FEB.07 Eva Galperin. Electronic Frontier Foundation EVERY DAY'S AN ATTACKING THE ANONYMITY OF THE INTERNET BY ANONYMOUS AND ITS IMPACT ON ACTIVISTS, PRESS, AND MEMBERS OF THE OPPOSITION IN SYRIA. This talk will trace the evolution of Syrian surveillance from Deep Packet Inspection using US made Blue Coat devices to campaigns of phishing and covertly installed malware, describe the current state of Internet surveillance in Syria, and speculate about possible future developments.

FEB.14 David Greenspan. Meteor THE NEXT SOFTWARE GENERATION We are on the verge of a new explosion of software. We have all the technology we need to make software fast, reliable, beautiful, and exquisitely suited to the task at hand, yet every day we see clunky and idiosyncratic interfaces that were developed at great expense. This is an unstable state of affairs maintained by cultural, economic, and institutional forces. I explain three big realizations happening in the software ecosystem that will change everything, one that is already underway and two that are just around the corner.

FEB.21 Benjamin Morrison, mFoundry WHAT COLLEGE FORGOT: JOB HUNTING FOR C.S. STUDENTS You've graduated, now what do you do? Graduating with your degree is just the first step on the road to the working world. Luckily this talk will provide you with knowledge and tools on how to look for a job and what to expect from an interview. I'll share my experiences as an interviewee and what I look for when I'm interviewing potential candidates. The goal will not be to tell you how to dazzle and wow potential employers but how to prepare yourself and how the skills and knowledge you have to dazzle for you.

MAR.07 Hilario Orman. Purplepeak TOWARDS A SEMANTICS OF PHISH Phishing constitutes more than half of all reported security incidents on the Internet. The attacks cause users to erroneously trust websites and enter sensitive data because the email notifications and the website look familiar. Our hypothesis is that familiarity can be defined formally using history data from the user's computer, and effective presentation of the data can help users distinguish phishing messages from trustworthy messages.

MAR.14 Merith Weinman & Lomesh Shah I HAVE AN IDEA TO START THE PERFECT BUSINESS Most engineers focus on learning the syntax and design patterns of the technologies they use to create new software. Programming languages, database designs, and interfaces typically consume the average engineer. To be a great engineer you need to move beyond technology syntax. A great engineer spends significant time learning the problem and understanding behaviors of the typical user. Learning the problem and transforming that knowledge into actionable media (e.g. use cases, activity diagram) is the key to solving any programming problem of any size.

MAR.28 Merith Weinman & Lomesh Shah I HAVE AN IDEA TO START THE PERFECT BUSINESS Most engineers focus on learning the syntax and design patterns of the technologies they use to create new software. Programming languages, database designs, and interfaces typically consume the average engineer. To be a great engineer you need to move beyond technology syntax. A great engineer spends significant time learning the problem and understanding behaviors of the typical user. Learning the problem and transforming that knowledge into actionable media (e.g. use cases, activity diagram) is the key to solving any programming problem of any size.

APR.04 Todd Ziesing. Terrace UNDERSTANDING THE PROBLEM BEFORE DEVELOPING THE SOFTWARE A great software developer relies on a deep understanding of the problem in order to translate it into software that can solve the problem. But if you don't have a real-world problem to solve, how do you transform the problem into a simple and efficient user experience? Many engineers focus on learning the syntax and design patterns of the technologies they use to create new software. Programming languages, database designs, and interfaces typically consume the average engineer. To be a great engineer you need to move beyond technology syntax. A great engineer spends significant time learning the problem and understanding behaviors of the typical user. Learning the problem and transforming that knowledge into actionable media (e.g. use cases, activity diagrams, state maps, user interface mockups, etc.) and discussing some of the pitfalls you may encounter along the way. Join us and learn a few very important techniques to gather requirements and transform them into a rich and engaging design.

APR.25 STUDENT PRESENTATIONS / SHORT PRESENTATIONS OF RESEARCH CARRIED OUT BY SONOMA STATE COMPUTER SCIENCE STUDENTS

MAY.02 END OF SEMESTER CELEBRATION / AWARDS PRESENTED TO SONOMA STATE COMPUTER SCIENCE MAJORS

PIZZA DURING TALK IN DARWIN 28:00 HOURS 12 MAY 2016

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