THE ESSEX CHALLENGE
OCTOBER 9-13, 2017

A SUMMARY AND REFLECTION
HUMBLE BEGINNINGS
JULY 18TH 2017

WE HAVE TO DO THE FIRST EVER ESSEX CHALLENGE!!

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WHY AM I SITTING IN THIS ROOM?

*(%#$%^
A WEEK LATER - FROM 3 TO 7

WHAT, WHY, WHERE, HOW, WHY NOW??

NICK ZACKLENIUK
JOHN WOODS
RICHARD BARTLE
ADRIAN CLARK
NICK ZACKLENIUK
KUN YANG
DARIUSH
PROF VICKERS, VISHUU
A MONTH LATER (60+ PEOPLE) THE SCHOOL OFFICE

22 GLAS- BACKBONE

TALENT DEVELOPMENT CENTER

LEARNING AND TECHNOLOGY TEAM

CENTRAL LIBRARY

COMMUNICATION AND EXTERNAL RELATIONS

ESTATES

TECHNOLOGY ENHANCED LEARNING TEAM

LAKESIDE THEATER

UK DATA ARCHIVES

4 EXTERNAL SPEAKERS

370 FIRST YEAR CSEE STUDENTS (DIVIDED INTO 60 TEAMS)
THE ESSEX CHALLENGE ???

A UNIQUE, ENJOYABLE, NOVEL EDUCATIONAL EXPERIENCE... THAT WILL POTENTIALLY ENABLE US TO SAY...

THIS IS WHAT OUR FIRST YEAR STUDENTS DO IN THEIR FIRST FIVE DAYS IN THE CSEE DEPARTMENT...
MULTI PURPOSE ICE BREAKER

We are just getting started

MOODLE- PSEUDO REALTIME UPDATES (MEGAN, ANTON)
<table>
<thead>
<tr>
<th>Event</th>
<th>Speaker Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Purposeful Innovation - For Our Ultra Connected World</td>
<td>Tim Whitely, Managing Director, Research and Innovation, British Telecom</td>
</tr>
<tr>
<td>AI for the Greater Good</td>
<td>Professor Hector Geffner, ICREA, Barcelona</td>
</tr>
</tbody>
</table>
4 KEYNOTE EVENTS - 11-13 PM

PURPOSEFUL INNOVATION - FOR OUR ULTRA CONNECTED WORLD

TIM WHITELY,
MANAGING DIRECTOR, RESEARCH AND INNOVATION, BRITISH TELECOM

AI FOR THE GREATER GOOD

PROFESSOR HECTOR GEFNER
ICREA, BARCELONA

PRESENTATION WORKSHOP
TIM WEST

HUMOR
INTELLIGENCE
EMOTIONAL CONNECTION
AUDIENCE APPLAUSE
ICE-BREAKER CHALLENGES- DAY 1

1. WHAT DID THE HEAD OF SCHOOL SAY AT 5.02 MINUTES INTO HIS PRESENTATION TODAY?

2. FIND “PEPPER” IN THE CSEE DEPARTMENT AND TAKE A TEAM SELFIE....

3. LIBRARY TREASURE HUNT

4. WHAT IS THE NAME OF THE SCHOOLS NEWSLETTER? (AND ALSO THINK WHY IT SHOULD HAVE BEEN NAMED SO...)

5. AS A TEAM LEARN TO JUGGLE.....LIVE 30 MIN SESSION WITH KITS, TRAINERS.. (SECRET GARDEN SPACE)

EVERY TASK LED TO A UNIQUE CODE- THAT HAD TO BE ENTERED IN MOODLE...
CORE CHALLENGES- TUESDAY TO THURSDAY

CONSTRAINTS

ASSUME NO PREREQUISITE KNOWLEDGE

OPEN ENDED

CATER TO A DIVERSE BACKGROUND (ELECTRONICS, COMP SCIENCE, ROBOTICS, GAMES....)

ENJOYABLE, NOT BE SO TOUGH THAT STUDENTS GET DEMOTIVATED

TAKE INTO ACCOUNT LAB SPACE AVAILABLE
Challenge 1 - Plane Hacker

Mentors - Dr. Adrian Clark, Dr. Prafulla Deo

• Eastern approach to Stansted Airport runs through Colchester

• All modern day commercial aircrafts transmit information about themselves and their flight. The transmissions contain a digital packet.

Your Challenge - Our Challenge

To build a system using Raspberry Pi, a single-board computer and other hardware components like antenna etc, that receives and displays transmissions from aero planes passing over us.

Work with you to get this done!!!

• Every team will get their kits..
• Supervision (Mentors/ Glas)
• User Manual (prepared by Adrian)
CHALLENGE 2 – CHATTERBOT ELIZA
MENTORS – DR JOHN WOODS AND PROF KUN YANG

• INSPIRED BY TURING TEST (ALAN TURING)
• CRITERIA OF INTELLIGENCE, EVERY YEAR – LOEBNER PRIZE
• ABILITY OF A COMPUTER PROGRAM TO IMPERSONATE A HUMAN IN A REAL-TIME WRITTEN CONVERSATION
• CONVERSATION ENGINE

YOUR CHALLENGE – OUR CHALLENGE

ATTEMPT THE TURING TEST!

CREATE SUCH A CONVERSATION ENGINE USING PYTHON

WORK WITH YOU TO GET THIS DONE!!!

• LAB 01-03 RESERVED FOR THIS
• SUPERVISION (MENTORS/GLAS)
• USER MANUAL WITH TEMPLATES (PREPARED BY JOHN)
• PASS THE TURING TEST AND ......
CHALLENGE 3 – VIKINGS BOARD GAME
MENTORS – PROF RICHARD BARTLE/ DR. DAVID BEBBINGTON

• BOARD GAMES ARE FUN..
• THEY ARE IMPORTANT TOOLS THAT VIDEO GAME DESIGNERS USE TO PROTOTYPE/TEST THEIR IDEAS
• ALL FUTURE GAME DESIGNERS MUST HAVE SOME EXPERIENCE
• CREATIVITY, IMAGINATION, TEAMWORK

YOUR CHALLENGE – OUR CHALLENGE
CREATE A NEW BOARD GAME (2-6 PLAYERS) ON THE TOPIC OF VIKINGS

ITS UPTO YOUR IMAGINATION!!! BUT 15 OR LOWER RATING PLEASE 😊😊

WORK WITH YOU TO GET THIS DONE!!!
• WILL GIVE YOU LOTS OF INTERESTING STUFF (Viking stickers, treasure coins, dice, plastic pawns, gem stones, cubes, blank playing cards, funky foam…….)
• RICHARD AND TWO PROFESSIONAL GAME DESIGNERS WILL BE THERE...
• A TUTORIAL DOCUMENT …
CHALLENGE 4 – MARCOPOLO BOT
MENTOR – DR VISHUU MOHAN/ DR NICK ZACKLENUIK

• MARCO POLO - TRAVELER, EXPLORER

• DESIGN A SIMPLE CONTROLLER THAT WILL MAKE THE NAO ROBOT WALK TO SPECIFIC CONTINENTS IN THE WORLD MAP, WHEN COMMANDED BY SPEECH...

YOUR CHALLENGE -  OUR CHALLENGE

WORK WITH YOU TO GET THIS DONE!!!

• GIVE YOU ACCESS TO THE ROBOT
• WORLD MAP
• SUPERVISION (MENTORS/GLA’S)
• USER MANUAL WITH INSTRUCTIONS (PREPARED BY ME)
A 3 MIN VIDEO OF THE 5 CRAZY DAYS OF THE VERY FIRST ESSEX CHALLENGE

...CAPTURED BY THE STUDENTS THEMSELVES

WE ALSO HAVE SEVERAL GB OF PROFESSIONALLY SHOT FOOTAGE, LIVE INTERVIEWS DONE BY MARKETING AN TECH ENHANCED LEARNING TEAM...., LAKESIDE THEATER PRESENTATION AUDIO RECORDINGS......
THE ESSEX CHALLENGE

OCT 9-13, 2017
CSEE DEPARTMENT
UNIVERSITY OF ESSEX
This is what our first year students did in their first five days in the CSEE department...
So we took it one day at a time.
DATA IS ALREADY BEING USED FOR ENGAGEMENT AND SUPPORT

CASE STUDY LEADING TO INSPIRATION PACK IN MOODLE (WITH MARTY JACOBS AND TECH. ENHANCED LEARNING TEAM)

SEVERAL GB OF EXCITING FOOTAGE, 7 HOURS OF TEAM PRESENTATIONS (MARKETING AND STRATEGY GROUP IS LOOKING AT MEANS TO USE IT)
WHAT I LOVED MOST ABOUT THIS EXPERIENCE
Most of the 360 new students were also co-organizers, volunteers, teachers, photographers.

- They documented/captured the event (from their own viewpoint)
- Helped organizing themselves
- Taught others....what they have discovered
- Did manual labor carried stuff (for example robots, cables, chargers)

That also gave them a sense of responsibility in addition to participation....

After the first day they stopped sending needleless emails (at least to me!!!) and confusing themselves...in an infinite loop.
TIME TABLING: Must incorporate Week 2 more efficiently (this time solved by daily emailing)

TEAM FORMATION: Only after students have registered we get the full data (that’s Friday evening, and the event starts on Monday). Some automation could help

MORE SUPPORT ON DAY1

PUBLICITY: Be more aggressive and pseudo realtime. My mistake 😞—Next time—students are the best messengers and we must find innovative ways to incorporate them (bloggers, vloggers, tweeters, professional photographers)

MAKE ESSEX CHALLENGE self sustainable financially

A well thought-out, automated MARKING MECHANISM

GIVE THEM A LUNCH BREAK!!