

Committees

Admin

The ACM Administration Team is the committee responsible for the establishment and maintenance of ACM computing resources, service and support to the ACM users, and coordination and communication between ACM and campus technology management groups such as CITES and Engineering IT

Conference

Our staff of student volunteers organizes the annual Reflections | Projections Conference. The event typically attracts more than 600 attendees from across the Midwest

Corporate

The Corporate Committee is ACM's central point of contact for all corporate relations activities

HackIllinois

A large, student-run 36 hour hackathon held in the spring

Init

ACM Init is a group originally formed in 2010 to help onboard Freshmen and Transfer into ACM and CS

Social

Organize social events for ACM@UIUC

Projects

The Projects Committee serves as a resource to ACM members and the CS Department for project development, maintenance, and showcase

Special Interest Groups

Gamebuilders

Anything and everything about game development

GNU LUG

GNU Linux Users Group

OpenNSM

SIG for Network Security Monitoring

SIG-ICPC

Facilitate the development of contest programming skills, with the goal of producing highly competitive teams in the prestigious ACM ICPC competition

SIGArt

Special Interest Group for Artificial Intelligence

SIGBio

To pursue biological computing and cybernetics

SIGBot

Special Interest Group for Robotics

SIGCHI

Special Interest Group for Human-Computer Interaction

SIGCoin

Special Interest Group for crypto-currencies and their implications on finance and the economy

SIGDave

Special Interest Group for Short-Term Distractions

SIGEducation

Special Interest Group for Technology in Education

SIGEmbedded

Special Interest Group for Embedded Systems

SIGGraph

Special Interest Group on Computer Graphics

SIGMIS

Management Information Systems

SIGMobile

Special Interest Group for Mobile Computing

SIGMusic

Special Interest Group for Music

SIGOps

Special Interest Group for Operating Systems

SIGPlan

Special Interest Group for Programming Languages

SIGPony

Security, privacy, free speech, crypto-anarchism

SIGSoft

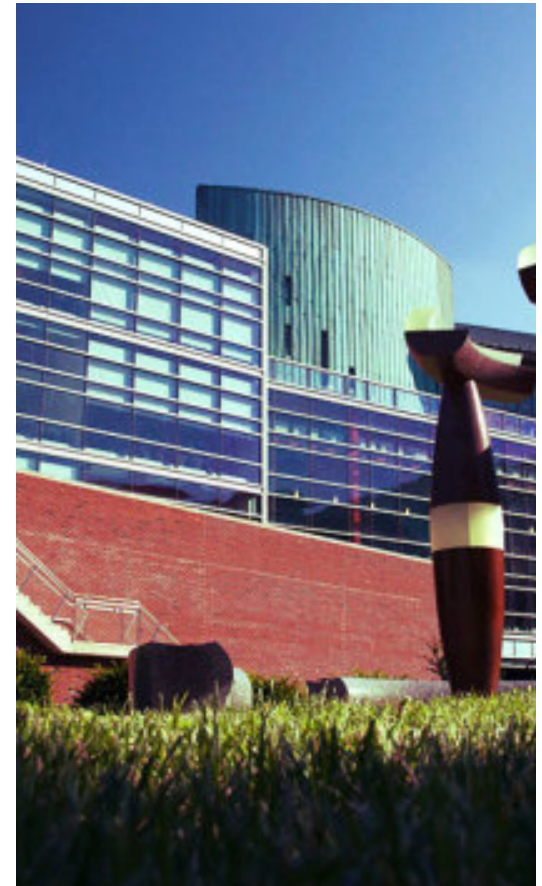
Special Interest Group for Software Engineering

WebMonkeys

Special Interest Group for Web Development

ACM@UIUC

Spring Showcase 2015



 Palantir

About Us

ACM@UIUC is a group of dedicated people who are interested in exploring the possibilities of computers and learning more about how to use and develop them. ACM is divided into Special Interest Groups, or SIGs, which focus on specific interest areas in computer science and computing. Each SIG holds its own meetings. Each SIG is responsible for organizing its own activities and determining its own purpose. Several SIGs are project based, with the majority of their activities dedicated to computing projects in their area of interest, often presented at Engineering Open House. Some SIGs run workshops and tech talks to discuss topics related to their interest group. To find out more about our SIGs, visit <http://acm.illinois.edu/sigs>.

Events

ACM Open House

Open House is a recruiting event held at the beginning of each semester where potential members are shown all of the opportunities and groups they can get involved with in ACM.

Reflections | Projections

Reflections | Projections is a four-day, student-run, conference that focuses on trends in computing technology. The conference consists of speaking events, career fairs, and competitions.

HackIllinois

HackIllinois is a 36 hour event where college students from across the country create technical projects ranging from websites and mobile apps to Wi-Fi connected microwaves.

CS@Illinois Splash

Splash is a one-day event for prospective high school students to learn more about Computer Science by taking classes taught by Illinois students.

Projects

Tonal Starfield

SIGMusic

A massively collaborative musical and visual experience.

Crowdsourcing: Three's a Crowd

SIGCHI

Crowdsourcing is solving big data's problems. Gamification is solving crowdsourcing's big problems.

LapCounter

SIGCHI

As SIGCHI's group project, we're building a lap counter for the Activities and Recreation Center. The goal is to create an inexpensive and easily deployable lap counter as well as an interface for users to access their lap times.

CurveBall

SigMobile

It's a variation of Pong with some new mechanics and online play.

VRSpec

SIGCHI

A virtual reality classroom.

Pocket CUMTD

SIGMobile

An easy-to-use and beautifully-designed bus schedule application for the Champaign-Urbana Mass Transit District Bus System.

Solar Command

Gamebuilders

Solar Command is a combination of a collectible card game (CCG) and a turn-based strategy game, being developed by members of ACM Gamebuilders. The game is being built in Unity and is targeting all major desktop and mobile platforms.

BuildingGen: Procedural 3D Building Generator

Gamebuilders

Procedural generation of 3D buildings based on context-sensitive shape grammars. Buildings are generated according to a set of production rules which allow for stochastic modeling. Programmed in Python as a plugin for Blender 2.73.

BrainBeats

SIGBio

It reads minds

Left4VR

Individual Project

Immersive VR Friendly Controls for First Person Shooter Games

Reverse Engineering the i>Clicker

SIGPony

We reverse engineered the i>Clicker hardware and firmware. We then developed a proof of concept i>Clicker that can sniff the votes from other i>Clicker as they send them over the air.

Lens

Individual Project

Reduce distraction while browsing the web by viewing only the main content

FlipWord

Individual Project

No effort, no studying, no time, and a foreign language. Just browse the web to increase fluency

Interested in Joining Us?

Visit acm.illinois.edu or stop by 1104 Siebel Cetner.