

Waseda University IEEE- 2010 Year Report

It was our first year at Waseda University, Japan to run an IEEE Student branch and it turned out to be a major success as we were both effective at the National, Tokyo Area Branch and also at the University. We have been in collaboration with Microsoft and some other organizations to hold a couple of Seminars and Workshops.

The Management Team-

- Chairman- Jiang Liu
- Vice- Chairman- Takaaki Ishikawa
- Accountant- Kanemitsu Hidehiro
- Secretary- Bilesanmi Yusuf
- Supervisor- Prof Nakazato

Events-

IEEE Kick Off Event-

The event took place on Wednesday, 23rd June 2010 at Waseda University Campus and in an effort to showcase the Concept of Cloud Computing we host officials from Microsoft Japan to share their insight on Microsoft Azure. The reason for the selection of Cloud Computing for as the topic was due to the diversity in the research area of the students, so addressing a topic of general interest would result in a large turn up.



Microsoft Research Asia-

The second event which was scheduled for 5th August 2010, the beginning of the summer holidays again hosted software developers from Microsoft Research Lab in China focused on a less technical theme which was “The Value of Experiencing Research Abroad”. The event served as a platform to help students seek Internship opportunities at Microsoft Research Lab.



Mr. Sean- Microsoft Japan



Dr. Sakai- Microsoft Research Lab, China



Ustream System



Group Picture

We imbibed the use of Ustream (live streaming tool) which made room for online participation.

IEEE Leadership Workshop

From the 15th – 16th October 2010, we traveled to the city of Takamatsu in the Shikoku Island where the IEEE Leadership Workshop was held. The event brought together all IEEE branches around Japan and we were honored by the presence of the IEEE Asia (Region 10) Chairman- Prof. Park.

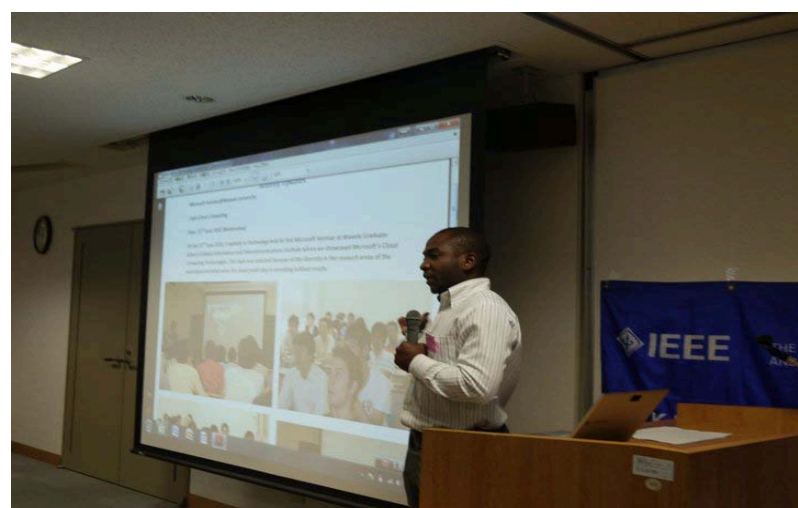
On the 16th, all branches around Japan made presentation about the IEEE activities they have been engaged in and that was followed by a technical session on Camera assembling.



Collection of the Waseda Flag at IEEE Leadership Workshop



Group Picture



Presentation on Waseda University's IEEE Activities

4th IEEE Gold Career Workshop

"Career advancement workshop for the 3rd student and young engineer" was held in Tokyo Denki University (Kanda campus) on October 23, 2010. This workshop is planned by IEEE Tokyo GOLD Affinity Group and IEEE Japan Council Women in Engineering Affinity Group, and co-sponsored by Tokyo Denki University Student Branch, Keio University Student Branch, Tokyo University of Science Student Branch, Yokohama National University Student Branch, Meiji University Student Branch, and Waseda University Student Branch.

This workshop was designed to enable the participants have a rethink about their career and the skills required for the young researcher; undergraduate student, master's course student, and the doctor's course student. It provides young researchers with a good opportunity to discuss themes such as "what should the Engineer's way be in the future" and "What is requested after joining a company", which can urge the participant to prepare for an active career in the future.



Group Session



Group Presentation

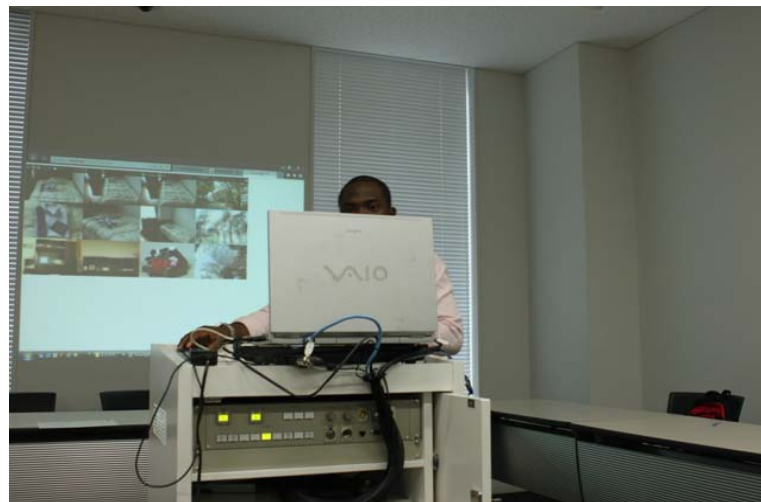


Group Picture

Microsoft Deepzoom Workshop-

Friday, 29th October 2010, We held a Deepzoom Workshop at Waseda University. Deepzoom is a Microsoft silverlight technology which gives a whole new definition to the way multimedia contents-images, are being accessed and viewed. The event was supported by Creativity in Technology, Microsoft Student Partner and WASEDA IEEE Student Branch.

The primary objective of the training was to share the technical skills required in developing and embedding the technology onto websites etc. The participants were quite delighted at the capabilities of the technology and the simplicity of the development process.



Kinect Event-

Late 2010 witnessed a new device in the world of gaming that challenged the status quo and redefined the industry. Microsoft Kinect, is a device that enables the gamer to play games without the use of a pad. The device comprises of cameras and sensors that can create an avatar of the player and put him into the game....its FUN!

On the Friday,10th of December 2010, we held a Kinect Gaming Event at Waseda University to enable students experience the "Kinect Effect" on gaming. It was an evening of fun, game, snacks, chats etc. all sponsored by the Microsoft.



2010 Report Summary and ideas for the 2011

Waseda IEEE student branch was established in April 2010. Since June 2010, we have organized and successfully held 6 seminars and events:

- IEEE Kick Off Event
- IT Study events (Microsoft Research)
- IEEE Leadership Workshop
- 4th IEEE Gold Career Workshop
- Deepzoom Workshop
- Kinect Event.

Our IEEE Student branch intends to enable student's share the ideas of their researches, discuss their innovations and foster the research ability of the students through different learning platforms. In the coming year (2011), we plan to hold some seminars or events in collaboration with other universities in Tokyo. We want to provide more opportunities to students to meet other students / researchers, expand their thoughts through diverse intellectual sessions, imbibe the use of new technologies and discuss or work together.

Moreover, after the devastating earthquake and tsunami, damaged nuclear power plant problems, we recognized that the most important thing for a researcher or engineer is to design solutions to solve problems. With the goal of helping students to know their social responsibility and have a good attitude to carry out their work or research which can really contribute to the society, we are going to hold some discussion seminar related to these topics such as "How to use our technology to recovery from natural and technological disasters". We will try our best to establish a well organized branch to foster the sharing of knowledge, new technological options, understanding and appreciation of different cultural heritages and solve problems together in this year.