



Association for
Computing Machinery

Advancing Computing as a Science & Profession

ACM Invites Computing Students to Enter

ACM Student Research Competitions

at SIG Conferences to...

Sharpen

your research and
communication skills

Realize

the practical applications
of your research

Gain

real-world experience
in the research community

The ACM Student Research Competition (SRC) offers a unique forum for undergraduate and graduate students to present their original research before a panel of judges and attendees at well-known ACM Special Interest Group (SIG) conferences.

The SRC is an internationally recognized venue enabling undergraduate and graduate students to experience the research world, share research results and exchange ideas, rub shoulders with academic and industry luminaries, understand the practical applications of their research, and gain recognition. Students earn many tangible and intangible rewards from participating:

- **Awards** – Cash prizes, medals, and ACM student memberships
- **Prestige** – Grand Finalists receive a monetary award and a Grand Finalist certificate that can be framed and displayed
- **Visibility** – Opportunities to meet with researchers in their field of interest and make important connections
- **Experience** – Opportunities to sharpen communication, visual, organizational, and presentation skills in preparation for the SRC experience

Your contributions ensure the future of innovation in the digital age!

Check SRC Submission Dates:

<https://src.acm.org/submissions>

- Entries judged on quality and significance of work and oral/visual presentations
- Top 3 winners receive cash prizes, complimentary 1-year ACM Student membership, and a Digital Library subscription
- First Place winners in each category advance to the Grand Finals



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Questions? Contact Nanette Hernandez
at hernandez@hq.acm.org

OPEN FOR SUBMISSIONS

ACM Games: Research and Practice

Editors-in-Chief

Sebastian Deterding

Imperial College London, UK

Kenny Mitchell

Roblox, USA/Edinburgh Napier University, UK



Publishing major contributions to games and playable media across disciplines, methods, and media forms

ACM Games: Research and Practice (GAMES) is a new quarterly, peer-reviewed, online journal published by the ACM in collaboration with ETC Press. It wants to create a reference point for the state of the art across academic research and industry practice.

Why publish with GAMES:

- Inclusive scope: Open to any form of game and playable media across disciplines and methods, including applied, designerly, integrative work
- Wide range of formats: Research articles plus systematic reviews, tutorials, datasets, case studies, dialogues, viewpoints
- Bridging academia and industry with technical blogs, a magazine website, and newsletter
- Open science and scholarship: Open to open data, replications, and (soon) registered reports
- Standard-setting: Rigorous and transparent review, strong curation, invited reviews and tutorials
- Championing new and diverse voices with a diverse editorial board, mentorship, and active invitations

For more information and to submit your work, please visit games.acm.org

FEATURED EVENT**RoboDEX - Robot Development & Application Expo***Nagoya, Japan**October 25–27, 2023**<https://www.fiweek.jp/nagoya/en-gb.html>*

Since 2017, RoboDEX has been a premier event in the field of robotics. This fall as part of Factory Innovation Week Nagoya 2023, RoboDEX will be held at the Nagoya International Exhibition Hall. RoboDEX will bring together leading robotics companies, researchers, engineers, and enthusiasts from around the world. The event offers a comprehensive platform to explore the cutting-edge advancements in robotics, industrial automation, AI, and related technologies.

The exhibition will feature a wide range of robotics products and solutions. It provides a unique opportunity to learn about the latest trends, exchange knowledge, and establish valuable connections in the robotics community.

RoboDEX offers an immersive experience where you can discover the future of robotics and witness the incredible possibilities that robotics technology presents. The event is free to attendees who preregister.

—Albert Hao

EVENTS**CONFERENCES****Adobe MAX**

Los Angeles, California and Virtual

October 10–12, 2023

*<https://www.adobe.com/max.html>***DevOps World Silicon Valley**

Hyatt Regency Santa Clara

Santa Clara, California

October 18–19, 2023

*<https://www.devopsworld.com>***Web Summit**

Altice Arena

Lisbon, Portugal

November 13–16, 2023

*<https://websummit.com>***Microsoft Ignite**

Virtual

November 15–16, 2023

*<https://ignite.microsoft.com/en-US/home>***AWS re:Invent**

Las Vegas, Nevada

November 27–December 1, 2023

*<https://reinvent.awsevents.com>***Open Source Summit Japan**

Ariake Central Tower Hall & Conference

Tokyo, Japan and Virtual

December 5–6, 2023

*<https://events.linuxfoundation.org/open-source-summit-japan>***NeurIPS 2023 (37th Conference on Neural Information Processing Systems)**

New Orleans Ernest N. Morial Convention Center

New Orleans, Louisiana

December 10–16, 2023

*<https://nips.cc>***CES**

Las Vegas Convention Center

Las Vegas, Nevada

January 9–12, 2024

*<https://www.ces.tech>***CONTESTS, HACKATHONS, AND OTHER EVENTS**

Game Off 2023 is an annual game jam hosted by GitHub. Participants are challenged to create a game based on a theme announced at the start of the jam. It's open to game developers, designers, artists, and enthusiasts from around the world. It will be held November 1–December 1, 2023.

<https://itch.io/jam/game-off-2023>

Advent of Code is an annual coding event that features daily coding challenges throughout the month of December. From December 1st to December 25th, participants will solve a new daily puzzle to unlock the next challenge. It's a fun and engaging way to sharpen your programming skills.

<https://adventofcode.com>

The **AWS DeepRacer League** is a global competition where developers train reinforcement learning models to compete in autonomous driving races using AWS DeepRacer, a 1/18th scale autonomous vehicle. Participants can join virtual races and challenges monthly to test their machine learning skills.

<https://aws.amazon.com/deepracer/league>

MLH Global Hack Week is a monthly global hackathon celebration organized by Major League Hacking (MLH). It brings together thousands of students across the world to participate in local events where they can learn, build, and share their projects within a supportive community. The next event will be Global Hack Week: Open Source held October 16–23, 2023.
<https://ghw.mlh.io>

GRANTS, SCHOLARSHIPS, AND FELLOWSHIPS

Cooke College Scholarship Program

Deadline: November 16, 2023

Eligibility: High-achieving high school seniors who demonstrate financial need. Applicants must earn a minimum, cumulative unweighted GPA of 3.5 or above.

Explanation: The Jack Kent Cooke Foundation provides scholarships to high-achieving students with limited financial resources. Recipients receive substantial funding for their undergraduate education, including tuition, books, and living expenses up to \$55,000.

Website: <https://www.jkcf.org/our-scholarships/college-scholarship-program>

2023–2024 UNCF General Scholarship Application

Deadline: March 28, 2024

Eligibility: African-American students pursuing undergraduate or graduate degrees in the United States. The general applicants must be enrolled full-time at a UNCF Member College or University. Applicants must file a FAFSA. Students should have a minimum cumulative GPA of 2.50 on a 4.00 scale.

Explanation: UNCF offers a wide range of scholarships and grants to support African-American students in their educational journey. The UNCF General Application is used to establish an applicant pool of potentially eligible students for ongoing scholarship opportunities that are restricted to students who are enrolled full time at one of the 37 historically Black colleges and universities belonging to the UNCF network of member institutions for the 2023–2024 academic year.
<https://opportunities.uncf.org/s/program-landing-page?id=a2i8Y00000BGwwQQAT>

Coca-Cola Scholars Program Scholarship

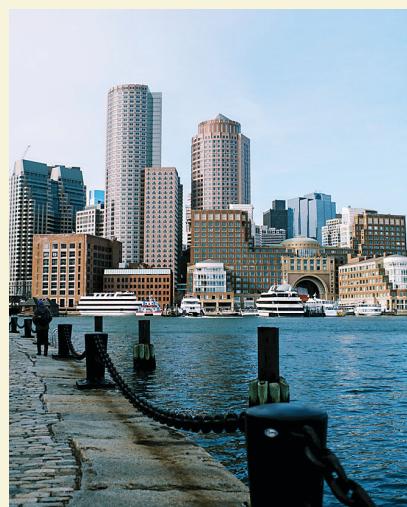
Deadline: October 2, 2023

Eligibility: High school seniors in the United States with leadership, academic excellence, and community involvement.

Explanation: The Coca-Cola Scholars Program Scholarship recognizes outstanding high- school seniors who demonstrate leadership, service, and a positive impact in their communities. Selected scholars receive a substantial financial award for their undergraduate studies.

<https://www.coca-colascholarsfoundation.org/>

FEATURED EVENT



Automation Fair

Boston, Massachusetts

November 6–9, 2023

<https://www.automationfair.com>

Automation Fair is an annual event organized by Rockwell Automation, a leading provider of industrial automation and control systems. The fair serves as a hub for industry professionals, engineers, and technology enthusiasts to explore the latest advancements in automation and gain valuable insights into the future of manufacturing and industrial processes.

At Automation Fair, attendees have access to a wide range of exhibits, technical sessions, and hands-on labs, covering various aspects of automation and control systems. The event showcases cutting-edge technologies, including robotics, machine learning, data analytics, cybersecurity, and more.

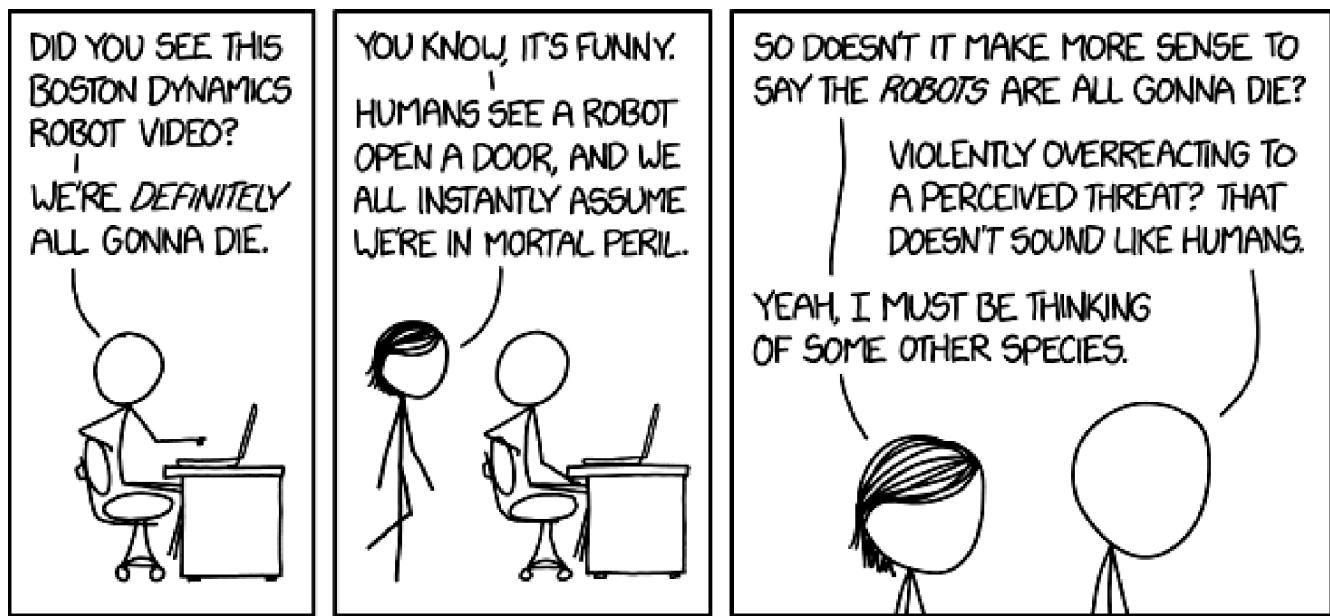
The fair offers a unique opportunity to network with industry experts, interact with product demonstrations, and learn from informative presentations. Attendees can gain practical knowledge, discover innovative solutions, and explore the latest tools and technologies that can optimize their industrial operations and drive efficiency.

—Albert Hao

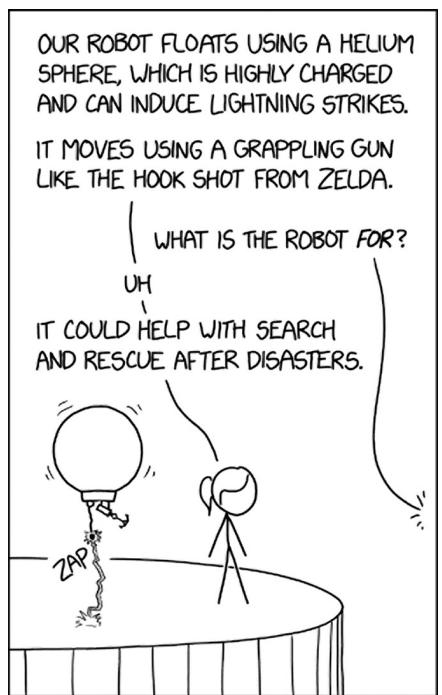
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BEMUSEMENT

Robots

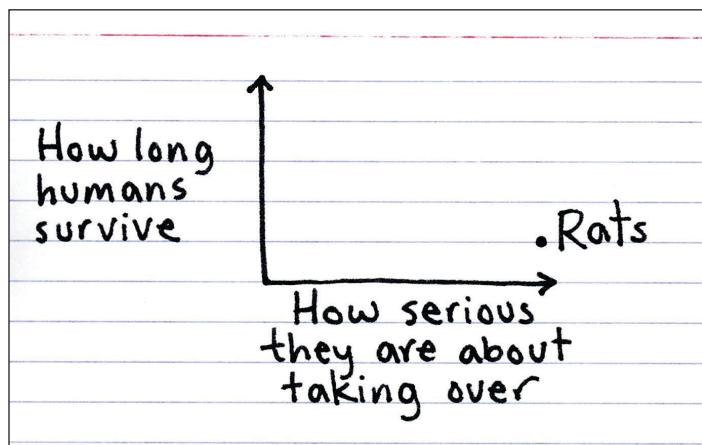


New Robot



"IT COULD HELP WITH SEARCH AND RESCUE" IS ENGINEER-SPEAK FOR "WE JUST REALIZED WE NEED A JUSTIFICATION FOR OUR COOL ROBOT."

Scarier Than Robots



SUBMIT A PUZZLE

Can you do better?
XRDS would like your puzzles and mathematical games (but not Sudoku). Contact xrds@acm.org to submit yours!



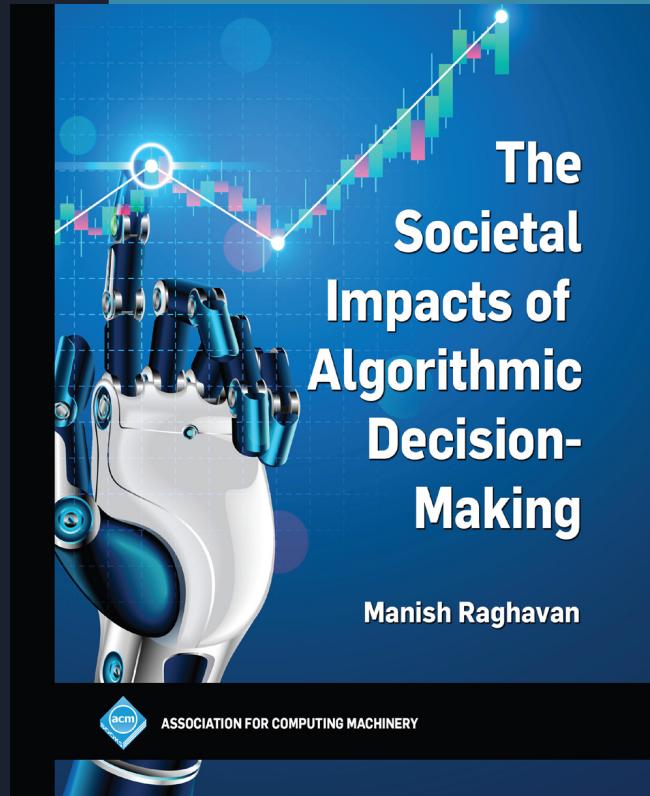
ACM BOOKS

Collection III

This book demonstrates the need for and the value of interdisciplinary research in addressing important societal challenges associated with the widespread use of algorithmic decision-making. Algorithms are increasingly being used to make decisions in various domains such as criminal justice, medicine, and employment. While algorithmic tools have the potential to make decision-making more accurate, consistent, and transparent, they pose serious challenges to societal interests. For example, they can perpetuate discrimination, cause representational harm, and deny opportunities.

The Societal Impacts of Algorithmic Decision-Making presents several contributions to the growing body of literature that seeks to respond to these challenges, drawing on techniques and insights from computer science, economics, and law. The author develops tools and frameworks to characterize the impacts of decision-making and incorporates models of behavior to reason about decision-making in complex environments. These technical insights are leveraged to deepen the qualitative understanding of the impacts of algorithms on problem domains including employment and lending.

The social harms of algorithmic decision-making are far from being solved. While easy solutions are not presented here, there are actionable insights for those who seek to deploy algorithms responsibly. The research presented within this book will hopefully contribute to broader efforts to safeguard societal values while still taking advantage of the promise of algorithmic decision-making.



The Societal Impacts of Algorithmic Decision-Making

Manish Raghavan

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Today's Research Driving Tomorrow's Technology

The ACM Digital Library (DL) is the most comprehensive research platform available for computing and information technology and includes the ongoing contributions of the field's most renowned researchers and practitioners.

Each year, roughly 20,000 newly published articles from ACM journals, magazines, technical newsletters and annual conference volumes are added to the DL's complete full text contents of more than 550,000 articles.

The DL also features the fully integrated and comprehensive bibliographic index, *The Guide to Computing Literature*—a continually updated index featuring millions of publication records from over 5,000 publishers worldwide.

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