

SYMPOSIUM  GEORGIA TECH 2006

# GAMESCAPES

NEW MEDIA, VIRTUAL ENVIRONMENTS, AND LEARNING

Gamescapes for Learning is a two-day symposium that will explore the medium of the videogame together with the relationship that interactive new media can have with learning and education. The event aims to promote a debate on the nature of games, new media, the opportunities for education, and how some of these opportunities are being capitalized.

Sponsored by



## Program

<b>SCHEDULE: FRIDAY, SEPTEMBER 29</b>	<b>3</b>
<b>RECEPTION</b>	<b>6</b>
<b>SCHEDULE: SATURDAY, SEPTEMBER 30</b>	<b>7</b>
<b>PRESENTER BIOS</b>	<b>9</b>
<b>ACKNOWLEDGEMENTS</b>	<b>17</b>

### **Organized by**

Jose Zagal  
GVU Center – College of Computing  
Georgia Institute of Technology  
TSRB, 85 5<sup>th</sup> Street NW  
Atlanta, GA 30332-0760  
Phone: 404-894-1558  
jp@cc.gatech.edu

**Unless otherwise noted, activities will take place in the Technology Square Research Building (TSRB) auditorium.**

**GVU Center**  
TSRB, 85 5<sup>th</sup> Street NW  
Atlanta, GA 30332-0760  
Phone: 404-894-4488  
Fax: 404-894-0673

**College of Computing**  
Georgia Tech  
801 Atlantic Drive  
Atlanta, GA  
30332-0280  
Phone: 404-894-3152  
Fax: 404-894-9846

## Schedule: Friday, September 29

**Location:** TSRB First Floor Auditorium, unless otherwise noted

**8:30 – 8:45** *Welcome and introduction to GVU* – Dr. James D. Foley

**8:45 – 8:55** *Overview of the Symposium* – Jose Zagal

**9:00 – 9:25** *What is a game?* – Jose Zagal

Participatory workshop activity involving the exploration of the medium of the videogame and what it means to understand games.

**9:30 – 9:55** *eTV: Applications for TV and education* – Dr. Janet Murray

Dr. Murray will review the work done by Georgia Tech's eTV Prototyping Group as it explores the new narrative forms emerging as TV converges with computational formats. The group works by prototyping applications on current and hypothetical platforms, using narrative material drawn from actual and planned television shows and by creating its own narratives specifically designed for interactivity. Industry partners include: Microsoft, ABC, the AFI eTV Workshop, the ITV Alliance, PBS Series POV, Texas Instruments, the History Channel, and Turner Broadcasting

**10:00 – 10:45** *Shaping the Age of User-Generated Content* – Dr. Amy Bruckman

This talk will review the history of user-generated content on the Internet, and present current research in Electronic Learning Communities (ELC) Lab at Georgia Tech that aims to help shape this phenomenon. By drawing on work in the fields of online community design, CSCW, and CSCL, we can help design Internet-based environments conducive to collaborative learning.

**10:45 – 11:00** Coffee Break

**11:00 – 11:45** *Introduction to Persuasive Games* – Dr. Ian Bogost

Games communicate differently than other media; they not only deliver messages, but also simulate experiences. While often thought to be just a leisure activity, games can also become rhetorical tools. Persuasive games are electronic games designed explicitly for persuasion, instruction, and activism.

**12:00 – 12:55** Lecture by Hon. Senator of Chile – Fernando Flores Labra  
*Transitioning into the Digital Age: The experience of Chile*

*Introduction* – Dr. Richard de Millo, Dean, College of Computing

Sponsored by GVU Center and The Sam Nunn School of International Affairs

### Abstract

Chilean Senator Fernando Flores has been leading an agenda designed to transition Chile into the digital age while facing strong opposition from certain leadership groups. His agenda has included ventures such as projects in illumination and online participatory citizen newspapers. Senator Flores will describe the successes and difficulties of these ventures together with the repercussions and significance they have for Chile as well as Latin America in general.

**13:00–13:30** *AR Façade Demo* – Steven Dow  
Location: 2<sup>rd</sup> Floor TSRB, in front of the elevators.

Few entertainment experiences combine interactive virtual characters, non-linear narrative, and unconstrained embodied interaction. In AR Façade, players move through a physical apartment and use gestures and speech to interact with two autonomous characters who are superimposed in a live video stream presented in the head-mounted display worn by the player.

### **Various GVU Lab Tours and Demonstrations**

**14:00 – 14:30** *Demos from the Computational Perception Laboratory* – Dr. Irfan Essa  
Location: TSRB 223

**14:30 – 15:00** *Learning by Design Demos* - Group 1

**15:00 – 15:30** *Information Interfaces Research Group* – Dr. John Stasko

**15:30 – 16:00** *Collaborative Software Lab* – Dr. Mark Guzdial – Group 1

*Contextual Computing Group* – Dr. Thad Starner – Group 2

**16:00 – 16:30** *Collaborative Software Lab* – Dr. Mark Guzdial – Group 2

*Contextual Computing Group* – Dr. Thad Starner – Group 1

**16:30 – 17:00** *Learning by Design Demos* - Group 2

**17:00 – 17:30** *HCC Education Library Demo* - Edward Clarkson  
*Web Lectures Demo* - Jason Day  
Location: TSRB Auditorium

**17:30 – 18:00** *Synaesthetic Media Lab* – Dr. Ali Mazalek

## Reception

**Location:** TSRB First Floor Auditorium

Sponsored by Kilpatrick Stockton LLP and Georgia Institute of Technology

**18:05–18:10** *Welcome* – Reinaldo Pascual, Partner, Kilpatrick Stockton LLP

**18:10–18:15** *Welcome* – Dr. Richard DeMillo, Dean, College of Computing

**18:20–20:00** Reception hosted by Kilpatrick Stockton LLP and Georgia Tech

## Schedule: Saturday, September 30

**Location:** TSRB First Floor Auditorium, unless otherwise noted

**8:30 – 9:25** *Using Games for Learning* – Jose Zagal

This talk will argue that videogames, as a medium, have certain affordances that can be leveraged for educational purpose. It will detail the most important of these as well as explain how videogames can intersect with online collaborative learning environments for rich educational experiences.

**9:30 – 9:55** *Wikis in the Classroom* – Andrea Forte

In traditional education, students are typically not involved in the production of knowledge; they read what others have written for them and they listen to what teachers have to say. Resources like textbooks often conceal from students the disciplinary practices, passion and effort that authors invest in producing texts. Open content production and wikis in particular provide an unprecedented opportunity to involve students in the intellectual work of the world. Science Online is a new project at Georgia Tech that explores the power of open content development as a learning activity using wiki tools.

**10:00 - 10:25** *Tabletop Learning & Gameplay: Educational Uses of Tangible Media*  
Dr. Ali Mazalek

Tangible tabletop interaction platforms provide a shared space for users to engage with media applications and digital content in new ways. This talk will look at the use of emerging tangible tabletop interaction platforms multi-user gameplay and learning and will present current research in the Synaesthetic Media Lab at Georgia Tech. In particular, current work on tabletop applications for pre-kindergarden math education and tabletop role-playing will be presented.

**10:30 – 10:55** *SQUEAK – Making Programming Available to Everyone* – Jochen Rick

Squeak is a cross-platform freeware Smalltalk, developed by an open-source community of developers from around the world. Squeak was created to realize the vision of Alan Kay, the father of the personal computer, to make programming available to everyone. Education is a particular focus of Squeak. For many years, Squeak was used as the language for Georgia Tech's object-oriented programming course.

**10:55 - 11:10** Coffee Break

**11:00 – 12:30** *Tour Aware Home* - led by Mario Romero

Location: Aware Home, transportation will be provided.

Is it possible to create a home environment that is aware of its occupants whereabouts and activities? If we build such a home, how can it provide services to its residents that enhance their quality of life or help them to maintain independence as they age? The Aware Home Research Initiative (AHRI) is an interdisciplinary research endeavor at Georgia Tech aimed at addressing the fundamental technical, design, and social challenges presented by such questions.

**12:35 - 13:00** Closing – Jose Zagal

## Presenter Bios

### **Ian Bogost**

Assistant Professor – School of Literature Culture and Communication (LCC)

Ian Bogost is a game designer, academic game researcher, and educational publisher. Currently, Dr. Bogost is Assistant Professor in the at The Georgia Institute of Technology, where he researches on videogame criticism and videogame rhetoric and teaches in the undergraduate program in Computational Media and the graduate program in Digital Media.

Bogost is especially interested in the function of ideology, politics, advertising, and education in games. He is the author of *Unit Operations: An Approach to Videogame Criticism* (MIT Press 2006), *Persuasive Games: Videogames and Procedural Rhetoric* (forthcoming from MIT Press), co-editor (with Matteo Bittanti) of *Ludologica Retro: Vintage Arcade Games 1972-1984* (Costa & Nolan), and author of over 50 articles, book chapters, and conference presentations on videogames, digital media, literature, and film. Bogost is co-editor at *Water Cooler Games* ([www.watercoolergames.com](http://www.watercoolergames.com)), the online resource about videogames with an agenda. Bogost has published and presented internationally on game criticism and game rhetoric.

Bogost is also the founder of two companies, *Persuasive Games*, a game studio that designs, builds, and distributes electronic games for persuasion, instruction, and activism; and *Open Texture*, a publisher of cross-media education and enrichment materials for families. Bogost has a decade of experience in digital media production for film, music, games, advertising, and business. He holds a BA degree in Philosophy and Comparative Literature from the University of Southern California, and an MA and Ph.D. in Comparative Literature from the University of California, Los Angeles.

### **Amy S. Bruckman**

Associate Professor – College of Computing

Dr. Bruckman is an Associate Professor at the College of Computing at Georgia Tech, and a member of the Graphics, Visualization, and Usability Center. She received her Ph.D. from the Epistemology and Learning Group at the MIT Media Lab in 1997, and her B.A. in physics from Harvard University in 1987. She does research on online communities and education, and is the founder of the Electronic Learning Communities (ELC) research group. Dr. Bruckman's research applies the "constructionist" philosophy of education to the design of online communities. Constructionism advocates learning through design and construction activities -- learning through working on personally

meaningful projects. The Internet has a unique potential to make constructionist learning scalable and sustainable in real-world settings, because it makes it easy to provide social support for learning and teaching. In electronic learning communities, participants can help motivate and support one-another's activities. She founded the College's Undergraduate Research Opportunities in Computing (UROC) program.

<http://www-static.cc.gatech.edu/~asb/>

## **Richard A. DeMillo**

The John P. Imlay Dean and Distinguished Professor of Computing  
Georgia Institute of Technology

Richard A. DeMillo is the John P. Imlay Dean and Distinguished Professor of Computing at the Georgia Institute of Technology. He is also a member of the Board of Directors for RSA Security (RSAS; NSDQ), the market leader in authentication and identity management, headquartered in Bedford, Massachusetts.

He returned to academia after a career as an executive in industry and government. He was Chief Technology Officer for Hewlett-Packard, where he had worldwide responsibility for technology and technology strategy. Prior to joining HP, he was in charge of Information and Computer Sciences Research at Telcordia Technologies (formerly Bellcore) in Morristown, New Jersey, where he oversaw the development of many internet and web-based innovations. He has also directed the Computer and Computation Research Division of the National Science Foundation.

Before joining industry during the internet boom, he held several academic positions. He was Professor of Computer Sciences and Director of the Software Engineering Research Center at Purdue University. He also held major faculty positions at Georgia Tech where he was the founding director of the Software Research Center and a visiting professorship at the University of Padua in Padua, Italy.

As Dean of the College of Computing he is the chief academic officer for one of the largest programs at Georgia Tech. Its graduate programs are typically ranked in the top ten by the US News and World Report's biannual rankings of graduate schools. He is deeply immersed in the problem of creating a high-tech workforce that will be competitive in the new "flat world" created by the convergence of enabling technology and geo-political forces. His unique approach to these problems has garnered much attention nationally and globally.

The author of over 100 articles, books and patents, Dr. DeMillo's research has spanned computer science and includes innovation in computer networking, computer security, software engineering and mathematics. His present research interests are focused on information security. He is developing hardware-based architectures for trusted

computing platforms and investigating methods for securing wireless communication services.

He is a Fellow of the Association for the Advancement of Science and the Association for Computing Machinery.

## **Steven Dow**

PhD Student - Human Centered Computing  
College of Computing  
Georgia Institute of Technology

I am a Ph.D. student in Human-Centered Computing, a new degree program offered at the Georgia Institute of Technology. The Ph.D. is an in-depth look at the methods for understanding and designing for cognitive and physical systems for people. My research focuses on the tools and practices used by creative individuals to explore applications in mixed reality, ubiquitous computing, and tangible interfaces. Enabling these technologies will lead to more natural work and play environments, off the desktop and in the physical world.

Prior to my PhD work, I obtained a Master of Science in Human-Computer Interaction from Georgia Institute of Technology and a Bachelors of Science in Industrial Engineering from University of Iowa.

<http://www-static.cc.gatech.edu/~steven/>

## **Fernando Flores Labra**

Senator for the Region de Tarapaca  
Republic of Chile

Fernando Flores is a former Chilean cabinet minister during the government of Chilean president Salvador Allende who then spent three years as a political prisoner of General Pinochet. Released after negotiations of Amnesty International, he moved with his family to Palo Alto and began work as a researcher at Stanford University's Computer Science department where he studied under the guidance of Hubert Dreyfus, Stuart Dreyfus, and John Searle. There he developed his work on philosophy, coaching, and workflow technology, influenced by Heidegger, Francisco Varela, Terry Winograd, and John Austin. He also obtained a PhD in Philosophy from the University of California, Berkeley. After that he founded several companies including Logonet, an educational company; Business Design Associates, a management consulting company; and Action Technologies, a software company, where he introduced new distinctions in workflow analysis, groupware, software design, and business process analysis.

Some years ago, Flores returned to Chile and was elected to the Senate. Dr. Flores is currently a Senator of the Republic of Chile (2002-2010). He is president of the senate's Special Commission for the Society of Information and Knowledge as well as a member of the senate's Commission of Defense. He is the author of *Building Trust: In Business, Politics, Relationships, and Life*; *Understanding Computers and Cognition: A New Foundation for Design* (with Terry Winograd); *Disclosing New Worlds: Entrepreneurship, Democratic Action, and the Cultivation of Solidarity*, and contributor to *Beyond Calculation: The Next Fifty Years*, a special issue of the *Communications of the ACM* journal.

Fernando is currently visiting the United States as director of Fundacion Pais Digital, an NGO whose mission is to foster the development and adoption of technology in Chile through the identification and application of innovative information and communication technologies. Fundacion Pais Digital strives to create opportunities involving academic, private and governmental sectors of Chile.

## **James D. Foley**

Professor and Stephen Fleming Chair in Telecommunications

Dr. Foley is Professor in the College of Computing, and Professor in the School of Electrical and Computer Engineering. He earned the Ph.D. in Computer Information and Control Engineering at the University of Michigan and the BSEE at Lehigh University, where he was initiated into Phi Beta Kappa, Tau Beta Pi and Eta Kappa Nu. Dr. Foley first came to Georgia Tech in 1991 to establish the Graphics, Visualization & Usability Center, which in 1996 was ranked #1 by US News and World Report for graduate computer science work in graphics and user interaction. In 1996, he became director of Mitsubishi Electric Research Lab in Cambridge and then in 1998 chairman and CEO of Mitsubishi Electric ITA, directing corporate R&D at four labs in North America. He returned to Georgia as Executive Director and then CEO of Yamacraw, Georgia's economic development initiative in the design of broadband systems, devices and chips.

Dr. Foley is a Fellow of AAAS, ACM and IEEE, an inaugural member of the ACM/CHI Academy, and recipient of the biannual ACM/SIGGRAPH Stephen Coons Award for Outstanding Creative Contributions to Computer Graphics. The graphics textbooks he has co-authored are widely used and have been translated into six foreign languages. In 1992, the Georgia Tech College of Computing graduate students named him, "most likely to make students want to grow up to be professors."

From 2001 to 2005, Dr. Foley was chairman of the Computing Research Association - an organization of over 200 computer science and computer engineering university departments, professional societies and industrial research labs.

<http://www-static.cc.gatech.edu/fac/Jim.Foley/foley.html>

## **Andrea Forte**

PhD Candidate - Human Centered Computing  
College of Computing  
Georgia Institute of Technology

Andrea Forte is Ph.D. candidate specializing in human-centered computing at Georgia Tech's College of Computing. Her current research focuses on written communities of discourse and social contexts for learning through writing. Andrea holds an MLIS from the Graduate School of Library and Information Science (now School of Information) at University of Texas at Austin and a BA in foreign language and literature with a minor in philosophy from Western Michigan University.

## **Ali Mazalek**

Assistant Professor - School of Literature Culture and Communication (LCC)

Dr. Mazalek is an Assistant Professor at the Georgia Institute of Technology, and a member of the Graphics, Visualization and Usability Center. Her primary research interests include applications of emerging physical sensing and computer-interaction technologies to computational narrative systems and other applications in the media arts, entertainment and educational domains. In particular, her research explores how tangible interfaces and the intersection of physical/digital space can be applied to collaborative and multi-user interactions with media applications and environments. Current research projects include the design of tabletop interaction platforms for learning and gameplay. Her teaching in the Computational and Digital Media programs includes courses on experimental media, expressive computing and interaction design. Mazalek received her MS and PhD from the Tangible Media and Media Fabrics research groups at the MIT Media Lab in 2001 and 2005 respectively. She received a BS in computer science and mathematics from the University of Toronto in 1999.

## **Janet Murray**

Professor and Director of Graduate Studies  
School of Literature, Communication and Culture  
Georgia Institute of Technology

Professor Janet H. Murray is an internationally recognized interactive designer, the director of Georgia Tech's Masters Degree Program in Information Design and Technology and Ph.D. in Digital Media, and a member of Georgia Tech's interdisciplinary GVU Center. She is the author of *Hamlet on the Holodeck: The Future of Narrative in Cyberspace* (Free Press, 1997; MIT Press 1998), which has been translated into 5 languages, and is widely used as a roadmap to the coming broadband art, information, and entertainment environments. She is currently working on a textbook for MIT Press, *Inventing the Medium: A Principled Approach to Interactive Design*. In

addition, she directs an eTV Prototyping Group, which has worked on interactive television applications for PBS, ABC, and other networks. She is also a member Georgia Tech's Experimental Game Lab.

Murray has played an active role in the development of two new degree programs at Georgia Tech, both of which were launched in Fall 2004: the Ph.D. in Digital Media, and the B.S. in Computational Media.

In spring 2000 Dr. Murray was named a Trustee of the American Film Institute, where she has also served as a mentor in the Enhanced TV Workshop a program of the AFI Digital Content Lab. She holds a Ph.D. in English from Harvard University, and before coming to Georgia Tech in 1999 taught humanities and led advanced interactive design projects at MIT.

Murray's primary fields of interest are digital media curricula, interactive narrative, story/games, interactive television, and large-scale multimedia information spaces. Her projects have been funded by IBM, Apple Computer, the Annenberg-CPB Project, the Andrew W. Mellon Foundation, and the National Endowment for the Humanities.

## **Reinaldo Pascual**

Partner

Kilpatrick Stockton LLP

Rey Pascual practices in the areas of corporate finance, securities, mergers and acquisitions, private equity and investment management. Representative domestic transactions include the \$500 million sale of PracticeWorks, Inc. to Eastman Kodak and the initial public offering of Krispy Kreme Doughnuts, Inc. Internationally, Mr. Pascual's engagements have included acting as lead counsel in the privatization and initial offering of Banco Hipotecario S.A., the Argentine national mortgage bank, and in one of the largest leveraged acquisitions ever completed in Central America. Mr. Pascual also heads the firm's Investment Management Practice. This Practice represents numerous investment companies and dozens of investment advisers, investment companies and hedge funds in the Southeast and nationally. Among other recognitions, Mr. Pascual has been named to The Best Lawyers in America® 2007 for Mergers and Acquisitions Law and as a "Leading Lawyer" for Corporate/Mergers and Acquisitions Law by prestigious Chambers USA: America's Leading Business Lawyers 2004-2005. He has also recently been named a "Georgia Super Lawyer" by Atlanta Magazine and listed in the "Who's Who in Law" in the Atlanta Business Chronicle.

Mr. Pascual is a founder, director and secretary of United Americas Bank, N.A., the first Hispanic-owned bank in Georgia. Mr. Pascual serves as an advisory board member of the Latin American Law and Business Report and has served as a member of the American Bar Association's Latin American Legal Initiatives Council. Mr. Pascual is a frequent guest of CNN en Español, speaking about corporate legal matters.

Mr. Pascual is a recognized leader of Atlanta's growing Hispanic community. Among other activities, Mr. Pascual is a director of Hemisphere, Inc., the private/public entity directing Atlanta's Free Trade Area of the Americas (FTAA) initiative. He is a member of the Georgia Hispanic Chamber of Commerce, having served on various occasions as director and parliamentarian of the Chamber. He also currently serves as a director of the Atlanta Convention and Visitors Bureau and as a member of the Georgia Advisory Council for ACCIÓN U.S.A., a nonprofit organization that provides business loans to individuals who cannot access traditional sources of credit. Mr. Pascual has also had the honor of hosting the Presidents of Argentina and Costa Rica, and the Brazilian and Costa Rican Ambassadors to the United States during their respective visits to Atlanta. He has also accompanied the Governor of Georgia and a delegation of Georgia's Chief Executive Officers and other Georgia leaders on a Trade Mission to Mexico and met with President Vicente Fox. In recognition of his professional and community achievements, Mr. Pascual was recognized in 1997 by Georgia Trend magazine as one of Georgia's Forty under 40 and awarded the Syracuse University Chancellor's Citation for professional achievement in law, one of the highest honors conferred by Syracuse University. Mr. Pascual is a graduate of the Leadership Atlanta Class of 2000.

## **Jochen Rick**

PhD Candidate  
College of Computing  
Georgia Institute of Technology

Jochen Rick has an MS in electrical engineering from Georgia Institute of Technology. His doctoral research, in Georgia Tech's College of Computing, focuses on the role of personal home pages in academia. His broader research interests center on how new media can further learning.

## **Mario Romero**

PhD Student  
College of Computing  
Georgia Institute of Technology

Mario Romero is a PhD student at the College of Computing at Georgia Institute of Technology. His research interests include ubiquitous computing, human computer interaction, artificial intelligence, and art. His doctoral dissertation work explores the dynamic social nature of space and how it can be exploited to determine the character of the human activity that takes place over that space. Furthermore, it explores the reactions of the inhabitants of that space to a set of applications built on top of this sensing technology.

Mario received a B.S. in Industrial Engineering and a B.S. in Construction Engineering from the University San Francisco de Quito. He received his MS in Computer Science from the University of Illinois at Urbana-Champaign. He has worked as a college Mathematics, Physics, and Computer Science instructor, as a software consultant, and as a freelance graphic designer.

<http://www-static.cc.gatech.edu/~mromero/>

## **Jose P. Zagal**

PhD Candidate

College of Computing

Georgia Institute of Technology

Jose P. Zagal is a PhD candidate at the College of Computing at Georgia Institute of Technology. His research interests include educational technologies, online communities, and game design. His doctoral dissertation work explores the creation of new knowledge about games in the context of a community where novice game studies scholars (ie. students) collaboratively build new knowledge about games. His work explores questions such as what kinds of scaffolding elements and strategies for participation can facilitate the meaningful participation of novices in an online knowledge-building community?, and how do novices leverage knowledge from their personal experiences with videogames to create abstract and more generalizable knowledge about the medium of videogames?

Jose received a BS and MS in Civil Industrial Engineering and Engineering Sciences, respectively, from the Pontificia Universidad Catolica de Chile in 1999. Prior to his doctoral studies, Jose served as director of content and community development at Virtualia.com, then Chile's largest online community. He has also worked as an online community designer at Studiocom where he has developed a nascent online community called MiniEgo.com

<http://www-static.cc.gatech.edu/~jp/index.html>

## Acknowledgements

In addition to all the speakers, presenters, and sponsors, the organizers of *Gamescapes 2006* would like to acknowledge and thank the following people without whom this event would never have happened.

- **Randy Carpenter** – GVU Technical Support, Georgia Tech
- **Pablo Catalan** – PhD Student, School of Public Policy, Georgia Tech
- **Vivian Chandler** – Assistant Director, External Relations, IIC Division of College of Computing, Georgia Tech
- **Leisha Chappell** – GVU Information Specialist, Georgia Tech
- **Shannon Copeland** – Kilpatrick Stockton LLP
- **James Foley** – Professor, College of Computing, Georgia Tech
- **Marta H. Garcia** – Assistant Vice President, Department of Development, Georgia Tech
- **Sergio Goldenberg** – MS Student, School of Literature Culture and Communication
- **Mary Alice Isele** – Director of Development, College of Computing, Georgia Tech
- **Juan McGruder** - Associate Director of Development, College of Computing, Georgia Tech
- **Carla Plouin** – Manager, International Services, Georgia Department of Economic Development
- **Don Schoner** - Assistant to Director of GVU, Georgia Tech
- **Joy Weaks** – Senior Information Specialist, College of Computing, Georgia Tech
- **Stefany Wilson** – Director of Communications, College of Computing, Georgia Tech