



IEEE Region 2

Student Activities

Li Bai

Student Activities Chair

Ryan Fillman

Regional Student Representative

IEEE Region-2 Executive Committee Meeting

Region 2 Meeting and Student Activities Conference

18 April 2009

Student Activities Conference

April 4-6th, at Penn College of Technology, PA

140 students - 18 universities (about same number of students, one less university)

15 company Representatives (Increased company interaction)

Total Cost \$40k - \$7k Raised (Cheaper total cost and same fundraised)

Student leadership workshop

- John Paserba and Jim Watson

Conference

- Brown Bag Hardware Design
- Micromouse
- Paper
- Project Showcase
- Ethics
- Physics Competition
- Job Fair

Banquet keynote speech

Publicity Generated



July 2008



IEEE Ethics Contest Gets Second Life

BY JASON LADAY

The IEEE Ethics Competition for student members of Region 2 has come a long way since it was first held in 2005. Back then the region commissioned students in Rowan University's Theater Department in Glassboro, N.J., to act out ethics scenarios, using the rationale that live action would make the competition more interesting than just reading a problem on a page. The IEEE Ethics and Member Conduct Committee holds the competitions to educate student members about the ethical dilemmas they may encounter once they enter the working world.

This year the ethics scenarios, programmed in advance, entered the virtual world. They were presented via the popular three-dimensional online world of Second Life, which is part social network service and part interactive world. In general, Second Life allows a "resident"—an individual character created by a Second Life account holder—to explore the virtual world, meet other residents, socialize, create a business and trade with others, and organize group activities. Characters interact on-screen in real time and are for the most part free to do as they like within the computer world the programmers have created—much like a 3-D video game. Second Life boasts nearly 13 million residents around the world.

2009 Student Activities Conference

Youngstown State University

Youngstown, Ohio, April 17-19, 2009

Back for SAC 2009

Conference

- Brown Bag Hardware Design
- Micromouse Competition
- Paper Competition
- Project Showcase
- Ethics Competition
- Job Fair
- Branch Counselor Workshop

Banquet Keynote Speech

New for SAC 2009

- Multiple Workshops
 - Gold Workshop
 - Leadership Workshop
- Corporation Talks
 - Microsoft



Student Activities Conference

April 17-19th, at Youngstown State University, Youngstown, Ohio

Stats

170 Students (140 last year) – 22 Universities (18 Universities last year)

Total Cost \$40k - \$7k Raised (Similar cost and similar fundraised)

Student leadership workshop - John Paserba and Jim Watson

Gold workshop - Rachel Krepps

Microsoft representative talk

- Brown Bag Hardware Design
- Micromouse
- Paper
- Project Showcase
- Ethics
- Physics Competition
- Job Fair

Banquet keynote speech - Joseph V. Lillie

Outreach Within the Region

Appointed East and West Representatives – Still Looking for North and South

North R2 RSR:

West R2 RSR: Eric Statzer



East R2 RSR: Andrew Thompson



South R2 RSR:

Online meetings

Student Activities Conference
Region Representatives

State of the Region

78 IEEE Student Branches in Region 2 (Up from 69 last year)

30 of these branches are below 10 national members (Same as last year)

Increasing communication with student branches

East and West Representatives

Region 2 Meeting and SAC – Same Time

Sections communicating with branches

Other Opportunities for Students

ISBIR - IEEE Student Branches Industry Relations

- Industry, Students, IEEE
- Career Center for Job and Internship Opportunities
- Event Advertising and Collaboration

Presidents' Change the World Competition

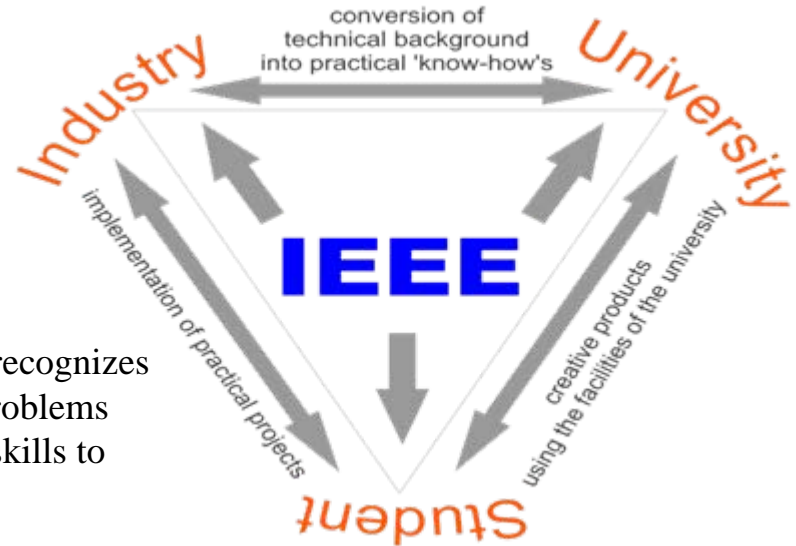
- The IEEE Presidents' Change the World Competition recognizes students who develop unique solutions to real-world problems using engineering, science, computing and leadership skills to benefit their community and/or humanity

IEEE USA Student Video Competition - 10K in Scholarships

- Choose an Aspect of engineering that you consider to be socially constructive, appealing and "fun"; then translate it into a 90-second video clip aimed at an 11-to13 year-old audience.

125th Anniversary Activities

- Integrated into R2 Student Activities Conference
- Publicity Release with Student Inventors
Ex: Google, Youtube, Facebook, Napster
- Predict the Future Competition



Celebrating 125 Years
of Engineering the Future