



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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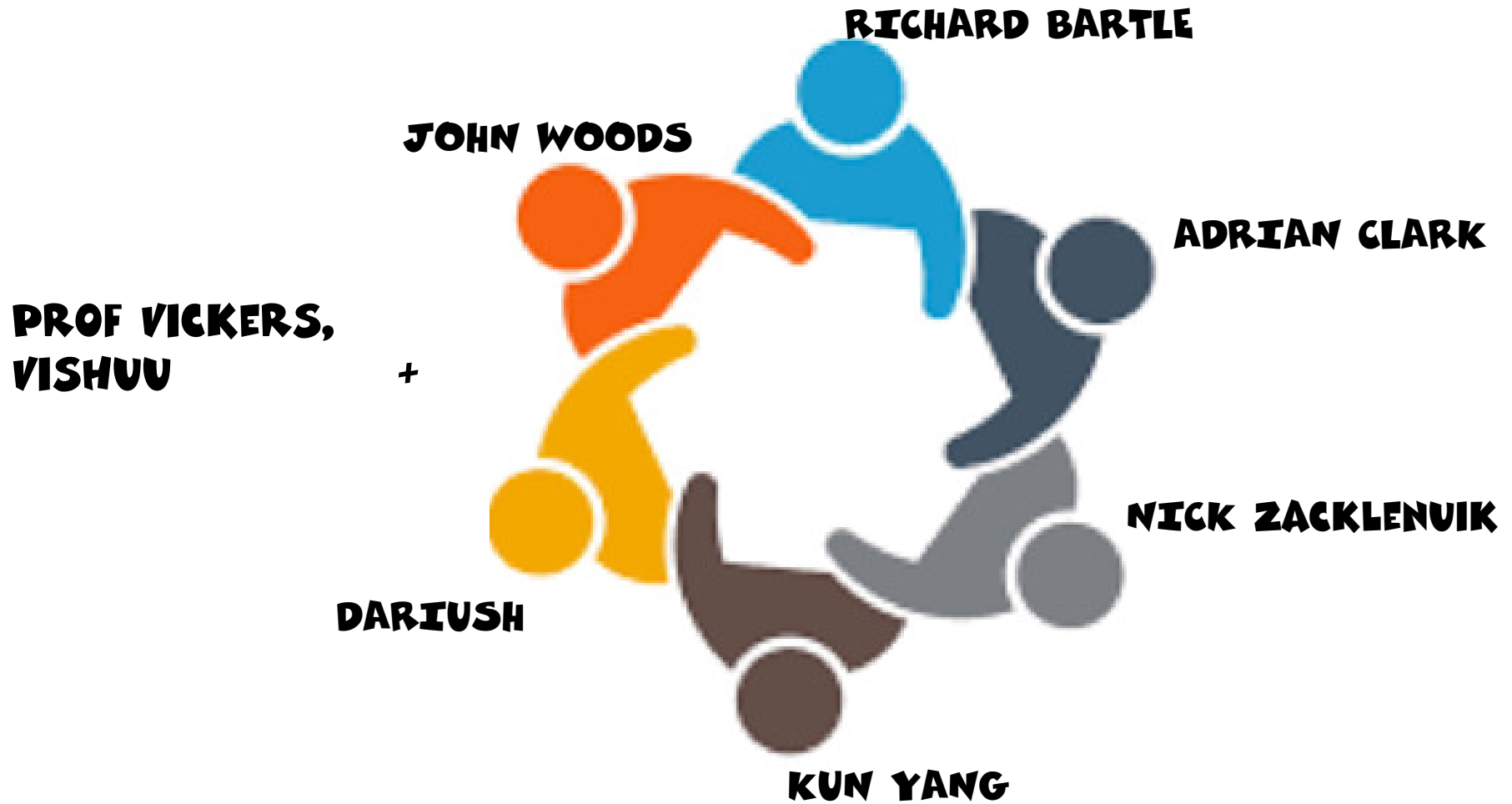
**WHAT IS
ESSEX
CHALLENGE**

**WHY AM I
SITTING IN
THIS ROOM?
*!%#&%^**



A WEEK LATER - FROM 3 TO 7

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



A MONTH LATER (60+ PEOPLE) THE SCHOOL OFFICE



+
4 EXTERNAL SPEAKERS

+
**370 FIRST YEAR CSEE
STUDENTS** (DIVIDED INTO 60
TEAMS)

22 GLAS- BACKBONE

**TALENT DEVELOPMENT
CENTER**

**LEARNING AND
TECHNOLOGY TEAM**

CENTRAL LIBRARY

**COMMUNICATION AND
EXTERNAL RELATIONS**

ESTATES

**TECHNOLOGY ENHANCED
LEARNING TEAM**

LAKE SIDE THEATER

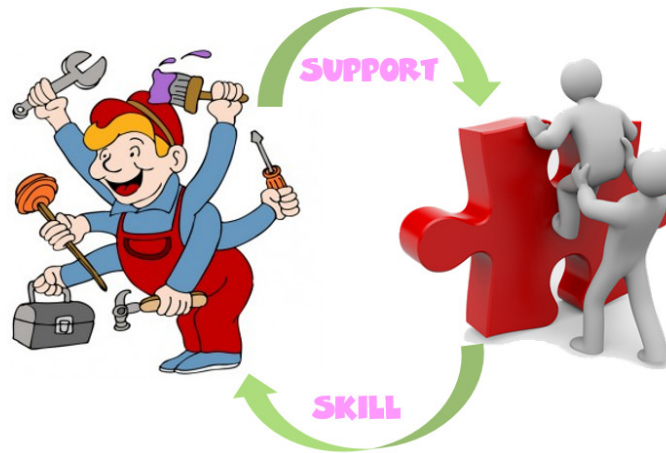
UK DATA ARCHIVES

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



DATA

**WE ARE
JUST
GETTING
STARTED**

MOODLE- PSEUDO REALTIME UPDATES (MEGAN, ANTON)



FASER Listen Again Help

Vishwanathan Mohan

Your progress

- Essex Challenge Introduction Presentation 6 MB
- Programming Quiz
Restricted Available from 9 October 2017, 12:00 PM
This quiz has been designed to assess your understanding. This assessment is for your own benefit and therefore you should attempt to do this without any assistance from a calculator, the internet or with help from peers.
- Maths Quiz
Hidden from students
- Icebreaker Challenges
Hidden from students
- Ice Breaker Challenge Submission
Hidden from students
- Tuesday's agenda 48.1KB
- Core Team Challenge Briefing

4 KEYNOTE EVENTS- 11-13 PM

**PURPOSEFUL INNOVATION- FOR OUR
ULTRA CONNECTED WORLD**

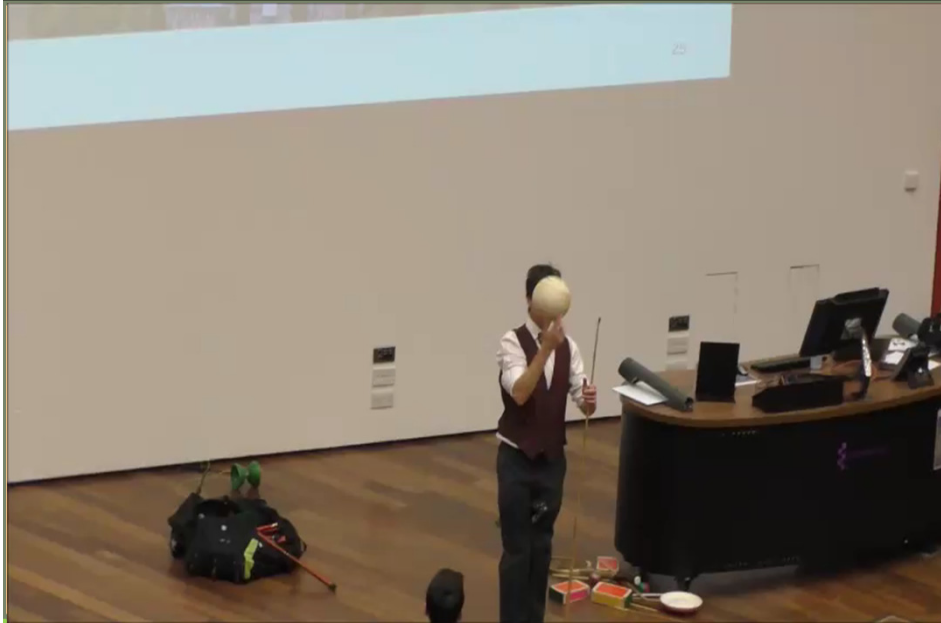
TIM WHITELEY,

MANAGING DIRECTOR, RESEARCH AND INNOVATION,
BRITISH TELECOM

AI FOR THE GREATER GOOD

**PROFESSOR HECTOR GEFFNER
ICREA, BARCELONA**

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PURPOSEFUL INNOVATION- FOR OUR ULTRA CONNECTED WORLD

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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

CONSTRAINT'S

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...**

ONE DAY TIMETABLE

SO WE
TOOK IT ONE
DAY AT A
TIME

Wednesday, October 11 th 2017				
11AM-12	Ivor Crewe Lecture Hall B Keynote lecture 2 AI for the Greater Good Professor Hector Geffner ICREA, Barcelona			
12-1 PM	Ivor Crewe Lecture Hall A The Essex Experience- Talk by Frontrunners Talent Development Center- Introduction			
Teams Work on Team Challenges				
1PM-2.30 PM	A1-A12 Lab 01 Chatterbot Kun/John/GLA	A13-A15 Lab 02 A16-A18 Lab 06 Chatterbot Kun/John/GLA	A19-A30 Games Challenge Richard/David/ GLA Teaching Centre TC2.8 + TC2.7 (64) AV (PRS)	A31-A36 Plane Hacker Lab 08 Adrian Clark/ Prafulla Deo/GLA
2.30 PM-4 PM	A39-A49 Lab 01 MarcoPoloBot Vishuu/Nick	A50-A52 Lab 02 MarcoPoloBot Vishuu/Nick		A37-A38, A53-A56 Plane Hacker Lab 08 Adrian Clark/ Prafulla Deo/GLA
4PM-5.30 PM	A1-A12 Lab 01 Chatterbot GLA	A13-A15 Lab 02 A16-A18 Lab 06 Chatterbot GLA		A31-A36 Plane Hacker Lab 08 Adrian Clark/ Prafulla Deo/GLA
5.30 PM-7 PM	A39-A49 Lab 01 MarcoPoloBot Vishuu/Nick	A50-A52 Lab 02 MarcoPoloBot		A37-A38, A53-A56 Plane Hacker Lab 08 Adrian Clark/ Prafulla Deo/GLA
7PM-	Students can continue to work in the Labs, or other computing facilities 2 seconds/Day Video competition runs round the clock			

ONGOING WORK & REFLECTIONS

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**

BEYOND PARTICIPTION, AND PARTIALLY BEYOND WORKING FOR MARKS

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 DAY 1

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!!**

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