PLENARY SESSIONS

Thursday, October 4, 8 – 9:30 am
Grand Ballroom A

WIKISPEED - Revolutionizing Transportation through Agile, Lean and Scrum

WIKISPEED is a globally distributed team of over 150 volunteers that are building 100 MPG cars that are safe, fun, light, fast, sleek and affordable. We've taken popular software development practices: - Agile, Lean and Scrum - and applied them to manufacturing. This has resulted in Extreme Manufacturing which leverages resources and team potential to quickly create viable prototypes and products in a short amount of time. WIKISPEED is now spreading these practices to organizations in other manufacturing sectors and helping them achieve even greater success.

Speaker
Tom Taber has been a very active volunteer with the WIKISPEED team for over a year. He has been able to leverage his experiences in software development, rock climbing, project management, competition barbecuing, 3D modeling, plumbing, social psychology, sweeping and public speaking to contribute to a number of team successes. He currently lives in Las Vegas, NV, but has been spending increasing long stints in Seattle working with the WIKISPEED team to help create a more awesome world to live in.

Friday, October 5, 8 – 9:30 am
Grand Ballroom AB

Is There a MOOC in Your Future?
This plenary session will examine current trends and future prospects in online education. Massive Open Online Courses (MOOCs) have gotten a great deal of publicity in the last year, although the most widely-known MOOC offerings do not capture all of the richness of the original MOOCs. Much of the attention paid to MOOCs in the press has been centered around the idea that they may challenge the organizational structures and cost models of higher education. The participants in this session will address many of these issues through a moderated discussion and a question and answer session with the audience.

Participants:
Fred Martin, Ph.D., Associate Professor, Department of Computer Science and Associate Dean, College of Sciences, University of Massachusetts Lowell
Fred Martin directs the Engaging Computing Group, which develops tangible computational materials for science education, robotics education, and computer science education. His publications include work on informal robotics education, teachers' attitudes toward inquiry-based science using data-loggers, artificial intelligence education, and robotic sensing. He recently published an essay in the Communications of the ACM detailing his experiences teaching in the "flipped classroom" style using a MOOC.

Dan Grossman, Ph.D., Associate Professor of Computer Science & Engineering, University of Washington
Dan Grossman has authored over 50 research publications in programming languages, including collaborations with researchers in computer architecture, software engineering, and databases. Dan has chaired the SIGPLAN Education Board and currently serves on the steering committee for the ACM / IEEE-CS 2013 Computer Science Curriculum. He is preparing to teach a programming-languages course on Coursera in January 2013 that is attracting roughly 300 registrations per day. More generally, he is leading the effort in his department to offer 4-5 courses over the next year while interacting with Coursera and other interests at the University of Washington to best align goals and plans.

Jennifer Dalby, M.Ed., Instructional Designer, Seattle University
Jennifer Dalby has supported faculty in the adoption of innovative learning technologies since 2001. In 2007, she began practicing Viral Professional Development, hosting open online learning sessions, which attracted international participation from faculty across disciplines. She practices open teaching and learning, connecting her students with external peers and experts. Through her consulting work, Jennifer advises administrators on emerging trends and opportunities in both profit and non-profit higher education. You may access her portfolio and shared resources at http://portfolio.injenuity.com/