BANKS

OF THE BONEYARD

Gamebuilders

We are preparing for elections and next year's Quad day. Work on Overly Professional, Chromatactix, and In Darkness will continue for IGF (Independent Games Festival) next fall.

LUG

LUG successfully put in a SORF request for and purchased a new LED sign to replace the one currently residing in 1104. Matt Sparks has been working on getting the new sign set up. There has been some discussion about bringing the LUG website up to speed since it hasn't been touched in nearly two years. (Oops.) Seeing as this needs to be remedied, there should be more to report soon.

MacWarriors

MacWarriors is the special interest group in all things Apple related, from Macs to iPhones to iPods — and we've had a very successful year. Last semester, we spent our meetings teaching topics in iPhone programming; everything from Objective-C to Xcode to building GUIs for iPhone applications. Simultaneously, we began planning our EOH project, an iPhone application called MyCampus. The fall semester ended with a formal plan of attack for MyCampus, and we began writing the application over Christmas break.

Our spring semester started strong with our iPhone development conference called DevPhone. The conference was attended by more than 120 people, and included 8 technical sessions, hours of labs, and a programming competition. Since DevPhone, we have received a plethora of email from companies and research groups looking for student developers for internships and jobs. The rest of the semester was spent developing MyCampus for EOH. By the time of the open house, we had a good demo-able product, which was well-received by students and faculty alike.

As we move into the summer, we are looking at new leadership in MacWarriors, more MyCampus development for release and other competitions, and summer internships. In addition, next fall we will do another development conference called DevMac, which will focus on OS X application development. This will include topics like Objective-C, GUI building, garbage collection, 64-bit application development, OpenCL, and more.

SIGArt

After EOH we had a meeting to discuss our instant messenger bot. Members who worked on various parts of the project described how their code worked. We also reviewed what went right and what went wrong during the project's development. More recently, we've been brainstorming ideas for a new machine learning project.

SIGBot

Since the end of EOH, SIGBot has been discussing ideas for next year. We have also been in talks with the AOE robot committee to collaborate on a bot for the Jerry Sanders Competition. Those of us who have the time (who's that?) might build a small simple bot before the end of the year.

SIGCHI

UIUC had a great turnout at the national conference for SIGCHI in Boston. Scarlett Herring, Moushimi Sharmin, Tony Bergstrom, Joshua Halperin, Eric Gilbert and Robert McGrath all presented papers. Gilbert's was chosen as best paper for the second year in a row. Kora Bongen, Pooja Mathur, and Alex Lambert presented work-in-progress posters. J. Moon participated in the student research competition while Karrie Karahalios and Marcela Musgrove-Chavez helped organize this ACM SIG.

SIGDave

Revived at the beginning of the year, we've taken on a few projects. Lego Logic gates earned us the "Back to School" award at EOH this year. It was quite a challenge to make mechanical gates. We also worked on a hovercraft and presented it at EOH. We discovered cool things the old SigDave had done on the website (and made a few improvements to the website ourselves, cough, cough). There was always talk of projects, although only a few were ever completed. Among the incomplete: LOLCODE compiler, Rube Goldberg Machine, and super-awesome-funk/disco-light-up dance floor.

SIGEmbedded

Everywhere you look, you see people listening to iPods, wielding flash drives, and holding

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UPCOMING EVENTS

ACM Picnic
Saturday, May 2nd at 3:00 pm
Illini Grove

Sounds and Visions 2009
hosted by SIGGRAPH
May 2nd at 6:00 pm
2405 Siebel Center

expensive phones. The number of small electronic devices people have is growing exponentially. Most of these devices have a microproccesor, and every one of them needs to be programmed.

Thus, we are the programmers with the largest field of work, and yet we program devices which have kilobytes of memory instead of gigabytes. SIGEmbedded's first project is an MP3 player, consisting simply of a microprocessor, a USB port, a small screen, buttons, an SD card and an audio out. For now we are designing a board with quite a few LEDs to to test out how it works and get a handle on programming it. We are also sampling three processors now.

SIGGRAPH
SIGGRAPH is currently involved in a number of end-of-semester activities.

We are further developing all of the projects we presented at Engineering Open House. The video game project we are co-creating with Gamebuilders displayed a sound-wave shader for a blind guy versus zombie virtual environment, and we are working to fully develop a game with levels and objectives, as well as to improve the sound-wave shader and implement it in different settings. The short film project, a fully rendered animation about the planets playing catch with the moon, is being edited and updated to improve the production quality, and we are working with Donna Cox at the NCSA to make shots from the film stereoscopic 3D. We are continuing development on a research project about new and creative applications of projection technology on non-planar surfaces, such as the box and styrofoam head demonstrations presented at EOH. We are still welcoming new participants to these projects, and no prior experience is required for the game and film projects.

We also recently presented our work and graphics industry techniques at ChicTech'09, an event encouraging high school girls to explore options in technology, hosted by the Computer

Science Department. We also ran similar presentations on April 23rd for a younger audience at Bring Your Sons & Daughters to Work Day.

On May 2nd at 6:00 PM, we will be hosting Sounds & Visions 2009, a showcase of computer graphics techniques and projects made throughout the year, and a networking event for graphics enthusiasts and professionals on campus. It is open to the public in room 2405 Siebel Center and food will be served.

SIGNet + SIGSAC
SIGNet and SIGSAC have been working on configuring and deploying thin clients. Thin clients are low power computers that complement a terminal server that many people share to run standard applications. This provides for ease of management and reduces power consumption. In December, we received a $10,000 grant from SORF and the Student Sustainability Committee to do work with thin clients and we are actively using this money to setup thin clients in areas where students would see them throughout campus. Look for more details on this website: http://illinois.edu/goto/greencomputing

SIGSoft
SigSoft has been primarily focused on Crescendo this semester. If you aren't aware, Crescendo is a Tunez replacement (yes, another one!). It was written mostly in Python and JavaScript. Crescendo is distributed, so more than one "player" can connect to any number of music databases. Eventually, we'd like to see a separate music queue for each of the rooms in the ACM office. Crescendo's presentation at EOH this year earned us the Lockheed Martin Award for Excellence in Computer Science. SigSoft has also given a few talks, including on topics such as SqlAlchemy, Python, and Ada. We'll continue to give talks until the end of the semester. Next year, we'll start out by giving a talk called "Essentials for CS@UIUC". We'd like to go over all of the basic tools a new student in the CS department will need: Linux commands,

vim, subversion, gcc/gdb, and more. After that, we'll start working on a project or two.

SIGWin
SigWin's project NewsLight, an in-browser newsgroup reader, won "Best Improvement" in CHPC (the department's Computing Habitat Programming Competition). It is currently deployed to a local ACM box and accessible from within the AD network, or externally using the VPN. NewsLight currently mirrors all the features of Thunderbird (tree view, list boxes to subscribe/unsubscribe from groups, saving user data, searching through headers). Next, we are looking into connecting a BDB to the server in order to store the user data.

Webmonkeys
Webmonkeys has been working on our RISK game. The game play is pretty much complete. We just need to implement setting up new games, and polish it up a bit. We plan to have it complete in the next few weeks.