Buddy System Activity 1: Sample Class

July - September 2020

Organizer: ACM UTEC **Email:** acm@utec.edu.pe

As a part of their new set of activities, and to welcome the new members of the organization who joined on the Fall Semester of 2020 (2020-1), the **ACM - UTEC Chapter** is holding a long term activity based on a buddy system.

Randomized pairs composed of both older members and newcomers have the **challegne of creating a shample class on a topic of their liking** over a 2 month period. This document explains the details of the activity, and gives some leading points for the teams to start their project.

1 Course Pages

For this event, all the content that is produced by the teams is gonna be uploaded into the ACM Team Repository on GitHub. For those that are new to git, we highly recommend reading the official documentation.

- `https://github.com/acm-utec/Buddy-System-Activity-1`

If you are not part of the `acm-utec` team, be sure to send a message to the chair so they can let you in.

2 Schedule

Each team will have around 2 months to develop their sample class, starting on Monday July 8th and finishing on the week of August 24th to August 30th. The exact date and time might be subject to change in case a class or another event is taking place.

The exact calendar for the event with any changes that may occur can be found in the shared Google Calendar.

3 General objectives

- Allow new members to socialize and merge with older members of the organization.
- Develop new prompts for further external events of the organization.
- Emphasize the significance of hard work, curiosity and intellectual vitality.
- Promote the research and creation of material between the members of the community.

4 Prerequisites

No specific requirements are necessary, just the **desire to learn** and **basic teamwork skills**. If your presentation is selected, you will also be able to present it as an external event for the community. This is a great chance to improve your public speaking and presentation skills in general, which are desirable skills in any Computer Science major.

5 Methodology

All the members of the ACM UTEC chapter will be **randomly** assigned a partner. Their challenge is for them to **develop a sample class on a topic of their choosing**. They will have a period of approximately 2 months to research and develop said class. As the time period for this challenge is relatively big, the teams are expected to take time to carefully choose and research their topic at hand. The goal is not only to give a nice presentation for the rest of the members, but also to **develop the research and creative skills natural to a researcher**. The "buddies" have to cooperate to achieve this, dividing the work accordingly, and making the most of their respective advantages.

A **sample class** is defined as the following:

> *A class in which the content is shown as an object of study and not in small bits, in a systemic process of motivation and learning, to solve problems related to the topic. It's sections usually include: Orientation of the new topic, Asimilating the content, Dominating the content, Adding new content and Evaluation*

For further information, you can check this short paper on the topic.

Halfway through the challenge, we will check on each of the teams to see how are they developing their idea and give them feedback if necessary. They are also free to come to the **ACM Chair** if they have any doubts throughout the challenge, however, it's **highly recommended** that the team tries to solve the issues by themselves, through the use of external sources or supplementary material, just like a regular teacher does.

To keep track of the progress of each of the teams, we have created a GitHub repository which is available on Section 1. The way of working on it will be the following:

1. Request being added as a collaborator to the repository.
2. Create a branch with **the names of the teammates, or a name that you have come up with yourselves**.
3. In this new branch, create a folder of the same name (this will be useful later when we merge all the branches into the main one)
4. Commit into this branch any significant changes you have done, you are also allowed to create other branches from it. *Tune your working tree to your pleasing!*
5. Once you have **completely finished your class** do a `Pull Request` of your branch to the main one.
6. If it has no merge conflicts (which it shouldn't if you did everything correctly), you will be done with the challenge, and can start preparing for the final presentation.

By the end of the 2-month time period, teams are expected to have their final presentation on the main branch of the repository. **No further changes are allowed after that time period** (unless something extreme happens), just so every team has a fair shot in terms of time.

In the following week, daily, 2 teams will present their sample classes to a jury which will consist of:

- Other ACM members.
- Guest teachers.
- The ACM Chair.

Once all the presentations are done, the juries will decide the **3 most complete** ones, so they can be presented as part of an **external event** of the ACM Chapter (similar to the Paper Reviews, to give an example). This is a great chance to lead more people into a topic of your liking, so be sure to do your best!

The criteria to select the presentations will be made shortly before the challenge officially begins, and will be available on the GitHub Repository for everyone to check.

6 Teams

The teams formed are the following ones. If you have trouble contacting your teammate, be sure to message them on our Discord chat. The buddies are set in no particular order.

Team Number	Buddy 1	Buddy 2
1	Efraín Córdova	Rodrigo Morales
2	Benjamín Díaz	César Salcedo
3	Jose de Lama	Deivi Portocarrero
4	Diego Linares	Eduardo Castro
5	Dante Chavez	Miguel Angel Lama
6	Jhony Angulo	Renato Rodriguez
7	Jorge Fiestas	Fernando Socualaya
8	Jean Paul Huby	Claudia Noche
9	Gonzalo Alfaro	Oscar Castro
10	Sebastián Carcamo	Stephano Württele
11	Rodrigo Céspedes	Paul Ríos
12	César Madera	Diego Cánez
13	Ernesto de Loayza	Diego Paredes

7 Important Dates

Formation of the Teams ..... July 3rd
Start of the Challenge ..... July 6th
Finals Week ..... July 20th - July 25th
Mid-Challenge Check ..... August 1th
Final Commit Deadline ..... August 23rd
Presentation Week ..... August 24th - August 30th
Enrollment for the Spring Semester ..... August 28th - August 29th
Start of the Spring Semester ..... September 3rd
External Presentation Event ..... September 4th

8 Buddy System Policy

- The sample class is required to have a duration of **at least** 30 minutes, as it is going to be presented as part of an internal event of the organization.
- You are free to present a sample class in whatever topic you desire, as long as it keeps some sort of relationship with *technology and Computer Science*. If said relationship is distant, try to include of explanation during your class.
- Both members of the team are required to do equitative part of the work as it is the main goal of a buddy system. If any issues were to occur between the members, you are free to come forward to the ACM directive for advice.

- Some sort of presentation is required as part of the sample class which the team presents. Although LaTeX is not required, it is desirable as it is used in most conferences and by C.S. teachers. If you want to feel familiarized with how to use LaTeXfor presentations, feel free to use this tutorial on Overleaf.

9 Main References

This is a *fairly limited* list of resources which you can use to start your research and find inspiration for your sample class. A similar list will be available at the GitHub repository, which will (hopefully) be updated much more often.

9.1 Articles

[Gon07] Gonzales, E., de las Mercedes, M. & Valladares, M. (2007). *Como realizar una clase modelo de una asignatura o disciplina.* Rev. Ciencias Médicas, Vol. 11-3.

[Tuc98] Tucker, R. & Cordani, J. (1998). *Teaching teachers to teach on-line.* Proceedings of the 26th Annual ACM SIGUCCS Conference on User Services, 1998. p.293-297

9.2 Web-pages

This is not exactly a list of resources, but instead just a list of important links that have been used throughout the document. You might want to check these links often.

- GitHub Repository of the Buddy System Activity 1: https://github.com/acm-utec/Buddy-System-Activity-1
- Calendar of the Final Presentations: https://bit.ly/3eW31wD
- Overleaf Tutorial on how to use Beamer: https://www.overleaf.com/learn/latex/beamer

9.3 Videos

- Ali Abdaal (2018, December 12). *Study Tips - How to learn new content* [Video]. Youtube. https://www.youtube.com/watch?v=fBXnxlLR0PY
- The Lettered Classroom (2016, April 7). *10 Tips for New Teachers* [Video]. Youtube. https://www.youtube.com/watch?v=j3TXe5OvhME
- TEDx Talks (2014, April 14). *How to avoid death By PowerPoint — David JP Phillips — TEDxStockholmSalon* [Video]. Youtube. https://www.youtube.com/watch?v=Iwpi1Lm6dFo

You are also **encouraged to add your own sources** to the repository (just be sure to reference/cite them properly) so others can use them. Remember, this is a friendly challenge, and we can help others as much as we want.

10 Collaborators

- Claudia Noche, cnoche@acm.org
- Diego Linares, dlinares@acm.org
- Stephano Württele, swurttele@acm.org

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