PM</td>
<td>Ice Cream Social Break!</td>
<td>Hudson Conference Room, LMK2</td>
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<tr>
<td>2:45 PM</td>
<td>Session 5: Building for a Diverse Audience</td>
<td>Hudson Conference Room, LMK2</td>
</tr>
<tr>
<td>3:45 PM</td>
<td>Break!</td>
<td></td>
</tr>
<tr>
<td>4:00 PM</td>
<td>Closing Session</td>
<td>Hudson Conference Room, LMK2</td>
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Council Member Biography

Andrea Danyluk is the Dennis A. Meenan ’54 Third Century Professor of Computer Science at Williams College. She received her A.B. from Vassar College in 1984 and her Ph.D. from Columbia University in 1992, and was a researcher at NYNEX (now Verizon) before joining the faculty at Williams in 1994. Danyluk's research interests are focused on applications of machine learning. Danyluk is also active in Computer Science education. She is a co-author of a textbook, Java: An Eventful Approach, with Kim Bruce and Tom Murtagh. She also served on the ACM/IEEE-CS Joint Task Force on Computing Curricula 2013.

Armando Fox (fox@cs.berkeley.edu) is a Professor in Berkeley's Electrical Engineering & Computer Science Department and the Faculty Advisor to the UC Berkeley MOOCLab. He co-designed and co-taught Berkeley's first Massive Open Online Course, "Engineering Software as a Service", which over 10,000 students worldwide have completed and inspired the highly-rated textbook of the same name. He also serves on the Technical Advisory Committee of EdX, helping to set the technical direction of the OpenEdX MOOC platform. He has received numerous awards for teaching, mentoring, and research and has addressed the California legislature, the China Ministry of Education, and the Japan Top Global University Project, among others, on topics around online and hybrid education. His current research in online education includes automatically helping students improve their coding style and improving engagement and learning outcomes in MOOCs. He is particularly interested on how MOOC and classroom education can mutually support each other. His degrees are from MIT (BS in EECS), the University of Illinois (MS in EE), and UC Berkeley (PhD in CS).
Charles Lee Isbell, Jr. received his BS in computer science from Georgia Tech and his PhD from MIT. After four years at AT&T Labs, he returned to Georgia Tech as faculty at the College of Computing.

Charles' research interests are varied, but he focuses on building autonomous agents that engage in life-long learning in the presence of thousands of other intelligent agents, including humans.

Charles also pursues reform in CS education. He was a developer of Threads, Georgia Tech’s structuring principle for computing curricula. He also teaches for and oversees Georgia Tech’s new MOOC-supported Masters of Science in Computer Science, the first of its kind. Recently, he has become the Senior Associate Dean of the College of Computing.

Hello, I'm a professor at Rose-Hulman (www.rose-hulman.edu). Rose is a private engineering college in Terre Haute, IN. I teach iOS, Android, and Web (App Engine) courses in addition to some microcontroller/robotics fun. I created a site called http://www.rosebotics.org/courses for my online content which is based on Google Course Builder.

I worked at Google for my last sabbatical 2011-2012, so I've spent a lot of time on the MTV campus.
Dave Chesney has taught Computer Science at the University of Michigan in Ann Arbor, MI since 2001. Whenever possible, he builds 'social context' into his courses. That is, students in his courses try to solve real problems for real people, like building custom computer games that enable physical therapy for kids with physical or cognitive disabilities. He has graduate degrees in Mechanical Engineering and Computer Science from Michigan State University. He worked for 20+ years in industry, at General Motors Corporation, prior to 'living the dream' and becoming a teacher.

Here is a link to some video stories:
http://eecs.umich.edu/cse/faculty/chesney/articles_media.html

My Ph.D. is in Electrical and Computer Engineering, and I worked in the aerospace computer industry for 2 years before starting a 27-year career teaching Computer Science at Smith College. During this time I have chaired the department several times, been involved in a couple startups, including Gemicer/BrightScale. I have been on the founding team for Smith College’s engineering department, and am currently on the founding team for Smith’s Statistics and Data Science program.

In recent years I have concentrated in the introductory courses in Computer Science, and I am currently a co-PI for a 3-year, $300K grant from the AAC&U for improving the retention of underrepresented students in Computer Science.
Ed Keenan is a member of the DePaul’s Game Development faculty specializing in advanced software engineering for video game development for the last seven years. His primary research is in optimization and performance of real-time systems used in games.

Ed is a former Executive Technology Director at Midway Games, with over 17 years experience in the game industry. At Midway, he created and led several technology company-wide and outsourcing projects Advanced Technology Groups focusing on real-time game systems from Graphics, Audio, Physics, Operating Systems, Networking, Animations, and content creation tools. Ed has contributed to over 30+ different titles shipped during his tenure at Midway, most notably WarGods, Hyperdrive, the Mortal Kombat Series, NFL Blitz, NBA Ballers, Psi-Ops, Stranglehold, TNA iMPACT and Wheelman.

At DePaul Keenan created over 15 new master level software classes, has lead global software development collaboration with India and Mexico, developed one of the first mobile game classes in the nation, created degrees concentrations in Computer Science and Software Engineering, developed degree for American University Malta.

In 2014 Ed Keenan received the Excellence in Teaching Award - DePaul University, College of Computing and Digital Media. In 2013, Keenan was named as a prominent professor at DePaul, by PCGamer.

Keenan has been a member on advisory boards and committees for 3Dfx, Renderware, Havok, Audiokinetics, Sony, and Microsoft.
Heather Pon-Barry is a Clare Boothe Luce Assistant Professor of Computer Science at Mount Holyoke College. Her research is in the area of spoken language processing. From 2013-2014, she was an Assistant Professor of Computer Science at Arizona State University. Heather earned a Ph.D. in Computer Science from Harvard University in 2013. She holds B.S. and M.S. degrees in Symbolic Systems from Stanford University.

Heather Pon-Barry

Iretta B.C. Kearse is a 1988 graduate of Spelman College, where she majored in Computer Science. Her graduate studies were completed at Bowling Green State University in 1990. She is distinguished as being the first African American recipient of the Master of Science in Computer Science degree conferred at this institution. In 2001, after more than a decade of corporate experience, she joined the faculty at Spelman College in the department of Computer Science.

She is currently the Computer Literacy coordinator, and Founding Director of the annual Computer Science Olympiad. Iretta Kearse is an active member of ADMI, ACM, UPE, and the STARS alliance.

Jean Muhammad

I am a professor of computer science at the Open University of Israel (OUI), served as Vice President for Academic Affairs at the Open University for almost ten years: 1999-2005, and 2009-2012.

While developing numerous courses in Mathematics and Computer Science (CS) at the Open University, I served as head of the Development division, and then as head of the Mathematics and Computer Science department. Since 2014 I serve as Advisor to the President on Women's and Gender Issues.

I served on the Ministry of Education professional committee which put together the CS curriculum for Israeli high-schools, and later chaired this committee. Currently I am on the advisory council of the CSTA, and since April 2014 I am a member of the CHE Israeli Council for Higher Education.

Awards: ACM SIGCSE 2007 "Special Contribution to Computer Science Education" Award. IEEE Computer Society 2015 Taylor L. Booth Education Award. For more:
I am an associate professor at the Schulich School of Engineering, University of Calgary. I work in two main research areas: electronic design automation and engineering education. I am passionate about increasing the number of women and minorities in science, technology, engineering and mathematics (STEM) areas. Currently, I work on increasing diversity and creativity in engineering education.

Laleh Behjat

In 2007, I joined the faculty in the Computer Science Department at Stanford University. From 2001 to 2006, I also taught in the CS department at Stanford as a Lecturer. From 2002-2007, I was a full-time Senior Research Scientist at Google. After moving to Stanford, I continued to consult at Google part-time until 2010. My research interests include computer science education, machine learning, and information retrieval on the Web.

Previously, I worked for several years as a Senior Engineering Manager at Epiphany. Prior to working at Epiphany, I completed my PhD in the Computer Science Department at Stanford. I was also an undergrad at Stanford and I loved it so much that I didn’t want to leave.

Outside of work, I enjoy spending time with family, playing the guitar, going on outdoor excursions, and sleeping (which seems to be getting rarer and rarer these days). I also continue to maintain a foot in the start-up world by serving on advisory boards to various companies.

Mehran Sahami
Teaching at Stanford CS since the Pascal days. Created the Codingbat online problems site http://codingbat.com and the Nifty Assignments archive http://nifty.stanford.edu

Nick Parlante

Paul Tymann is Professor and former Chair of the Computer Science Department at the Rochester Institute of Technology. Prior to joining RIT in July 1997, Tymann started his academic career as a member of the computer science faculty at the State University of New York at Oswego in 1987. He has been serving as a Program Director in the Division of Undergraduate Education in the Education and Human Resources Directorate (HER/DUE) at the National Science Foundation since 2013. Tymann has written textbooks on software development, bioinformatics, and a breadth-first overview of computer science. His research interests include data analytics, bioinformatics, and high-performance computing.

Tymann has been heavily involved in computer science education at the high school level and serves as the co-Chair of AP Computer Science Development Committee, and is the Chief Reader of the AP Computer Science Principles Exam. He has taught internationally at the University of Zimbabwe and at the University of Osnabrück in Germany. Tymann serves as Vice Chair of ACM’s Special Interest Group on Computer Science Education.
Ray is a professor of computer science at LMU in Los Angeles where he has been teaching since 1986. He received his PhD at UCLA under Dave Martin, but Donald Martin was also on his committee. His research interests tend to gravitate to Programming Language Theory but he prefers Programming Language Practice.

At LMU where he is in charge of the freshmen introductory courses, the programming languages sequence, and the senior capstone projects, and rarely says no to helping students structure independent studies courses. He stays current in the field with long term and stable consulting gigs (past: Citysearch, LiquidWit, Handmade Mobile, M-GO; current: Friendbuy, Criteo).

Dr. S. Monisha Pulimood is Associate Professor and chair of the Department of Computer Science at The College of New Jersey, a public, primarily undergraduate institution. She believes that creative problem solving requires an authentic inquiry-based pedagogy, a collaborative community, and a diversity of perspectives and backgrounds. She integrates multidisciplinary collaborative projects into her courses to create immersive learning experiences that deeply engage students. Her research is primarily in the area of data management and computation on large networks, and how these can be made more accessible for the non-computer scientist. Students in her lab are researching and implementing machine learning and collective intelligence algorithms, as well as concepts from human computation and crowdsourcing, that harness the cognitive abilities of large numbers of human users to solve large and complex problems.

www.tcnj.edu/~pulimood
Samuel A. Rebelsky is Professor and Chair of Computer Science at Grinnell College, a small liberal arts college in the middle of Iowa. Although he teaches courses at every level of the curriculum, Sam is particularly passionate about teaching at the introductory level, where he has developed a curriculum that combines image making and functional programming and which he and his colleagues teach using a workshop-style approach. Sam also loves giving students summer research and project experiences, particularly because it's a way to help mid-level students realize just how much they know. Sam's research projects have included Web tools, software for functional image making, and some creative tools.

Sarah Diesburg received both her Ph.D. degree in Computer Science (2012) and M.S. degree in Information Assurance (2008) at Florida State University, and she received her B.S. in Computer Science (2004) from the University of Northern Iowa. In August of 2013, she joined the Department of Computer Science at the University of Northern Iowa as an Assistant Professor.

Sarah's research specialization is in computer systems, security, and privacy. She also has active research in classroom technology and has recently received the NCWIT EngageCSEdu Engagement Excellence Award for material in her Introduction to Computing class.

http://www.cs.uni.edu/~diesburg/
Dr. Sathya Narayanan is an associate professor and director of Cal State Monterey Bay's Computer Science bachelor's degree program. He teaches freshman year seminar, Physics and a senior capstone course for CS students.

Apart from his teaching, curriculum development and day-to-day responsibilities, Sathya is working to develop learning communities of students through multiple cohort based programs to address computing education challenges. His efforts in this area have resulted in multiple grants and recognition by the innovation in higher education awards program of the state of CA.

Sathya Narayanan

Scott Rixner is a Professor of Computer Science at Rice University. His research focuses on systems software and computer architecture. He has taught many of the introductory computer science courses at Rice, including Computational Thinking, Algorithmic Thinking, Introduction to Program Design, and Introduction to Computer Systems. He is the chairman of the curriculum committees for both the Department of Computer Science and the School of Engineering at Rice.

Scott Rixner