



SC2003 Education Program

November 15-18, 2003

Call for Participation

Applications due May 30, 2003

www.sc-conference.org/sc2003/edu_general.html

What is the SC2003 Education Program?

The SC2003 Education Program invites undergraduate faculty and K-12 teachers to spend four days engaged in hands-on workshops at the SC2003 Conference to learn about high performance computing and communications tools and resources appropriate for their classroom. Participants will learn about approaches to using modeling and visualization in the classroom, including numerical modeling, algebraic modeling, dynamic modeling systems, and agent modeling. The Education Program runs November 15-18, 2003 at the Phoenix Civic Plaza in Phoenix, Arizona.

Comments from the SC2002 Education Program participants:

“Are we excited? YES! Was it worth coming? YES!!!! Will we use what we have learned and have been given? YES! “

“Without a doubt this was one of the best conferences I have ever attended. It seems there were a minimal number of situations where a presenter did not relate to the audience or their needs.”

“This has (by far) been the most informative, enjoyable conference I have ever attended. My team and I are extremely excited to begin using the software and implementing the techniques into our classrooms. We also intend to put together our present collaborative effort (using the various models) and presenting it at our staff meeting in the fall. It seems that every break we had during the conference, our team would come together and share new ideas about what we will be able to do with all the information that we received.”

“It has been an incredible experience. I have been exposed to so much that I can take back and share with my students. I also want to express how gracious I am for the royal treatment I have received at this conference. “

“One of the most exciting things I have attended in a long time. Can hardly wait for summer workshops.”

“I have so much to take back and am encouraged more than ever to model.”



What is the SC2003 Conference?

The annual high performance computing and communications (HPC) conference engages leading scientists, engineers, technologists and educators to learn about the latest research, education and developments in HPC technologies. Participants have the opportunity to 1) attend technical sessions, state-of-the field talks, and panels, 2) see exhibits of HPC vendors and researchers demonstrating their latest research, products and services, and 3) interact with leading scientists and engineers from around the world. The SC2003 Conference runs November 15-21, 2003. See www.sc-conference.org/sc2003 for additional information about the conference.

What are the Requirements for Participation?

Educators are asked to apply as a team of 2 to 6 members. A team may consist of undergraduate faculty, or a combination of undergraduate faculty and K-12 teachers. Faculty from two- and four- year colleges, undergraduate institutions, minority serving institutions, and EPSCoR institutions are encouraged to apply. All team members are asked to:

- Complete an application form at www.sc-conference.org/sc2003/edu_general.html by May 30
- Participate in the four-day SC2003 Education Program, November 15-18
- Participate in a one-week follow-up summer workshop
- Develop curriculum modules to be used in undergraduate courses
- Share their experiences with colleagues in their own community.

What Support is Available to Educators?

Teams selected through the national application process will be provided with travel allowances, lodging, meals, course instructional materials, and teacher substitutes.



Education Program Sponsors

The Education Program is supported by the National Computational Science Institute (www.computationalscience.net), the National Science Foundation, SC2003 conference, IEEE Computer Society, and ACM SIGARCH.

Research Exhibits Program

Researchers have the opportunity to showcase computational science and research activities at their institutions. Research exhibitors include scientists, engineers, research programmers, and students from universities, colleges, and laboratories of all sizes.



SC2002 Exhibit Hall

Student Volunteer Program

The conference recruits undergraduate and graduate students to volunteer 20-25 hours of time for the conference in exchange for free conference registration, housing, meals, conference goodies, and more! No special skills or experience are necessary for most of the volunteer positions.

Student Day

The conference offers one day of activities for undergraduate and graduate students to learn about career opportunities in education, research, and industry. Students will participate in discussions with experts on interviewing techniques, advice on preparing for the computerized GRE's, myths about graduate school admission, and from committee members on scholarship/fellowship, graduate admission and more. Students will learn about employer and government research internships as well as graduate research at universities.