



The Brendan Iribe Center for Computer Science and Engineering

EVENT GUIDE BOOK



Welcome to Computer Science Day!

The Department of Computer Science at the University of Maryland is proud to celebrate its 50th Anniversary, marking five decades of excellence in computer science education, research and innovation. As a pioneer in the field, the department has played a pivotal role in shaping the future of computing and technology.

Computer Science Day will celebrate the department's rich history and its significant contributions to the world of computer science. This day will feature a series of engaging activities, including keynote speeches by renowned experts, interactive demonstrations showcasing cutting-edge research and projects, and opportunities for alumni, faculty and students to reconnect and network.

A hub for technology, collaboration and discovery at the heart of a new innovation district, the **Brendan Iribe Center for Computer Science and Engineering** embodies the University of Maryland's excellence and provides space for students, faculty and staff to **BE THE FUTURE.**



UNIVERSITY OF MARYLAND
COMPUTER SCIENCE
LEADING **FEARLESSLY FORWARD** FOR **50** YEARS





Fun Fact from the Iribe Design Team:

One of the key objectives of the Iribe Center is to become a nexus of inspiration as a hub for innovation and discovery. At the heart of achieving this goal are two drivers that the design team took to heart - 1) design a range of flexible spaces for collaboration, learning and gathering that can adapt to suit needs over time, and 2) ensure the environments support physical and mental wellness to allow students and staff to bring forth their healthiest selves and their best ideas. Key design moments will be marked with a . Check them out to learn more behind each design story.



Thank you for joining us in celebration of the 50th Anniversary of the University of Maryland's Department of Computer Science. Refer to the program for important events throughout the day. Event spaces will be hosted within key spaces highlighted on the building map.

KEY EVENT SPACES

- | | |
|--|---|
| 1. Lobby * <i>Ground Floor</i> | 5. Margulis-Antonov Family Garden * <i>Level 1</i> |
| 2. Antonov Auditorium * <i>Ground Floor</i> | 6. Room 4105 <i>Level 4</i> |
| 3. The Mokhtarzada Hatchery <i>Level 2</i> | 7. Reisse Gallery * <i>Rooftop</i> |
| 4. Sandbox * <i>Level 1</i> | 8. Rooftop Terrace * <i>Rooftop</i> |

* These spaces will be highlighted during exclusive building tours that will occur throughout the day. Make sure you sign up to hear the design stories behind 'The Making of Iribe'. Spots are limited!



Program of Events

Keynote Panel Sessions

See schedule for location and timing

Artificial Intelligence

Dr. Tom Goldstein

Bringing Equity and Inclusion into Computer Science (more)

Kate Atchison

Future of AI in Art

Dr. Roger D. Eastman

Generative AI Like ChatGPT is Everywhere: Is it Ready? Are We?

Dr. Jordan Lee Boyd-Graber

HDR: Designing the Iribe Center

Panel Discussion - HDR and UMD

Feat. Brendan Iribe, Opening Keynote Speaker

Quantum

Dr. Andrew Childs

Robotics and Vision

Dr. Ming Lin

Supporting Health Through Computing

Dr. Mihai Pop





Panel Sessions

See schedule for location and timing

AI and Art

Prof. Roger Eastman

Computer Trivia Game

Prof. Suman Banerjee

CS Career & Experiential Learning Showcase

Caitlin Rudy and Rebecca Ryan

CS Student Organization Showcase

Veronica Sanchez

History of the Internet at UMD

Glenn Ricart

DARPA

Dr. Bill Regli

Entrepreneurship

Dr. Ashok Thareja

History of Computer Science at UMD

Dr. Marv Zelkowitz and Dr. Ashok Agrawala

Labs & Demos

See schedule for location and timing

Amazon Astro Robot

Dr. Dinesh Manocha
Amphitheater, Ground Floor

Immersive Media Design

Truc Vo: *Virtual Blooming*
Rae Wu: *YOUR ATTENTION PLEASE*
Brayan Pinto and
Isabelle Klimanov: *Rain Step*
IMD Lab, Ground Floor (0110)

Manipulator Arm

Dr. Pratap Tokekar
Manipulator Lab, Ground Floor (0116)

Mokhtarzada Hatchery

Maria Johnson

Multi-Drone

Dr. Pratap Tokekar
Drone Lab, Ground Floor (0108)

Spot Robots

Dr. Dinesh Manocha
Cantilever





1 LOBBY



3 ATRIUM

- 1 LOBBY**
- 2 CAFE**
- 3 ATRIUM**
- 4 HIGH BAY LABS**
- 5 ANTONOV AUDITORIUM**

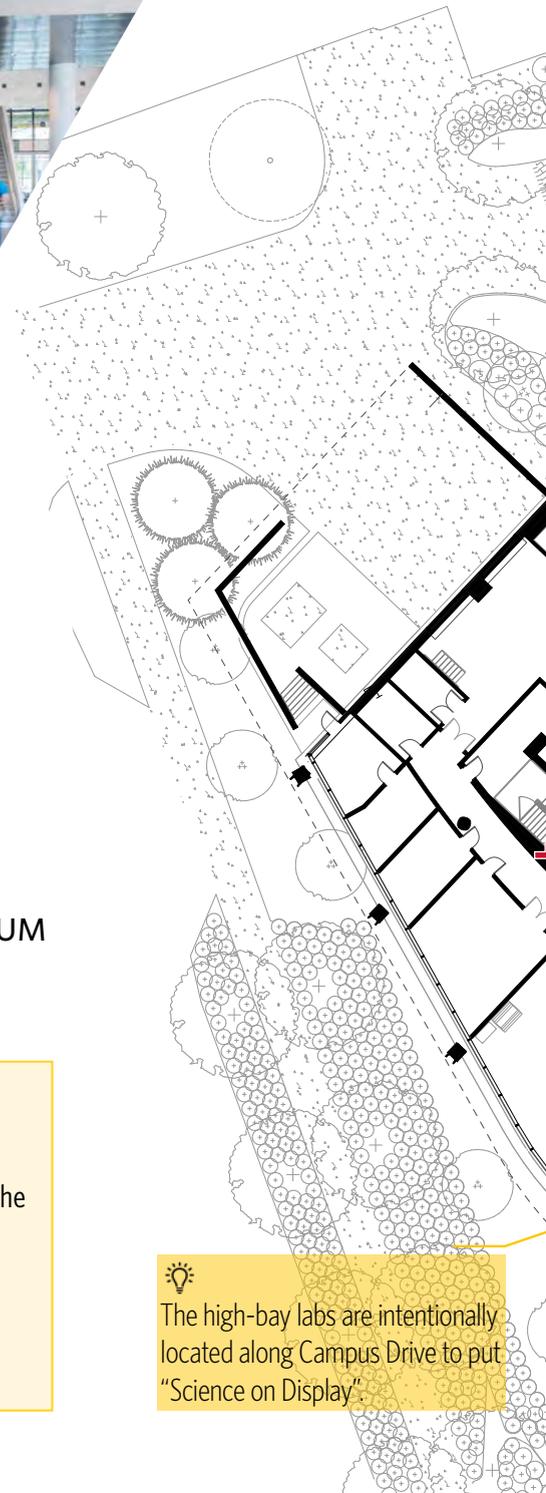


Fun Fact from the Iribe Design Team:

When designing a building, architects need to consider the possibilities of extreme weather events. With the site's location next to Paint Branch Creek, the team needed to consider the event of the "100-year flood", meaning a flood event that has a 1% chance of occurring in a year. The exterior glass line of the building marks the 100-year flood line and is an invisible threshold that the building needed to maintain to ensure safety and future resilience.



The high-bay labs are intentionally located along Campus Drive to put "Science on Display".

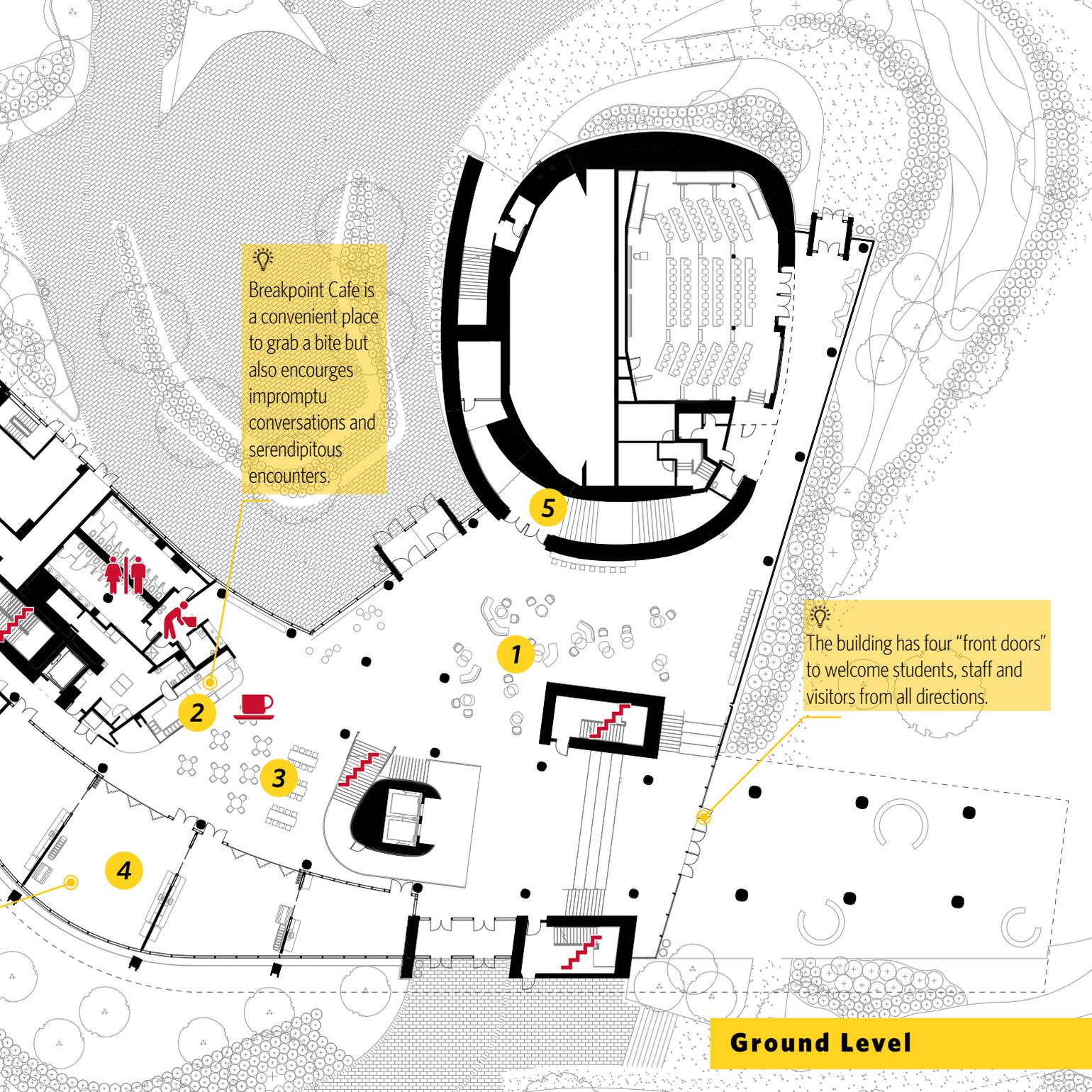




Breakpoint Cafe is a convenient place to grab a bite but also encourages impromptu conversations and serendipitous encounters.



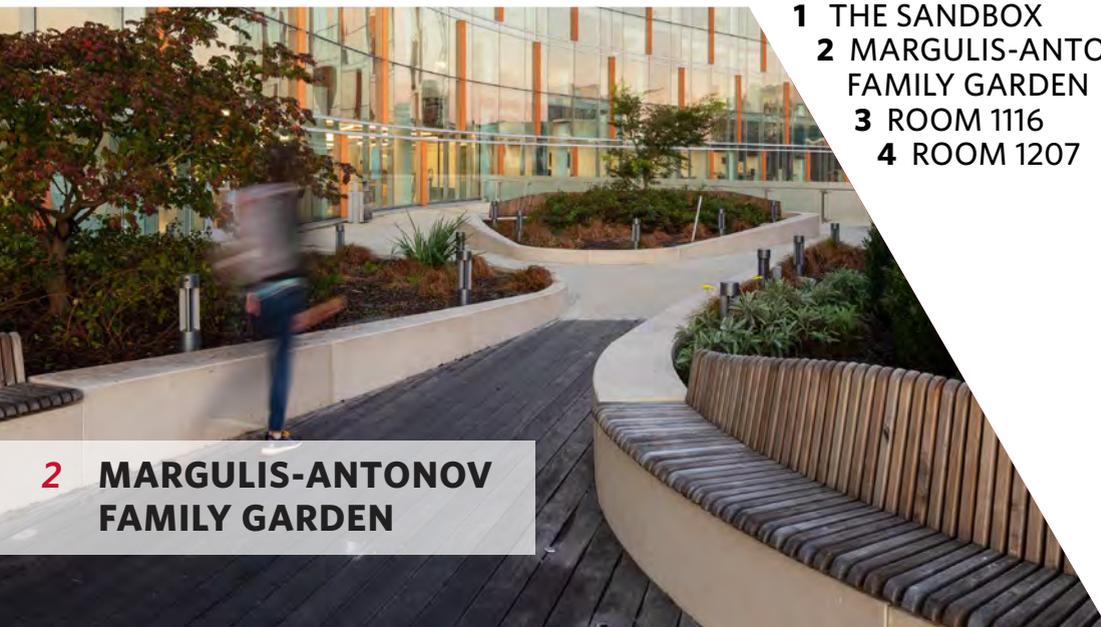
The building has four "front doors" to welcome students, staff and visitors from all directions.



Ground Level

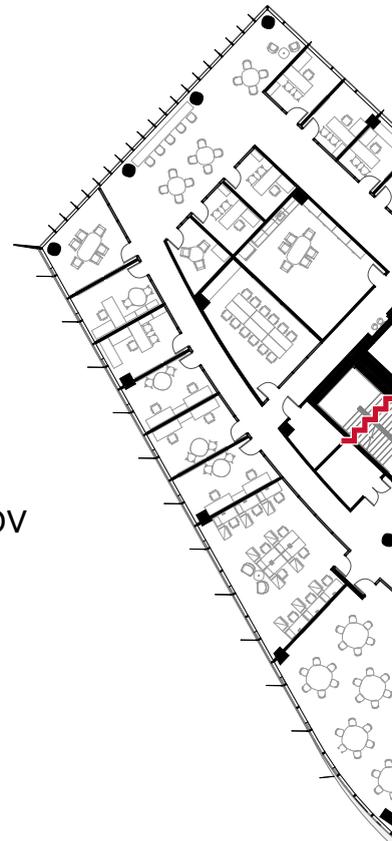


1 THE SANDBOX



**2 MARGULIS-ANTONOV
FAMILY GARDEN**

- 1 THE SANDBOX**
- 2 MARGULIS-ANTONOV
FAMILY GARDEN**
- 3 ROOM 1116**
- 4 ROOM 1207**

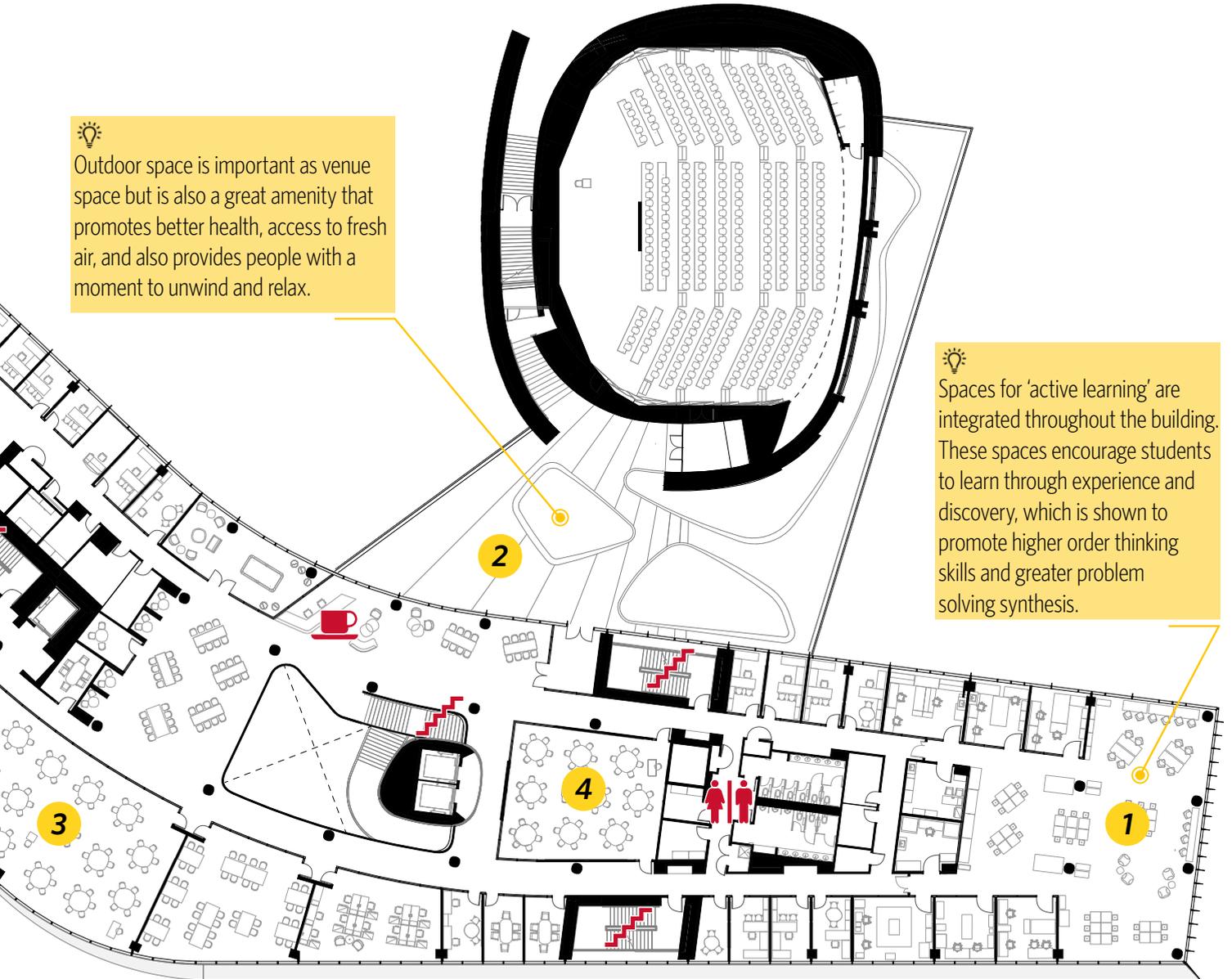




Outdoor space is important as venue space but is also a great amenity that promotes better health, access to fresh air, and also provides people with a moment to unwind and relax.



Spaces for 'active learning' are integrated throughout the building. These spaces encourage students to learn through experience and discovery, which is shown to promote higher order thinking skills and greater problem solving synthesis.



Level 1



- 1 THE MOKHTARZADA HATCHERY
- 2 ROOM 2207
- 3 ROOM 2107

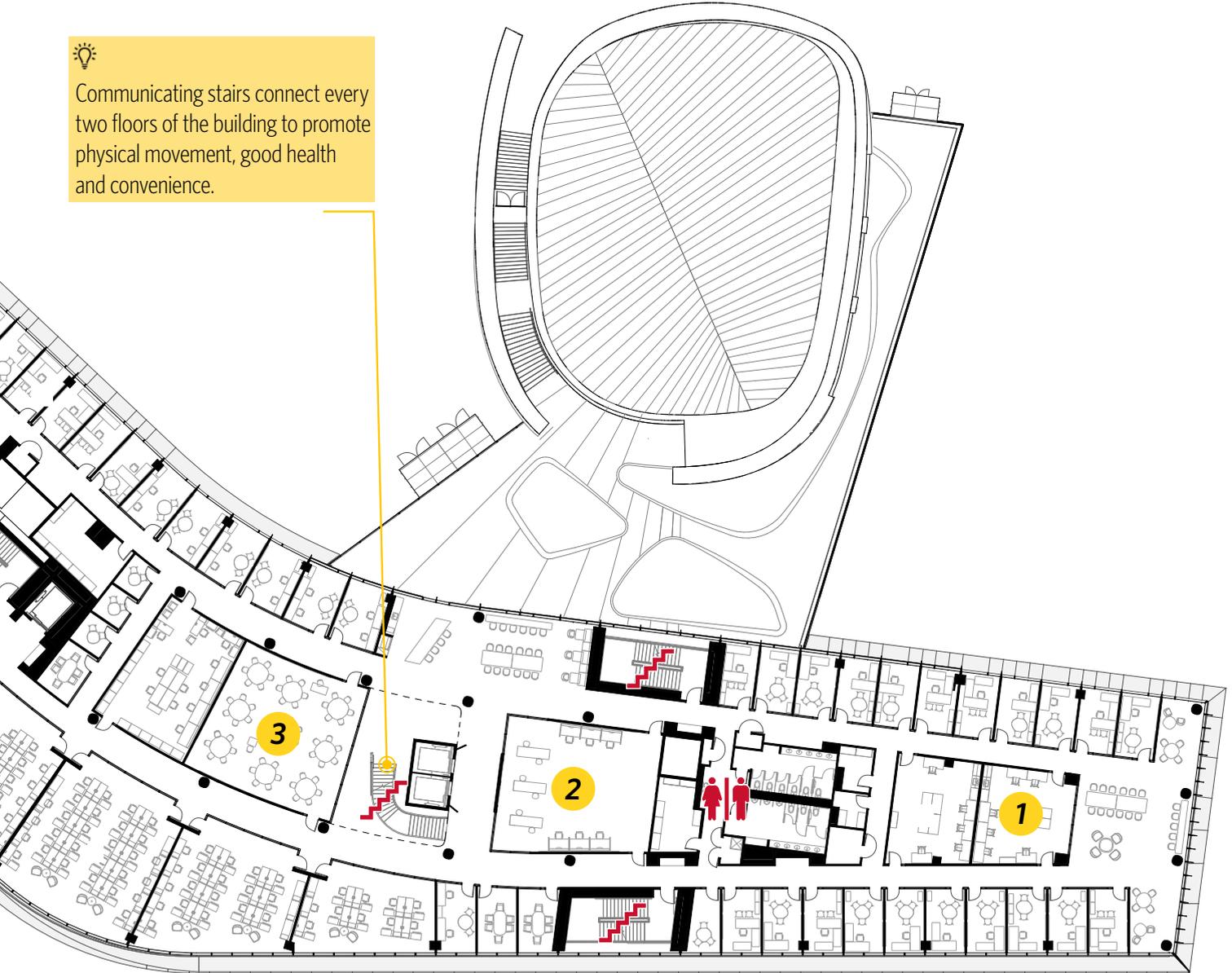


Program Highlight:
THE MOKHTARZADA HATCHERY

The Mokhtarzada Hatchery provides seed funding, working space, mentoring and networking opportunities to student enTERpreneurs who want to turn their startups into viable, sustainable ventures.



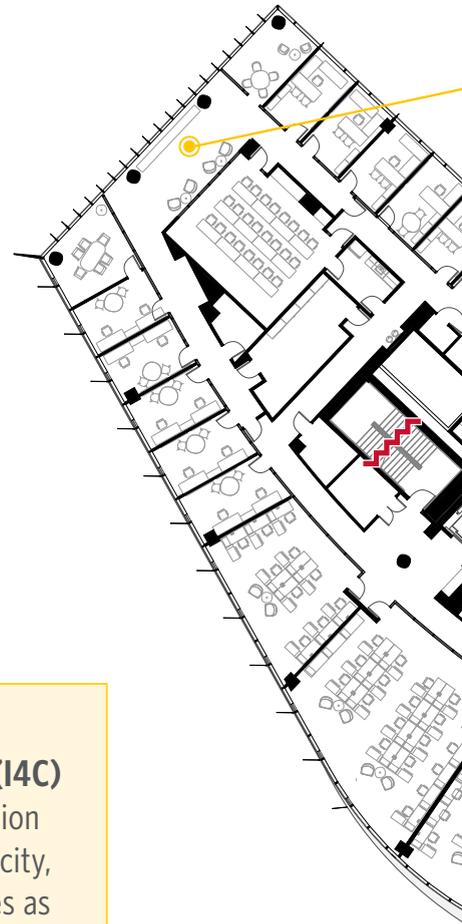
Communicating stairs connect every two floors of the building to promote physical movement, good health and convenience.



Level 2



1 ROOM 4105



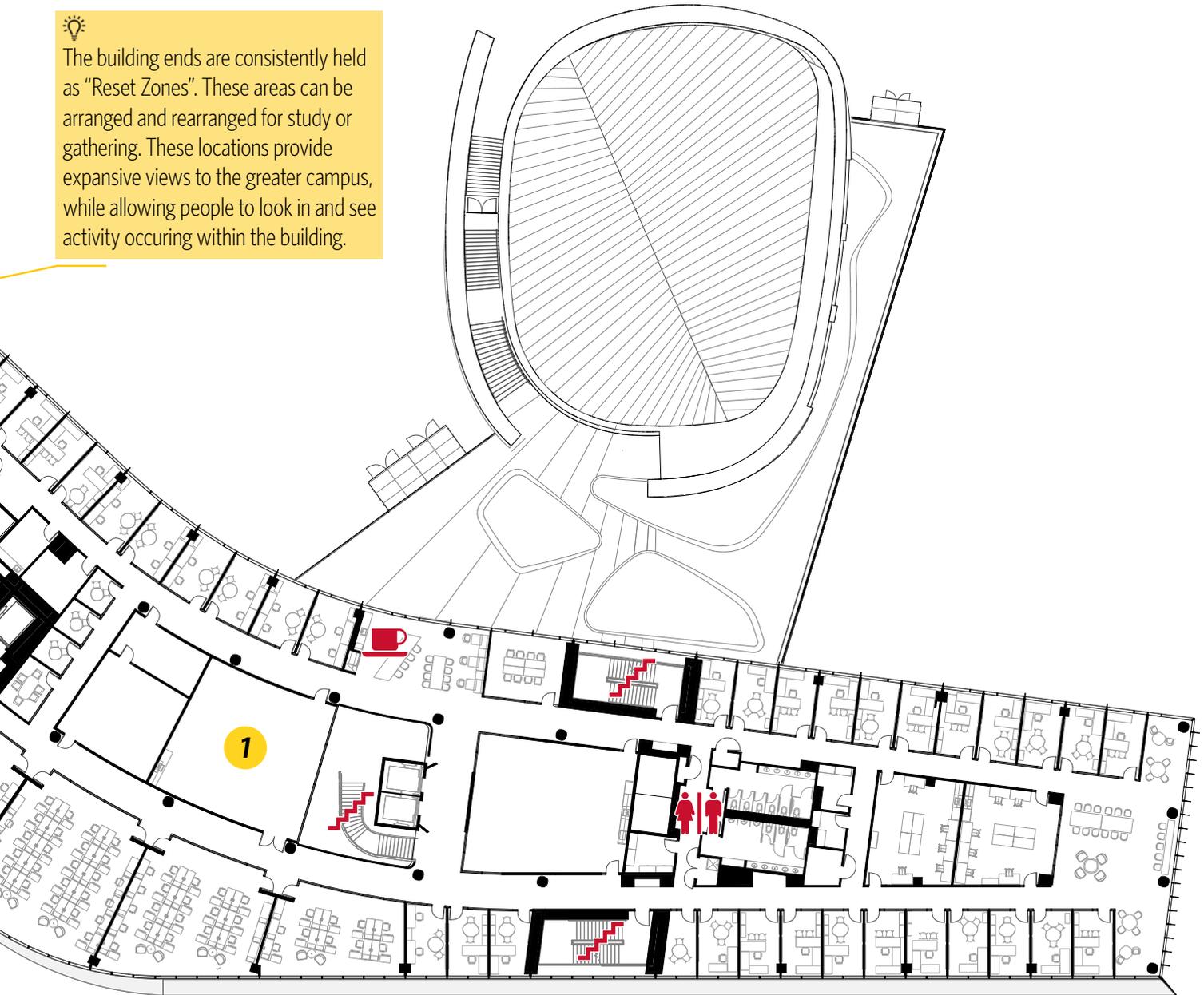
Program Highlight:

IRIBE INITIATIVE FOR INCLUSION AND DIVERSITY IN COMPUTING (I4C)

The I4C is committed to making computing a field that includes participation of individuals across the intersections of gender identification, race, ethnicity, socio-economic status, sexual orientation, and disability status. I4C serves as the lead organization for several tech-focused initiatives on campus, including Break Through Tech, K-12 outreach and current student programming.



The building ends are consistently held as “Reset Zones”. These areas can be arranged and rearranged for study or gathering. These locations provide expansive views to the greater campus, while allowing people to look in and see activity occurring within the building.

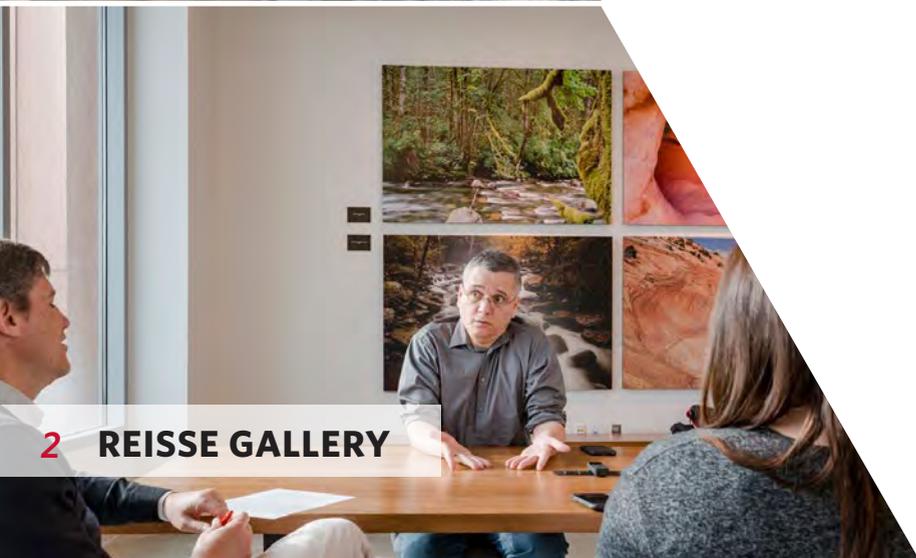
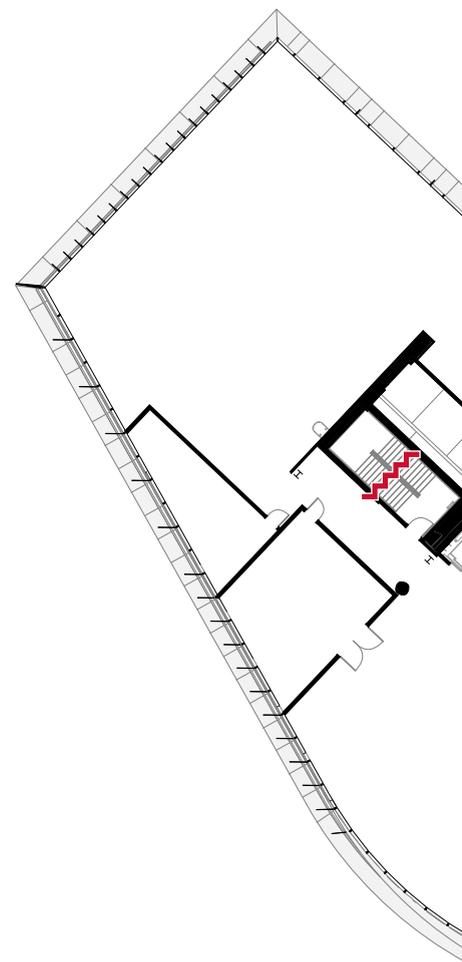


Level 4



1 REISSE PARK

- 1 REISSE PARK / ROOFTOP TERRACE**
- 2 ANDRE REISSE GALLERY**

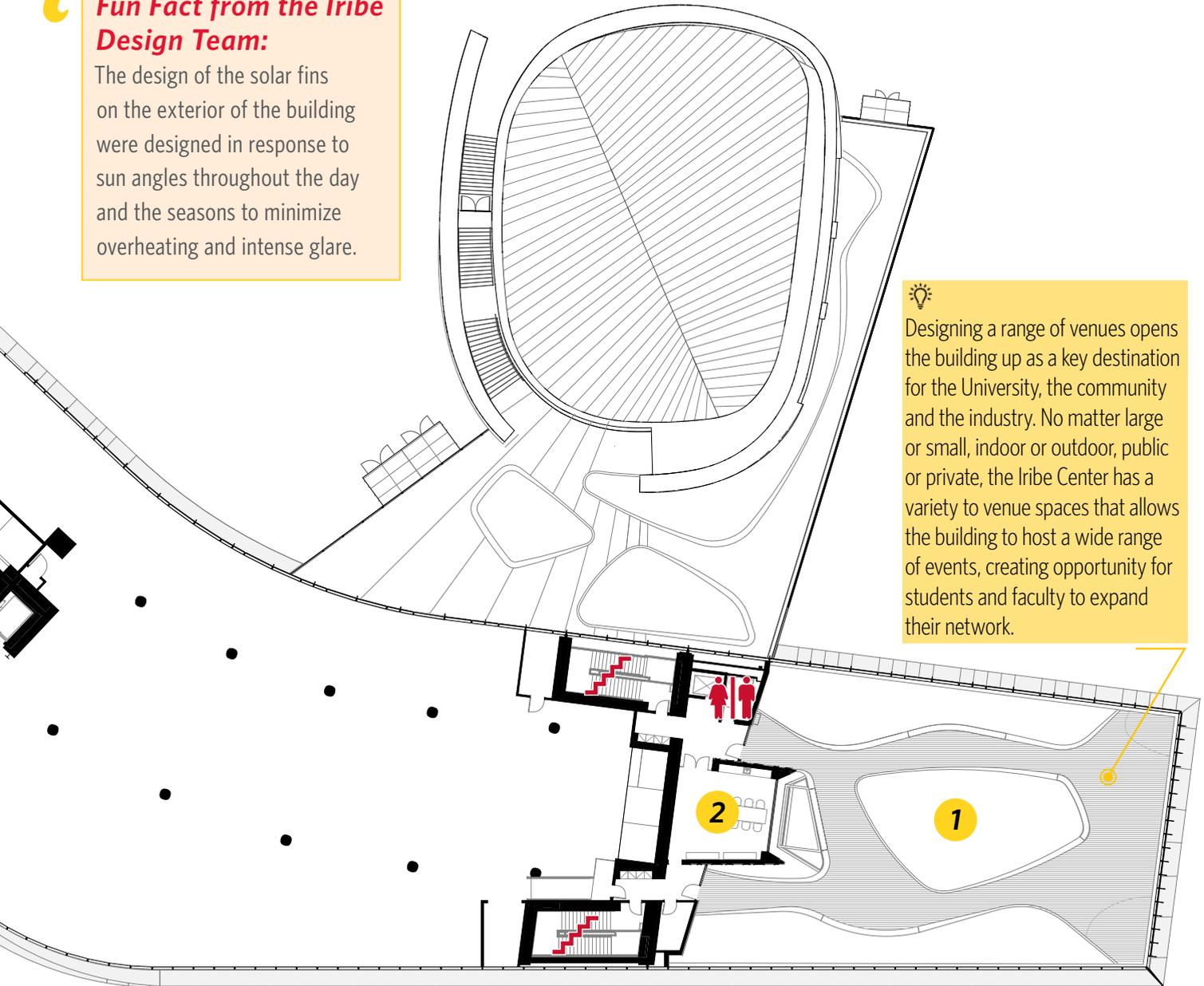


2 REISSE GALLERY

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Fun Fact from the Iribe Design Team:

The design of the solar fins on the exterior of the building were designed in response to sun angles throughout the day and the seasons to minimize overheating and intense glare.



Designing a range of venues opens the building up as a key destination for the University, the community and the industry. No matter large or small, indoor or outdoor, public or private, the Iribe Center has a variety of venue spaces that allows the building to host a wide range of events, creating opportunity for students and faculty to expand their network.

Rooftop Level



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We practice increased use of sustainable materials and reduction of material use.

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