CSE 125 class, one of the hottest courses on UCSD campus

Every spring there are only 30 slots to the CSE 125 course, "Software System Design and Implementation" – but most JSOE students know it as "the video game course". CSE 125, will also dazzle high-school students who descend on UCSD campus on April 6 for Triton Day, with their admission letters in hand. CSE 125 will showcase what sets the UCSD program apart from computer science programs at other top-notch universities, and that will include showing a freshly-minted video game about last spring's CSE 125 course. The course is taught by Professor Jeff Voelker, who introduced the course in 2001 and still teaches it every year. Students experience the design and implementation of a large, complex software system in teams of six, seven or even eight students, who usually split their efforts into sub-teams to develop 3D graphics and sound, networking, the server, and other models and animations. Emphasis is placed on the development process in addition to the final product. Over the course of 10 weeks, the groups decide on the features of their project, specify its requirements, create a design and implementation schedule, implement it, and give a public demonstration at the end of the quarter that takes the place of a final exam.

CSE 125 Video Game Course video http://www.youtube.com/watch?v=LYOy2HytFXU

CSE Student builds a Genomic Query Language System

Graduate student Christos Kozanitis (advised by Vineet Bafna and George Varghese) has build a first version of a genomic query language and system that can be used to make genomics truly interactive. This facilitates faster discovery of the genetic basis of diseases like cancers, and enables personalized medicine. A paper describing Christos's system appeared in the January issue of the Communications of the ACM. Check out a cool video that Christos made to explain his system that is on the ACM site at http://vimeo.com/56760702

CSE Professor and NeTS PDs release new solicitation

Keith Marzullo and the Networking Technology and Systems (NeTS) PDs released a new solicitation on Friday, 2/8. The solicitation is NSF 13-538: Future Internet Architectures - Next Phase (FIA-NP) and held a webinar on the solicitation on Monday, 2/11. In November, NSF announced the Future Internet Design (FIND) focus area as part of the NeTS program. Over 40 projects were funded. The next phase was the FIA initiative in 2010, which funded 4 projects to develop novel Internet architectures with security designed in from the start (one of the projects, Named Data Networks - NDN - has UCSD participation). This new solicitation is the third phase of the FIA process, and is seeking to build out and evaluate novel future Internet protocols.

Beth Simon traveled on 02/11-02/12 to the CRA Computing Community Consortium Multidisciplinary Research for Online Education Workshop in Washington DC.

Keith Marzullo will be traveling to Tokyo to address the Informatics Section of the Science Council Japan Symposium on 02/27. He will also be traveling on 02/24-02/29.