

2015

Women Techmakers Vienna



Women Techmakers

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Press Kit

Table of Contents

About Women Techmakers	1
Women Techmakers Vienna 2015	4
Speakers	5
Workshops	7
Schedule	9
Organizers	10
Collaborators.....	12
Sponsors.....	15

About Women Techmakers

Women Techmakers Vienna is part of an international event series initiated by Google whose goal is to make women in tech more visible and to help build a better understanding community.



WTM - Bizerte 2014



WTM - Lima 2014

The consequences of gender discrimination in STEM (science, technology, engineering and mathematics) careers are often overlooked, despite them affecting men and women equally. Gender differences very often lay at the core of gender issues in STEM, and so it is important that these differences are understood and embraced by both genders so that we can achieve equality. Right now gender discrimination is a topic mostly consumed by women and discussed most of the time only between women, thus we would like to shift this conversation so that men are also included. Through this we will be able to create the right environment, programs and policies where women in technology can thrive. Fully committed to the cause and in conjunction with the International Women's Day (8th of March) this year, Women Techmakers 2015 event is back in Vienna to address such topics, and moreover, offer presentations and technical workshops from renowned people in STEM.

Women Techmakers Vienna 2015

Date: March 7, 2015

Location: Microsoft Headquarters (Am Europlatz 3, 1120 Wien)

The first event Women Techmakers Vienna was successfully held in March 2014. This year's event will take place on Saturday, 7th of March 2015 in conjunction with the International Women's Day (8th of March).

Due to an already strong local community, our aim is to have around 150 participants at our event in Vienna. The content will consist of presentations from successful women in STEM, technical workshops and a facilitated discussion panel. We aim to have a diverse participant profile in terms of gender, age and background knowledge.



WTM - Vienna 2014

We would also like to act as an intermediate presenting actively engaged Viennese communities focused on empowering women in STEM careers. Their events, workshops or other similar gatherings will be promoted, in order for participants to make use of it to improve their overall knowledge in one of the STEM fields.

Vision

"Equality & diversity in STEM regardless of gender"

Values

Respect
Trust
Fairness
Embrace differences
Sharing & Supporting
Improvement

Mission

"Raise awareness of gender equality & diversity issues in STEM through the power of example.
We create an open environment where challenges can be understood and means to overcome them will be provided."

Speakers

MELANIA GAGEA



Presentation: Special Telecommunications - Air Traffic Management, Public Safety, Maritime, Defence

About Melania

Work experience in semiconductors (Romania and Sunnyvale (Silicon Valley)), automotive, special telecommunications in Air Traffic Management, Public Safety (Police, Fire Brigades, and Ambulances), Maritime (Vessel Traffic Systems, Port management, etc.).

Working with Frequentis since 1997; 2010 – 2014 working as a seconded expert from the industry in SESAR Joint Undertaking – the management of the SESAR – Single European Sky

Air Traffic Management Research – addressing the future of the Air Traffic Management in Europe (and not only). Actual working as a Leading Expert Defence Systems within Frequentis.

Loving to learn foreign languages, travelling, gardening, reading, music ... if I would only have the time for all my hobbies...

ZEYNEP ERGÖNENC



Presentation: Computational Aspects of Material Science

About Zeynep

I received my bachelor's degree in Chemistry from Hacettepe University in Turkey and did my master's degree in material science at University of Vienna, and conducted a research internship on "Synthesis and Characterization of Superparamagnetic Nanoparticles" at ICMAB research institute in Barcelona. Currently I am a PhD student in the field of computational material science at the University of Vienna.

SATYA SANDHA DASH



**Presentation: Let's be more than our job description:
Innovative woman tech makers and trendsetters**

About Satya

She identifies herself as holistic corporate Entrepreneur, Innovator and Visionary (Business model and Technological solution)

She grew up in Odisha, India and left home in 2003 to start a life of her own in a new culture and language. Started hardware/software design degree education in German, only after learning the language within 7 months in the University of Applied Science, Hagenberg, in Austria.

Previously, she worked in different industry sectors such as semiconductor and consulting before joining Kapsch TrafficCom as a developer in R&D in 2010.

Got her disruptive business model idea based on Service Oriented Architecture funded for €101,000 directly by her current company's board and has dedicated herself entirely to work on her project.

MERAL AKIN-HECKE



Initiator of EU Codeweek in
Austria

About Meral

Meral Akin-Hecke has been appointed Digital Champion Austria in June 2013. Digital Champions are ambassadors for the Digital Agenda, appointed by their Members States to help every European become digital. 2014 she initiated WerdeDigital.at - a platform to raise awareness and teach about digital media literacy. In her role as Digital Champion Austria she started EU Codeweek action week in Austria with 55 events in 2014.

Meral Akin-Hecke studied Business Informatics at the Technical University of Vienna. She is originally from Istanbul, Turkey and graduated there from the Austrian School St. Georg's College. She started her career as software consultant at SAP and went on at the Austrian Broadcasting Company ORF. She is one of the Executive Board Members of

Open Knowledge Foundation Austria and supports the idea of an „open society“.

<https://www.digitalchampion.at>


<https://www.werdedigital.at>


<http://ec.europa.eu/digital-agenda/en/digital-champion>


Workshops


WORKSHOP FOR KIDS - Learn Game Programming using *Scratch* under the guidance of Horst Jens


In this Workshop, made in cooperation with Vienna based company spielend-programmieren.at, kids of age 10+ can learn how to create and publish self-designed computer games or videos using the Software [Scratch](http://scratch.mit.edu) from Massachusetts Institute of Technology.

 **Prerequisites:** Participants of all age need no previous knowledge of computer programming, but should know how to use a computer mouse and should possess the ability to read simple words in english language. Knowledge of how to operate computer paint programs is helpful.






 **Hardware:** Participants are encouraged to bring their own (or their parents) internet-able computer with them. An actual browser (firefox) and installed flash-plugin is necessary, as well as working W-Lan drivers. A limited number of laptops will be available for participants without computers. In this case, please contact the organisers in advance to ease organisation.

 **Duration:** The workshop will be held in units of around 2 hours each. Please be present at the beginning of a unit, do not come in the middle of a unit as this is highly irritating for all people present. This is a workshop and no children dumping space. New participants are welcomed at each beginning of a new workshop unit, while participants are encouraged to visit more than one workshop unit to learn advanced programming topics.

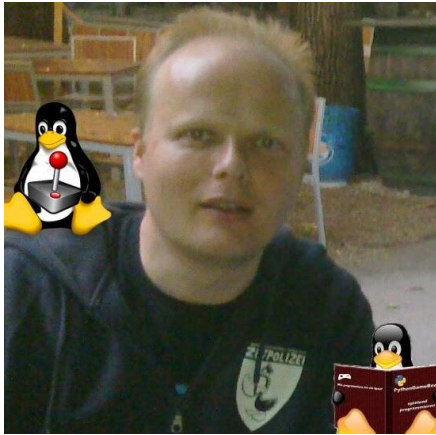
 **Goal:** participants should be able, after one or more workshop units, to understand the basics of computer (game) programming and create simple games or videos using Scratch software. Participants are encouraged to create their own game/video ideas with the help of the workshop staff (by visiting more than one workshop unit) and to share their creations in the internet/participate in game programming events like the [U19 competition of the Ars Electronica](http://u19.competition.of.the.Ars.Electronica).

 **Legal:** participants of the workshop will be photographed for documentation/public relation reasons. Participants of the workshop will also be encouraged to make video/audio presentations/interviews of their work for public presentation in the internet. For participants under 18, a form signed by a parent or legal representative is necessary for participation at the workshop. See registration or ask the workshop staff for more details.

Facts

-  **Participants:** kids of 10+ age interested in learning to program
-  **What:** learn game programming
-  **Time:** 2 x 2h (each workshop has 2h)
-  **Participation fee:** no fee
-  **Max. Number of participants:** 20

HORST JENS



About Horst

Horst Jens is founder of Vienna based computer programming education company "spielend-programmieren" and enjoys teaching game programming to young children using free/libre/open-source software

WORKSHOP FOR ADULTS - Services from the cloud on Microsoft Azure under the guidance of Rina Ahmed

In this workshop you will get an introduction to services from the cloud on Microsoft Azure. We will set up and configure a website together in the cloud.

RINA AHMED















About Rina

Rina is a Technical Evangelist at Microsoft Austria and works with developers on apps for the Windows platform. Previously she has been working as a database developer in a large international organization.

Schedule

March 7

Day 1	Presentations	Workshops	Kid's Workshops
10 ₀₀ 10 ₃₀	Registration		
10 ₃₀ 10 ₄₅	Welcome		
10 ₄₅ 11 ₄₅	Talk 1 ^{EN}		Kinder-Workshop ^{DE}  Horst Jens spielend-programmieren
11 ₄₅ 12 ₀₀	Announcement		Kinder-Workshop ^{DE}  Horst Jens spielend-programmieren
12 ₀₀ 12 ₄₅	Special ^{EN} Telecommunications Air Traffic Management, Public Safety, Maritime, Defence.  Melania Gagea Frequentis		Kinder-Workshop ^{DE}  Horst Jens spielend-programmieren
12 ₄₅ 13 ₄₅	Lunch Break		
13 ₄₅ 14 ₀₀	EU Codeweek in Austria  Meral Akin-Hecke EU Codeweek		Kinder-Workshop ^{DE}  Horst Jens spielend-programmieren
14 ₀₀ 15 ₀₀	Computational ^{EN} Aspects of Material Science  Zeynep Ergonen	Workshop: Microsoft ^{EN} Azure  Rina Ahmed Microsoft Austria	Kinder-Workshop ^{DE}  Horst Jens spielend-programmieren
15 ₀₀ 16 ₀₀	Let's be more than ^{EN} our job description  Satya Sandha Dash Kapsch TrafficCom AG	Workshop: Microsoft ^{EN} Azure  Rina Ahmed Microsoft Austria	Kinder-Workshop ^{DE}  Horst Jens spielend-programmieren
16 ₀₀ 16 ₄₅	Panel Discussion ^{EN}		
16 ₄₅ 17 ₀₀	Closing		
17 ₀₀ -	Networking		

Core Organizers

Team leader - Timea Turdean



My interest in gender issues in STEM brought me to seeking out the communities around Vienna that deal with this topic. Because I am approached both by people who work in STEM and companies which have these issues too, I see the need to bring people closer and improve our community. Open communication between organisations and networking with companies can bring us closer to the ideal world of gender balance in STEM.

Content responsible - Angeliki Chrysochou



As a professional software engineer in the corporate world, more often than not, I have come across and had to deal with gender issues in STEM. Gender discrimination, sometimes subtle, sometimes more explicit, has the power to make one's career path twice as hard, affecting therefore not only themselves, but also their surrounding people. I firmly believe in raising awareness for these issues as means to overcome them, in order to achieve diversity and equality in STEM, in order for men and women to harmonically co-exist in any workplace, regardless of which gender predominates in a given field.

FR responsible - Pia Liszt



As student of Business Informatics and professional software engineer of 5 years I have already experienced gender issues in STEM. I hope that by collaborating with sponsors from the business world we can bring these issues and possible solutions closer to the participants.

IT responsible - Helmuth Breitenfellner



During my work experience of 25 years I often have witnessed gender issues in STEM, and helping in reducing the gaps (in number, level and pay of female professionals) is really important for me.

Logistics responsible - Krisztina Orosz



Gender issues have always eluded me, but in the past year, working in the tech world within the startup scene, I have come to notice discrimination many times. Together with the team, I want to help raise awareness about the issue and talk openly not only with women, but also with men, so together we can find solutions.

PR & marketing responsible - Alexandra Negoescu



With a background in Software Engineering, I can say I am well aware of the existing gender issues in the IT world. What I would like men and women working in this domain to understand is that respect, equality and diversity is the key to fostering successful collaborations and innovation at the workplace.

Collaborators

EU CODEWEEK IN AUSTRIA



Website: <https://www.codeweek.at/>
Twitter: @codeweekAT @codeweekEU

All around Europe, people are making apps, websites and lots of other things by learning to code. Many events and clubs will take place when EU Codeweek will return this year.

All 2014 EU Codeweek events in Austria at a glance

http://events.codeweek.eu/search/?country_code=AT&past=yes

Facebook group

<https://www.facebook.com/groups/67537278920954>

Frauendreferat

Frauenreferat der HTU Wien' is part of the student's union at the Technical University of Vienna. It is a place where female students at the TU Vienna can connect and raise awareness for feminist issues related to science and engineering

Facebook: <https://www.facebook.com/Frauenreferat>



Website:
<http://www.happylab.at/>

Digital Fabrication for everyone! Happylab is Austria's first "Fab Lab" - a place where ideas and projects can be brought to life immediately with the help of 3D printer, Laser Cutter, CNC milling machine and Vinyl Cutter. Ideas need space to be developed and brought to life. Happylab doesn't only offer this space, but also the necessary machines to realize your own ideas. As a so called "Fab Lab" it provides free access to digital fabrication tools such as 3D-printers and Laser Cutters, which can be used to make (almost) anything. Architecture students, business founders, electrical engineers, jewelry designers - every day people with different backgrounds use the machines at Happylab for their own ideas and projects.



Website: www.iot-vienna.at,
Twitter [@iotvienna](https://twitter.com/iotvienna)



Website: vienna.pyladies.com
Twitter: [@PyLadies_VIE](https://twitter.com/PyLadies_VIE)



Website: railsgirls.com
Twitter: [@RailsGirls](https://twitter.com/RailsGirls)

IoT Vienna - the Internet of Things Group of Vienna - is a platform, where people, companies and institutions can meet each other for sharing their knowledge, experiences, technologies and could start collaborations to improve the Internet of Things in Europe.

IoT Vienna is part of IoT Austria - the Austrian Internet of Things Network -, with groups in Dornbirn, Graz, Leoben, Linz, Innsbruck, Klagenfurt, Salzburg and Vienna.

We offer you monthly talks, the IoT Talks, and IoT Workshops. Sometimes we will have some special events like the European Internet of Things Conference GLOBAL IOT DAY EVENT 2015 #gide2015 at 2015-04-09

PyLadies is an international mentoring group with a focus on helping more women become active participants and leaders in the Python open-source community. Floor Drees and Laura Gaetano founded the Vienna chapter in 2013 to learn more about Python together and helping others to learn with them. Since then, it has grown to a team of 4 core members who help organise and coach. The events usually take place on the weekend and are free of charge, full-day workshops/study groups where the attendees can learn more about Python and its frameworks in a safe environment. Though the sessions usually have a loose agenda and sometimes offer short talks, the attendees are free to bring their own project to hack on or work in small groups following a tutorial.

Rails Girls is a movement that started in Helsinki in 2012 and is supported entirely by sponsors and volunteers. To this date Rails Girls workshops have taken place in over 170 cities worldwide.

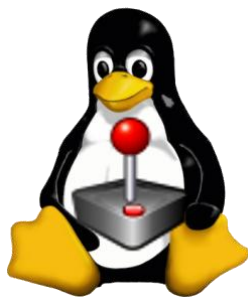
A Rails Girls workshop typically follows this program: on a Friday evening a so-called Install Fest takes place where the attendees bring their laptops and we help them install a text editor and Ruby on Rails - usually while enjoying dinner and a drink together. The next day the actual workshop takes place. In small groups (divided by level of experience and sometimes operating system) the participants write their first app in Ruby on Rails, assisted by a coach. At lunch time (all provided by sponsors) we'll have a couple of 'lightning talks', aimed to motivate the women attending to continue learning, or explaining a bit more about the terminal/ version control/ cloud hosting, etc. Typically all Rails Girls events have their own logo, stickers, and sometimes even (goodie) bags and shirts.

All Rails Girls guides and material are open source, contributed to by a large group of coaches and organized and maintained by a much smaller group.

Rails Girls ♥ summer of code

Website: railsgirlssummerofcode.org

Twitter: @RailsGirlsSoC



Website: <http://spielend-programmieren.at>

Rails Girls Summer of Code is about to kick-off its 3rd edition. The idea was first presented at a Rails Girls Berlin workshop and is quite ambitious: financially supporting (about) 10 teams of two women new to the programming world, to work on an open source project for 3 months (July-August-September). To apply for Rails Girls Summer of Code one needs to find a team mate, an open source project, a mentor (usually the maintainer or main contributor of the open source project), 2 or more coaches (not linked to the project per se, but excellent Ruby programmers) and a solid project plan. Alternatively Rails Girls Summer of Code had a few companies (6Wunderkinder, SoundCloud, Envato, ...) on board last year who hosted a team so that they would have almost 24/7 access to coaching. The group behind the organization of Rails Girls Summer of Code is small but constant and dedicated, and heavily supported by Travis-CI and Github.

Many of its 2013 alumni now landed internships with non-trivial companies like Amazon Web Services or even junior developer positions (at SoundCloud and Travis-CI a.o.).

"spielend-programmieren" was founded 2008 to teach children the joy of computer game programming. Computer game programming courses are offered for children and adults. All courses use free/libre open source software (like python programming language or the gnu/linux operation system) to teach the creating, making and publishing of self-designed computer games.

Sponsors

