

NOV
11
2019

Computer Science in Action

Computer Science in Action is the ultimate enrichment day for Key Stage 5 computer science students. In five lively sessions experts from academia and industry will explore topics that complement the computer science curriculum. These sessions will motivate students to excel and give them ideas about future careers. An additional talk on examination success will equip students with the tools to succeed, and each student will receive a revision guide to take home.

We are delighted to be bringing Computer Science in Action to the Midlands in 2019 so that we can inspire more students than ever before.

- Smart cities
- Distributed Methods for Big Data
- MENACE: the machine educable noughts and crosses engine
- Algorithms + Data Structures == Animation
- Computer Science and AI: Where next



University of Warwick,
Coventry,
CV4 7AL



Venue: £21 +VAT *

Plus one COMPLIMENTARY staff ticket per 10 students.

*VAT may be reclaimable. Please check with your finance department

Education in Action is the leading provider of inspirational, informative, Education in Action study days for A-level, IB, BTEC and GCSE students.

Award-winning, world-class speakers

Cutting-edge content

Thought-provoking demos and presentations

Examination hints, tips and guidance

Modestly priced to offer access to all

Complimentary staff ticket for every 10 students booked

Bookings can be amended up to 28 days before the event day

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Computer Science
in ACTION

Smart cities /

Matthew Leeke - School of Computer Science, University of Birmingham



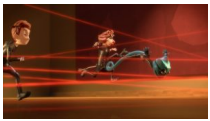
Matt will explore how state-of-the-art machine learning algorithms and the smart devices we use daily can solve some huge societal problems.

Matthew is a Professor and Head of Education in the School of Computer Science at The University of Birmingham. He joined Birmingham as Chair of Dependable Systems in 2022, having spent 18 years at The University of Warwick.



Algorithms + Data Structures == Animation /

Jon Macey - National Centre for Computer Animation



Jon will introduce students to the programming and maths behind animation, exploring the algorithms and data structures that make animation possible.

Jon Macey is a senior lecturer in Computer Animation at the prestigious National Centre for computer animation at Bournemouth University where he teaches programming.



Distributed Methods for Big Data /

Rebecca Tickle - University of Nottingham



Huge volumes of data are generated and collected every day, creating new challenges for data analytics. In this talk, we will look at the distributed data structures and algorithms that make it possible to extract valuable information from big data.

Rebecca Tickle is a PhD student in the School of Computer Science at the University of Nottingham. Her research area is the application of computational intelligence to improve data mining.



Computer Science and AI: Where next /

Dave Cliff - University of Bristol



The rate of progress in computer technology over the last 50 years has been phenomenal, but we are close to hitting unavoidable limits. This forces us to think of new approaches and to draw inspiration from biology.

Dave is a Fellow of the British Computer Society. In 2013 he co-wrote and presented a one-hour documentary TV programme called "The Joy of Logic", broadcast by the BBC. He has worked in financial engineering for 25 years.



MENACE: the machine educable noughts and crosses engine /

Matthew Scroggs - University College London



Join Matt to discover basics of machine learning, using MENACE—the machine educable noughts and crosses engine.

When not working Matthew writes puzzles and articles for Chalkdust Magazine, including the infamous crossnumber, and reads Martin Gardner books.



Education in Action

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