

# OC ACM Committee April 2016 Meeting Agenda and Notes

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Note: Meeting notes generally appear in *Blue Italic text*.

# Meeting Attendees

- Don Black
- Shirley Tseng
- Lalit Patel
- Winsor Brown
- Steve Steinberg (possible)
- Dan Whelan
- Cynthia Kirkeby
- Michael Fahy
- Stephen Ciauri

# Review and Approve Prior Meeting Minutes

Motion	Moved By	Seconded By	Status
Approve March 2016 Committee Meeting Minutes	Don Black	Shirley	Approved
The Chapter will award a GameSIG team, selected by Don Black, with ACM Student Memberships, cost not to exceed \$200	Don Black	Lalit Patel	Approved

# Treasurer's Report (as of March)

- Our account balance was \$790.75 on March 22<sup>nd</sup>, including donations of \$134 received at the March 9<sup>th</sup> meeting.
- We current liabilities of \$293.29 for food and incidentals which have not yet been reimbursed. We anticipate an additional \$600 in expenses.
- Net balance is -\$102.54.

# Status Update (Since February Meeting)

- Program Meeting Speaker Contacts
  - ACM Distinguished Speaker Request Status
    - Jacquelyn Morie – Virtual Reality – offered to speak at our July meeting
  - Cylance – Brian Wallace provided Abstract for discussion
- 3D Printing Meeting Promotion
  - Announced event on Meetup and with Steve via various contacts
  - What is the status of Don's OC Friends distribution list?
  - Contacted Urban Workshop and 3D Printing related Meetup Group organizers
- Sponsorships
  - Reached out to IBM contacts for assistance
  - Possible IBM financial support via IBM Community Grants program

Michael Fahy – Platinum Resource Group could be a meeting sponsor. Provide Michael with sponsorship info

# 2016 Program Meetings

Meeting Date	Speaker / Topic
January 13, 2016	Mark Bachman / IoT
March 9, 2016	Curd Zechmeister (Amazon) / Cloud Computing
May 11, 2016	Erick Wolf / 3D Printing
July 13, 2016	Hold for Jackie Morie / History of Virtual Reality
September 14, 2016	John King / Intellectual Property
November 9, 2016	Hold for Brian Wallace (Cylance) / Cyber-security

# May 11<sup>th</sup> Meeting

- We need volunteers for setup, registration, networking, and cleanup
- How can we better promote this event?
  - I've asked the *3D Printing Innovators and Influencers* and the *3D Printers in OC* meetup organizers for help promoting our event.
  - Forward email announcement to committee members asking for their assistance in promoting the event. It may make sense to plug the following organizations at the event:
    - UCI Fablab
    - ATEP (IVC)
    - Urban Workshop
- How should we ask for donations? Same as last meeting and/or other ways?
  - Ask both in person and for Chip-In donations

# Future Speakers – Virtual Reality

Jacquelyn Ford Morie *MS, MFA, PhD*

## The History of Virtual Reality

*Abstract:* This talk introduces the basics of early VR history, including the people and inventions that enabled it. I define what fully immersive VR means and look at the factors that support full immersion. I also feature a deep dive into the most creative projects from 1985-2007 and explore the role women played in creating the majority of them. The talk also touches on why VR did not reach more commercial success in the first wave of its use. I explore today's resurgence of VR technology made possible by sophisticated desktop graphic computers and lower cost gear, and outline new techniques and concepts that may help VR be more successful this time around.

[Committee would like more specifics on Jacki's talk](#)

# Jacquelyn Ford Morie Bio

With degrees in both art and computer science, Dr. Morie has 25 years experience in developing innovative techniques for rich, emotionally evocative virtual reality (VR) environments. As part of this pioneering work, she invented a scent collar to bring the emotional power of smell to immersive experiences, and developed new types of functions for VR, such as connections to multiple sensor and feedback systems to make VR more effective. Dr. Morie spent 13 years as a Sr. Research Scientist at USC's Institute for Creative Technologies (ICT), which she helped found. While there, she created novel VR telehealth care activities using her deep understanding of art, computer animation and human behavior to enhance patient engagement with these programs.

In the mid-1990s, Dr. Morie started comprehensive computer animation training programs at Walt Disney Feature Animation combining art and technology topics, which she later expanded to the special effects industries at studios such as Rhythm and Hues. Prior to that, Morie worked at UCF's Institute for Simulation and Training, where she developed techniques to make VR environments more immersive and emotionally compelling, and helped lead a group of innovative students called The Toy Scouts. She has been expanding her VR research to include neuroscience and avatars, developing methods to determine how such technologies can effect positive change in those who use them.

She was part of the DARPA Information, Science And Technology think tank from 2011 through 2015, and lectures extensively on how technology will affects our future selves and humanity.

# Future Speakers - Cybersecurity

Brian Wallace, Cylance

## The Diversity of the Cyber Threat Landscape

Abstract: There are a diverse range of threats we are exposed to everyday on the Internet. Everyone, including people, organizations, companies, and governments, are targets. Attackers have developed a wide variety of methods to gain access and abuse their targets to their own end. Some of these methods try to find ways into networks, such as phishing attacks and remote exploitation. Other methods work by attempting to gain further access into a network such as extracting cached credentials and MDNS Spoofing. The last set of methods that will be discussed will be what attackers do with information once they have access to it such as encrypting it (ransomware), stealing passwords, or even stealing credit card information. With this diverse coverage of the threat landscape, including demonstrations of some methods, the audience should come away with a greater understanding of threats and how to prevent them.

# Brian Wallace Bio

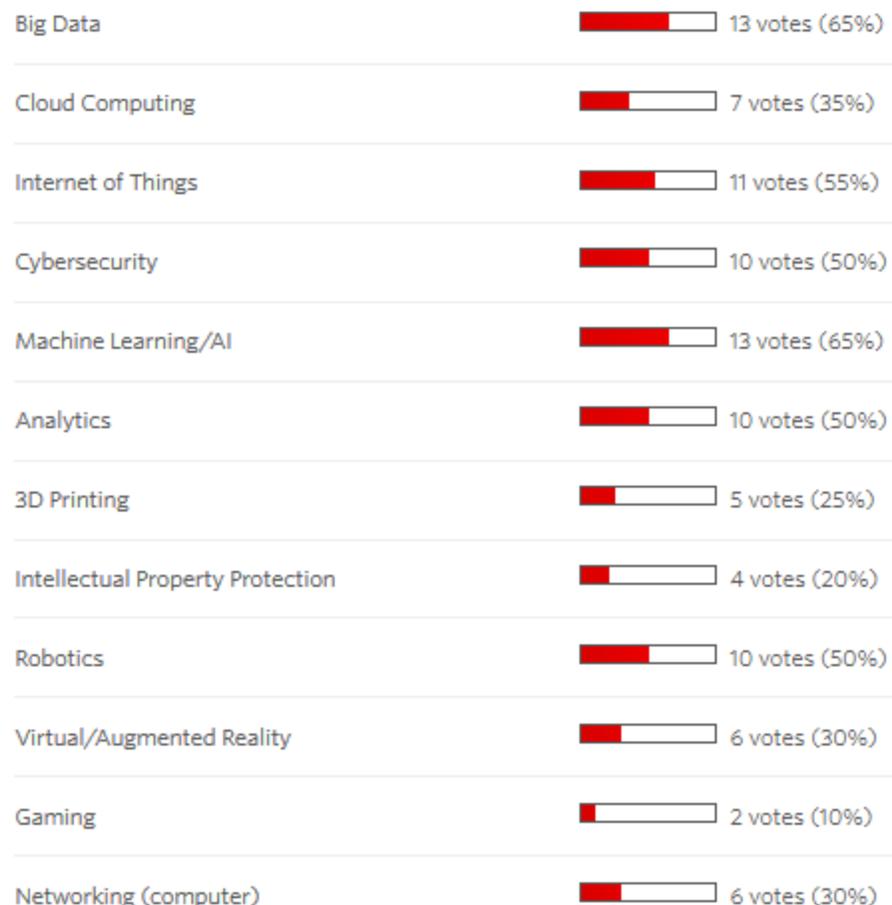
- Brian Wallace is a security researcher at Cylance, and a key person in the research uncovering the hacking activities of Iran inside over 50 private- and public-sector organizations around the world. He's been featured in several publications and is experienced at speaking to the press as well as in speaking at a level at which people from outside the security industry can understand.

# Which topics should we cover at our program meetings?

[Re-open](#) [Delete](#) [Add a poll](#)

Your input is important to us and guides us in our selection of speakers for our future bi-monthly program meetings.

(You can select more than one option)



20 people voted in this poll. This poll is closed to further voting.

# ACM Chapter Bylaws Changes

- Per March 29<sup>th</sup> email from the ACM:

We wanted to inform you that we have amended the ACM Chapter Bylaws as follows:

1 - Updated Article III: Membership - which includes an anti-discriminatory clause

2 - Added a new section named Code of Conduct

- Both of these changes are already in our approved Chapter Bylaws

# Chapter Certificate of Appreciation

- Proposed last month by Don Black
- What wording should be on the certificate?
- Who should it be given to?
- Does someone want to volunteer to produce these certificates?

**Don to check for an IEEE Certificate of Appreciation**  
**Cynthia offered to dress it up a bit**  
**Cynthia suggests being liberal in whom to recognize**  
**Possible Volunteer of the Year Award (going forward)**

# Personal Initiatives

- Don – ACM Student Memberships for GameSIG winning team members

Motion approved; refer to motions on earlier chart

# Other Business