

**Open House 2015
Project Proposal Report
Computing and Information Sciences
December 7, 2015**

Student Chair: Kevin Beashore knbeashore@ksu.edu

Faculty Advisor: Russell Feldhausen russfeld@ksu.edu

Departmental Theme: Computer Science Building Trees

- **Yellow Brick Award/Display**
 - The CIS department will participate in the big display in the atrium and put forth a skit for judging. Concepts for the display and skit are still being discussed.

- **Curriculum Display**
 - A curriculum display primarily highlighting the department's undergraduate program will be put forth for judging. We are thinking about setting up several computers around the display where visitors can browse the website for more information or sign in and send the department their contact information and interests. The curriculum display will be staffed by both enthusiastic CIS students and/or a faculty member.

- **Graduate Student Displays**
 - **GK-12 Insight Display:**
 - This will highlight the work done by GK-12 fellows and teaching in the insight program.

- **Open Class Displays/Technical Displays**
 - **How Does Computer Science Impact You? Display:**
 - Our hope is for this display to show the multitude of ways that computer science impacts everyone in their daily lives. We would like this to relate to different age levels. We want to be able to demonstrate to an elementary school student how computer science relates or impacts them all the way to middle school, high school and adults. This would be a series of displays throughout Fielder library that would be placed strategically along the pathway.

- **CIS 190:**
 - CIS 190 is a class any student in CIS can take. In this course the students will be helping to generate ideas for Open House and make their own posters.
- **CIS 643 Software Engineering Project 2:**
 - CIS 643 is an upper level undergraduate course, students are placed in a groups to create a software engineering project. The projects are typically very interactive and great for Open House. Past projects have include robo-chess where a robot was programmed to pick up and move chess pieces. We will have a more concrete list of CIS 643 projects in the Spring.
- **BNSF Challenge/Games:**
 - Last year we set up a display in Fielder Library in which the patrons of the Open House could move a robot around by holding up bricks with arrows on them. The arrows indicated which one the robot would move and this simulated very basic programming for all patrons' young and old (still talking if we are keeping, changing or discarding this). More details to come in Spring.