CS FRESHIE HANDBOOK

Congratulations fellow Isko/Iska! Welcome to UP!

Starting a new chapter of your life understandably comes with a healthy dose of nervousness.

During my first day in UP, I was so afraid of getting lost that I had 4 maps, two digital and two physical copies. But even so, I still felt a slight panic when the Ikot Jeep exited the campus. Having spent my whole life studying in Catholic schools, you could imagine my shock as I was walking to class and heard another student mention sex so casually. Also, even after all the warnings not to, I still stood up the first time I recited in class. This all seems embarrassing then but I would love to have another chance to be that clueless freshie who's excited to get to know UP.

Though it's scary to get lost in such a huge campus, take some time to walk around with your newly found friends and appreciate the enormous trees around the oval. Breathe in the fresh air that's such a rarity around the metro. You'll also have days where you'll be in awe of the brilliance of your professors and be moved by their perspectives. You'll hear your fellow students voice out their views on social issues. You may disagree with some and have the same opinion with others. Nevertheless, this next year will surely be an eye-opener for all of you.

But before everything, we are students, each with their own concerns and hurdles. Most likely, yours is how to survive the pressure cooker that is the next four years. The culture shock will be something you'll look back to and laugh at.

It's true that UP can be tormenting and it's tough love is not always for everyone. But after all the requirements are passed and your semester is officially over, you'll be amazed at what you were able to do. Never give up. If anything, we are also known for our resilience and our fighting spirit but also know when to take a rest. Your physical and mental health must be your priority.

You'll discover that UP has so much to offer you. Take advantage of it. Dive deep into the forums, talks, organizations, events, and meet friends you'll consider as family. Soon enough, the Sunflowers will bloom for you but don't forget to marvel at the Fire trees too.

Sincerely,
Maria Sofia L.Yangzon
UP ACM Chairperson

Enrollment Process

Step 1. Pre-enlistment

The pre-enlistment is the online enlistment found at **crs.upd.edu.ph**. From <*start date*> to <*end date*>, the students will select the subjects that they would take for the upcoming semester. The subjects needed to be taken can be found at the **Curriculum Checklist page**, which may also be found at the website. After this period, the system will randomly select the students to be granted the slots for the subject they wish to desire. The process is like a raffle system.

The subjects are sorted according to RGEP Categories: Arts and Humanities (AH), Social Sciences and Philosophy (SSP), Math, Science, and Technology (MST), English Communication (ENG), Philippine Studies (PH), Physical Education (PE).

HOW TO PRE-ENLIST

Open your CRS Account. Visit http://crs.upd.edu.ph

Select the tab "Pre-enlistment" found at the left hand side.

Fill-up the student information page before proceeding.

Enlist your desired subjects.

FAQ

Are we allowed to get subjects which are not required nor recommended? Yes, but they will be counted as "free choice", disabling your freshman priority.

What is freshman priority? The freshman priority is a tag given to freshman students in the student profile so that they would be given higher priority in the enlistment process. Meaning, freshmen get higher chance of getting their pre-enlisted subjects compared to upperclassmen. Yet, there is still no guarantee.

Is it possible to still have incomplete subjects after the manual enlistment? Yes, because the manual enlistment will still rely on the availability of slots on the subjects.

What if I do not get the subjects that I enlisted? Keep in mind that there will be two batch runs of the online pre-enlistment process. Meaning, the process will be conducted twice. If you still aren't complete after the pre-enlistment, proceed to the manual enlistment.

What is manual enlistment? For the manual enlistment of advanced registration, the freshmen shall proceed to the OUR, fall in line, choose their desired subjects manually, and pay the tuition.

Should we select the same subject more than once? Yes, to get more chances of getting enlisted.

Step 2. Pre-advising

After having your form 5A printed, you are now ready for the pre-advising. All freshmen are required to undergo pre-advising as for their advisers to asses the subjects that they are enlisted in. In the advanced registration for freshmen, there will be temporary advisers assigned to you and later on replaced by a permanent adviser in the future semesters.

Step 3. Enlistment

For those who are still lacking subjects, this is the time for you to complete them. During the advanced registration, this will be an easy process as all of these subjects can be enlisted in the OUR. In a typical semester, you can add subjects either through the online waitlist module found in crs.upd.edu.ph or manually lining up to the subjects respective enlistment centers.

Step 4. Validation

After enlisting all of your subjects, you can now proceed to the validation. This step checks if you are qualified to register for the semester by checking your academic eligibility, accountability status, and deficiencies listed in your CRS student profile. If there are problems, they will require you to first settle them before proceeding with the enrollment.

Step 5. Assessment

If all is well and validation is a success, you can now undergo the assessment. This will calculate your matriculation for the semester.

Step 6. Printing of Form 5

Receiving your form 5 now means that you are officially registered. The form includes all your student profile details, enlisted subjects, and your total matriculation.

Step 7. Post - advising

Proceed to your adviser and have them check and sign your form 5.

Step 8. Payment

If you are eligible for Free Tuition, proceed to the assigned room for the "Registered" stamp; else, you have the option to pay at the Cash Office or authorized banks (see CRS for more details).

Voila! You are now officially enrolled!

Enrollment Date July 4

College Orientation
Proceed to the College of Engineering for briefing of registration activities, form 5A issuance & issuance of and filling in of student directory.

Requirements
Submit all requirements at the OUR (First floor, Office of the University Registrar)

Form 5A
Having a form 5A is the first step in the registration process. It is a sheet of paper containing your basic information: name, student number, course, college, and enlistment priority. In addition, it also lists down all your enlisted subjects that you got during the pre-enlistment period. You can also use it to add or cancel enlisted subjects during your registration.

Subject & Matriculation
-   Finalize your subjects and schedule (Third Floor, Office of the University Registrar)
-   Add/cancel subjects
-   Validation of subjects
-   Assessment of matriculation
-   Printing of form 5
-   Payment of matriculation fees

ID Schedule
Get you photo ID schedule from the registration assistant at the OUR lobby.

The Department of Computer Science is one of the eight departments in the College of Engineering (COE), University of the Philippines Diliman (UPD). The road to establishing the youngest department in COE started in the mid 1970's with the institution of the Master of Engineering in Computer Science (MEngg CS) program, a joint undertaking of the Department of Engineering Sciences (as the lead department), the Department of Electrical Engineering and the Department of Mathematics of the College of Science.

In the early 1980's, the MEngg CS program was suspended as the Bachelor in Computer Science (BCS) was instituted. As with the master's program, the BCS program was also a joint undertaking of the ES, EE, and Math departments. An initial batch of 35 shiftees from more than 200 applicants from various colleges in the UPD were admitted into the program in the second semester of AY 1982-1983. Of the 35, 32 finished the course, 12 with Latin honors. In this first batch of Computer Science graduates was the 1986 Engineering class valedictorian.

In August 1988, the BOR approved the renaming of the ES department to 'Department of Engineering and Computer Sciences (ECS)' to reflect the expertise available in the department. Three years later, in August 1991, the ECS was split into two independent departments - taking ES back to its original name (Department of Engineering Sciences) and bringing to life the Department of Computer Science (DCS). The new department took full responsibility of offering the BCS program, which was subsequently renamed Bachelor of Science in Computer Science program.

In May 1995, twenty years after the institution of the pioneering, but now defunct, MEngg CS program, the BOR approved the institution of a new Master of Science in Computer Science (MSCS) program. Both the BSCS and MSCS program continue to attract some of the best students in UP Diliman.

Initially located in the College of Engineering Building (Melchor Hall), the Department of Computer Science moved to its new home at the Computer Science and Engineering Library Building (UP Alumni Engineers Centennial Hall) on Velasquez St., UP Diliman campus, in January 2007.
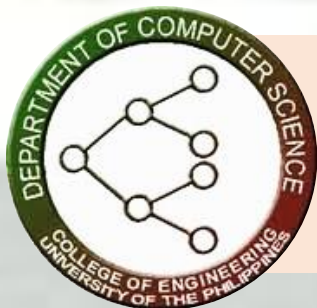
The Department of Computer Science houses two large lecture halls; five computer classrooms, one equipped with Apple iMac computers; and seven research laboratories equipped with Apple iMac and Mac Pro machines, Acer, HP and IBM computers, smart phones, and tablets with both android and iOS platforms, thin clients, printers, and servers. All of these are in rooms that are fully air-conditioned with tempered glass boards and projectors.

VISION
The Department of Computer Science will be a world-class research and teaching institution in the field of Computer Science that serves the interest of the country.
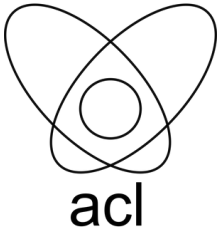
MISSION
The mission of the Department of Computer Science is to produce graduates equipped with the knowledge and skills required for professional careers and advanced studies in computer science, to advance the discipline of computing through internationally-recognized research and development; to foster an environment that promotes academic excellence, professionalism and social responsibility; and to address the needs of education, government and industry through extension projects and continuing education programs.

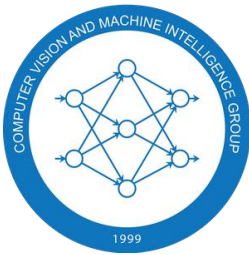UNIVERSITY OF THE PHILIPPINES – DILIMAN

DEPARTMENT OF COMPUTER SCIENCE

ACL
Algorithms and Complexity Laboratory

The Algorithms and Complexity Laboratory (ACL) has a diverse range of research interests, but all anchored on a theoretical computer science perspective. Current active research areas include natural computing (particularly membrane and quantum computing), algorithmics for hard problems, bioinformatics, and data analysis and visualization. A huge part of AC Lab's culture is the continuous development of new ideas and concepts that will contribute to the growing body of knowledge in computer science.

CVMIG
Computer Vision and Machine Intelligence Group

The Computer Vision and Machine Intelligence Group (CVMIG) is concerned with the understanding and construction of computational systems whose underlying computation utilizes to a substantial degree methods proper to or closely associated with Artificial Intelligence with special emphasis on real-world applications that mimic or are inspired by human cognitive, emotion and perceptual processes.

WSG
Web Science Group

The Web Science Group (WSG) focuses on the analytical power of researchers from disciplines as diverse as mathematics, sociology, economics, psychology, law and computer science in order to understand and explain the Web. It is necessarily interdisciplinary; it is as much about social and organizational behavior as it is about the underpinning technology. Current research topics include semantic web, linked data, big data and open data, as applied in education and healthcare, on all platforms, including, but not limited to, mobile and Internet of Things.

SCL
Scientific Computing Laboratory

The Scientific Computing Laboratory (SCL) is active in the construction of mathematical models and numerical solution techniques, as well as the use of computing infrastructures, to analyze and solve scientific, social scientific and engineering problems.

CSG
Computer Security Group

The Computer Security Group (CSG) focuses on the analysis, design, and development of computer security and resiliency algorithms and protocols to address failures and attacks in software-based systems. By the nature of its domain, the laboratory seeks multi-disciplinary, holistic, and practical strategies when addressing security and privacy concerns. It encourages the application of theory to practice using relevant case studies, simulations and controlled experimentation.

SMSL
Systems Modeling and Simulation Laboratory

The Systems Modeling and Simulation Laboratory (SMSL) is active in modeling disasters and ecological systems. Graduate students do agent-based modeling of a hydrogen battery driven only by visible light, protein-folding, and modeling of storm surge and landslides.

S3
Service Science and Software Engineering Laboratory

The Service Science and Software Engineering Laboratory (S3) is concerned with methodology, quality, and other issues in the creation and delivery of service systems, including the dynamic interplay of people, technology, information and organizations. Members of the laboratory are interested in tools in Data Analytics, Service Design, Software Engineering, and Information Systems Design and Management. Current application domains considered are IT for Education, E-Governance, and eHealth.

UP ACM

The Association for Computing Machinery - University of the Philippines Student Chapter (UP ACM) is the first student chapter of the Association for Computing Machinery in the Philippines, based in the country's flagship campus of the national university's Department of Computer Science.

Since our chartering in 2003, we have consistently supported our members in upholding the university's motto: "Honor and Excellence". Though in constant pursuit of excellence, we place honor before excellence; service before achievement.

As students from the country's national, it is our duty to direct our pursuit of merit to our underprivileged and underserved countrymen. At UP, we say "Iskolar ng bayan, naglilingkod sa bayan," *scholars of the nation, in service of the nation,* and at UP ACM, we take this mandate very seriously.

With ACM International's objective of advancing computing as a science and profession, UP ACM was faced with the question: how are we to forward the highly abstract and advanced domain of computing, in context of a developing country like the Philippines? How are we to advance our field in a country whose basic education system struggles the maths and sciences, and barely accommodates a place in its curricula for computer science?

It is these insights that inform and frame UP ACM's organizational objective: to forward computing and computer science as a vector for inclusive community development, especially for the less technologically-advanced communities of Metro Manila.
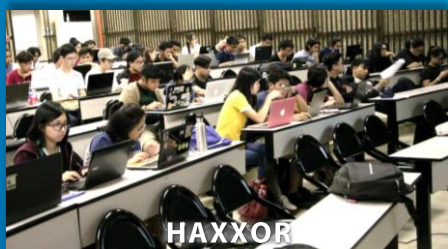
In line with the organization's mission to foster excellence in the field of computing, UP ACM has a roster of projects, events, and initiatives geared towards promoting the knowledge, advancement, and general interest in computer science.

ALGOLYMPICS

An intercollegiate competition that aims to promote competitive programming. It also acts as stepping stone of the ACM-ICPC

ALUMNI LECTURE SERIES

An event where ACM alumni speakers are invited to talk in particular topics related to their profession, work, experience, and current trend in the industry.

HAXXOR

An inter-university cryptography competition, Capture The Flag style, with a cybersecurity talk that seeks to promote excellence in the study and application of cybersecurity, and to recognize teams of college students who present outstanding skill in this domain.

EASY AS PY

A month-long workshop where the Python programming language is taught in public schools within Metro Manila, in order to encourage more high school students to take on computing and/or engineering.

GAMECRAFT

A short course on game development that aims to allow developers to create their own game with different first-time-developer-friendly tools and frameworks.

SCRATCH CODE CAMP

A month-long workshop that aims to promote interest in computing to grade school students using a game-like program called Scratch.

UPD Survival Tips

Engg Lib is your friend <3 - Justine

Don't cut classes, take down notes, and listen well to your profs!!! - Nina

Study smart! Igauge ang profs kung nagrerely ba sila sa notes, exercises, probsets or sa reference book then study from that. - Dana

Mag-ipon ng maraming barya! Kailangan yan para sa pagsakay ng jeep sa paglipat-lipat ng klase. - Abby

Diligence and flexibility is the key! Do not allow yourself to be confined within the four walls of the classroom. Explore by yourself and take every opportunity to learn. You must make an obligation to identify your strengths and weaknesses and use these to your advantage. Never forget what Honor and Excellence truly means, and you must never forget the sense of justice. - JM

Grades aren't everything <3 Don't let it be a measure of your worth as a person. Reach out to your profs and friends if you're having problems. Most of the time, they won't judge and will be happy to help you in any way :) - Kat

K N O W   Y O U R P R I O R I T I E S!!!
I can't stress this enough. Whether it be your family, friends, religion, or studies, know it and consider them in making decisions. - Josh

Failure and change are not the end of the world, and don't succumb to the pressure. Your learning (not scores), growth, and well-being should be your top priorities. Ask for help whenever you need it, and try your best to have fun and enjoy your stay! - Romina

If wala kang kakilala sa class, try mo kaibiganin yung mga katabi mo :) para may matatanungan ka if ever may hindi kang nakuhang details sa class at malay mo, wala rin pala siyang kakilala sa class na yun so buddy buddy kayo haha. - Rich

Ang akin lang, huwag picky sa profs! Get your number of units' worth, and ang importante is that you learn. Kung yung prof ang hassle, opportunity yun para magtulungan kayo ng classmates mo and get to know them! - Amos

Know and love yourself. Know your worth. Don't let other people, grades nor prof define who you are and what you're capable of. - Lei

Make friends with senpais! - Ria

Have fun - JR

Enjoy the byuree of UP - G

Note your attendance.
Maximize you absences - Ry

Enjoy your stay in CS! Use your GE subjects wisely, it will help you get through the day when the Majors hit it hard! :) :) - Joshua

Always bring your Form 5 and UP ID - Tan

Study in advance. Avoid procrastination. Know the shortest routes to your classes. – EM

In case of emergency
University Health Service (Infirmary)
Trunk line: 981-85-00
Locals 2701, 2702, 2704, 2709
Direct: 928-36-08

Some UP Terms:
AS/CSSP/PH – Palma Hall – College of Social Sciences and Philosophy
MH/Eng'g – Melchor Hall – College of Engineering
OUR – Office of the University Registrar
TBA – To be announced
CS usually means College of Science

HONOR
AND
EXCELLENCE

SCHOLARS OF THE NATION, IN SERVICE OF THE NATION

© Jr.

Useful Websites

Official Website of UP System
http://up.edu.ph

Computerized Registration System
http://crs.upd.edu.ph

Dorm Application Website
http://dormapplication.upd.edu.ph

University Virtual Learning Environment
http://uvle.upd.edu.ph

University Library Website
http://mainlib.upd.edu.ph

UP Diliman Journals Online
http://journals.upd.edu.ph

Official Website of UPD System
http://upd.edu.ph

UP Integrated Library System
http://ilib.upd.edu.ph

UP Webmail
http://mail.upd.edu.ph

UP Diliman Official Time
http://time.upd.edu.ph

iskWiki
http://iskwiki.upd.edu.ph

UP Diliman Online Directory
http://directory.upd.edu.ph