Flu shots to be available

Beginning this week, vaccines for the seasonal flu will be available for the entire Georgia Tech community on 15 separate dates.

Depending on the available supply, shots will be limited and available on a first-come, first-served basis. Cost is $25 per shot.

■ Piedmont Room, Student Center. Sept. 23, Oct. 2 and Oct. 22, from 9 a.m. to 2 p.m. Sept. 24 to Oct. 1 and Oct. 15, from 9 a.m. to 3 p.m.

■ Crescent Room, Student Center. Oct. 13, 14, 19 and 28, from 9 a.m. to 3 p.m.

■ Centergy Building, Tech Square. Oct. 9, from 9 a.m. to 3 p.m.

■ Benefits Fair, Student Center. Oct. 21, from 10 a.m. to 2 p.m.

www.health.gatech.edu

To protect and record

Library offers archiving opportunity, resources for faculty

ROBERT NESMITH

COMMUNICATIONS & MARKETING

With more than 25,000 items in inventory, the SMARTech (Scholarly Materials and Research at Georgia Tech) digital institutional repository is the seventh largest institutional repository in the United States and 37th in the world.

The repository celebrates its fifth anniversary this year. The Library and Information Center is conducting a campaign on two fronts, according to Julie Speer, head of Scholarly Communication and Digital Services. Her department is working to collect and archive scholarly materials and research produced by Tech faculty and graduate students. The goal is to make this research available to researchers and others who may wish to conduct research in the future.

“Our concern is that much of these items are sitting on personal computers,” Speer said. “The Library offers more services than just archiving. Prior to publication on SMARTech, the Library provides its own copyright research. We also archive CVs [curriculum vitae] and we’ll research copyrights to ensure publishers will allow articles to be published,” said Tyler Walters, associate director for Technology and Resource Services.

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“Not all objects are able to be archived—from annual reports and conference papers to research papers and white papers—" are accepted by the repository.

“We choose to archive faculty members who adhere to open research,” Speer said. “Not all objects are able to be archived—from annual reports and conference papers to research papers and white papers—" are accepted by the repository.

“We can be a resource for all papers and research of a faculty member,” Speer said. “Because of its ease of use, the repository can better enable them to work with other faculty in the same discipline or in a collaborative capacity.” SMARTech contains fixed URLs, providing a permanent link to sources.

According to Speer and Walters, the Library provides support to researchers and their disciplines who adhere to open
**Research**

**Video game testing helping to spark computing interest in African-American youths**

**David Terraso**

**Communications & Marketing**

Betsy DiSalvo, doctoral candidate in the College of Computing, has a hunch that she can use teenagers’ interest in video games to spur an interest in computer science.

Since African-American males are under-represented not only in the computer industry but also graduate schools, she and her colleagues have started a game testing group known as Glitch that introduces teens-aged African-American boys to the gaming industry as game testers for companies such as Electronic Arts, GameTap and Cartoon Network.

They’re finding that more than half of the game testers are now interested in furthering their education in computer science. DiSalvo presented her findings last week at the Digital Games Research Association conference in London.

“Research tells us that African-American males graduate from college at a lower rate than African-American females. We also know that these same youth play video games at a higher rate than white males, so we wondered if we could use their interest in video games that they already have to increase their interest in computer science,” DiSalvo said.

Along with researchers from Tech and Morehouse College, DiSalvo introduced a group of 12 students ages 16 to 17 to game testing, giving them experience in working in the gaming industry for about 20 hours per week. In addition, the students learned programming skills using Alice, a drag and drop programming language. They also learned how to use Jython to manipulate images in a media computation workshop.

“Most of our individual’s job practices were very different from those of white youth,” said DiSalvo. “They began playing games at a younger age, they tend to play more often with parents or other family members, they prefer to play competitively with others rather than online, they consider games as an extension of competitive sports and they tend not use cheats, hacks or gaming guides.”

DiSalvo saw jibes with current research that shows that many young African-American males don’t look at games as computation, or something that can be manipulated.

Yet many people who go on to have careers in computing say that modifying existing games, or creating hacks or cheats, was how they initially got into the field.

After learning how to game-test from Electronic Arts, the students got first-hand experience with computer bugs and helping create games by spending six weeks testing a preproduction site for GameTap. In all they logged close to 1,000 bugs and conducted tests for the sites more than 1,000 games.

They also spent two weeks testing Cartoon Network’s Fusion Fall and Good Egg’s Elf Island. In addition they spent a week testing Polyghost, an iPhone application for Last Legion Games.

“It is a childhood dream job, playing games all day, but you learn it is a lot more than that,” said one of the game testers known as Spock to protect his privacy. “But also being able to be creative by engaging in programming and problem solving motivated a number of students. They just realized they could work in technology because they were doing game testing work as high school students.”

Throughout the year, DiSalvo will continue working with the same group of testers for eight hours per week. They’ll be getting real-world job experiences as well as real-world payment from the gaming companies.

“All of them were very proud of what they contributed to GameTap and other games,” said DiSalvo. “They felt like it was real work that had a real impact on the video games that were produced.”

DiSalvo’s advisor is Associate Professor Amy Bruckman. The research is funded by the National Science Foundation’s Broadening Participation in Computing program.

For more information

www.cc.gatech.edu

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**Conflict of Interest**

COI, continued from page 1

The Institute’s sponsored research projects either do not contain a conflict or that conflicts are appropriately managed. McKinnley stresses that while actual or perceived conflicts may not be a problem, unreported conflicts pose greater concerns. “A conflict is not always a bad thing, as long as it’s managed,” McKinnley said. “It’s better to identify it, manage it, or eliminate it.”

Potential conflicts that are disclosed undergo review by the department chair or dean in conjunction with the Institute’s Conflict of Interest Committee to determine whether a conflict exists.

When a conflict is identified, the committee works to determine how best to manage, reduce or eliminate it. A management plan is then written and approved upon by all parties.

Users may access the new Web-based system with their TechWorks ID and can prepare either a new annual disclosure or one for a sponsored research project. Four onscreen tabs—Incomplete, Re-Opened, Submitted and Reviewed—allow users to create, add to and keep track of their disclosures on various projects.

“We’ve gone through and streamlined the process,” said OSP Training Manager Garrett Steed. “Training will be offered for any department that requests it. We have also developed an online training module.”

The Georgia Tech Conflict of Interest policy, enumerated in the faculty handbook under General Institute Policies Section 38, is in accord with policies from the National Science Foundation, the U.S. Department of Health and Human Services, and the University System of Georgia.

For more information

www.compliance.gatech.edu

www.coi.research.gatech.edu

www.compliance.gatech.edu/conflicts-of-interest-gt/
access policies. Walters says that advocating open-access practices can be a challenge in a research university. “Some disciplines are more open to sharing, while some prefer to be more restrictive.” Sper says the repository has content from all the colleges. “We would love to have more faculty participation at the individual level. We want to help faculty with creating and storing information.”

For fiscal years 2008 and 2009, the repository logged 46 million views and downloads. The repository is indexed by Google and Google Scholar. Faculty are encouraged to submit their materials through SMARTech. Sper says there is no backlog, as her team works to upload items as quickly as possible. SMARTech is just one of the services offered, as detailed on the EPAGE@Tech (Electronic Publishing at Georgia Tech) Web site. Library staff also will produce video and audio recordings of lectures and symposia, provide electronic journal support and help understand the National Institutes of Health Public Access Policy. Walters says the Library does not record classrooms, but will handle scholarly lectures and symposia, with more than 200 lectures recorded. Each of these in turn is loaded into SMARTech. “For researchers holding conferences or editing journals, we offer software and Web site services,” Sper said. “We can help faculty transition from a print journal to an electronic journal. We have supported more than five or six conferences a year, and we help produce three journals on campus. We support the undergraduate journal The Tower, and help support and produce faculty members’ open access journals.”

Techno is the metaArchiveCooperative, which is funded by grants from the Library of Congress and National Archives. “We network with roughly 14 different universites, each with a ‘network node,’” said Walters, a co-principal investigator on the grants. “Everything preserved from each university’s repository is stored on each node. When one is updated, all are updated.” The Cooperatives started in the Southeast. Walters said. It includes Tech, Emory University, Rice University, Boston College and PUC of Rio de Janeiro. “The servers are growing every week,” he said. Other resources include aiding authors in retaining their copyrights. These services are presented in more detail on the EPAGE@Tech Web site.

For more information
www.smartech.gatech.edu
www.epage.gatech.edu
Challenge Course opens to campus community

The Campus Recreation Center opened a challenge and ropes course to teach leadership skills and teamwork. The new structure stands more than 40 feet tall and can accommodate several groups at one time.

The Leadership Challenge Course is open to all members of the Georgia Tech community as well as organizations and businesses that may be interested in leadership development and team building.

“It is all about learning and collaboration,” said Mathew Marcus, Challenge Course Manager at the Campus Recreation Center. “As teams go through the course, they are learning to solve both mental puzzles and physical challenges.” The new ropes course celebrated its opening with President Bud Peterson riding down the zip line beside Institute mascot Buzz.

Technology is a key component of the Institute, and it is no different for this ropes course. Teams will be able to use computers and cameras throughout the structure and communicate with other team members who may not be present via the Web. The entire structure has Wi-Fi throughout it.

One example of how technology can be used is for a team offsite to load a video onto YouTube describing how to do something on the course or how to complete a challenge.

Marcus says that if the team members who are offsite do not make the instructions specific or clear enough, then they will get some quick feedback from their fellow team members who will struggle to complete the task. “This is a wonderful learning tool, and we are glad that we’re able to share it with the extended community as well as the campus,” said Marcus.

For more information

www.crc.gatech.edu/icc

In memoriam

Remembering the contributions of Adrian Arakaki and ‘Ski’ Hilenski

Adrian Arakaki, who joined the School of Biology in 2006 as a member of Professor Jeffrey Skolnick’s research group, died Sept. 9. He was 42. An important researcher in the Center for the Study of Systems Biology, Arakaki was deeply involved in the prediction of protein structure and function from sequence. He developed the highly accurate EFFICAZ enzyme function inference method and formulated techniques for the inference of protein function from protein structure and the prediction of protein-protein interactions. He also made highly significant contributions to the understanding of the origin and completeness of protein structure space and the origin of the interrelationships of protein structures. He developed the CoMet approach to cancer metabolisms that holds considerable promise for the computational prediction of metabolites with therapeutic properties.

“Arakaki was an exceptionally talented scientist who also cared very deeply for people and touched the lives of all who knew him,” Skolnick said.

“He was a fearless researcher with a keen mind who was known for asking incisive and penetrating questions. Not only did he do world-class research, but he stimulated his colleagues to do outstanding work as well,” Skolnick said.

In addition to his research efforts, Arakaki played a key role in the creation of the Center for the Study of Systems Biology. He had collaborators all over the world and was embarking on a new cancer metabolomics initiative at the time of his death.

A memorial service was held at St. Andrews United Methodist Church on Sept. 12. He is survived by his wife, Susana, and three young sons, Matias, Nicolas and Tomás. In lieu of flowers and to assist the family, donations can be made through sites.google.com/site/adriansfamilyorg, which leads to a PayPal account. For more information, contact arakaki.familybenefit@outlook.com.

Ferdinand A. “Ski” Hilenski II, director of Development for the Ivan Allen College of Liberal Arts, died Wednesday, July 29, from sudden complications due to a lengthy struggle with cancer. He was 62.

Hilenski was director of Development and Public Relations for the College of Architecture from 1993 to 1999. In 2000, he became the founding development officer for the College.

Hilenski shaped the fledgling College’s development profile, mining unconventional sources of funding. In the last decade, he raised more than $35 million and secured the College’s endowment in perpetuity. At the time of his death, he led academic units in the current funding campaign with commitments totaling 85 percent of the goal for the College.

Born Jan. 1, 1947, in Key West, Fla., Hilenski travelled widely and lived in Morocco and Great Britain.

He described his work here as “his therapy.” Many on campus remember the bow-tie clad Hilenski as the first person to reach out to them. He had extensive knowledge of Tech’s history and desired in welcoming new colleagues with his (self-described) “Polish tours.” He was widely regarded as a caring, collaborative and determined individual.

Hilenski is survived by his wife, Lu, a daughter, Cate Hilenski, and a son, Jesse Hilenski. The family asked that any contributions to honor Hilenski’s memory be sent to Tech in order to enrich the IAC Initiative, which involves building endowments to support the future of the College.

In lieu of flowers and to assist the family, donations can be made through sites.google.com/site/adriansfamilyorg, which leads to a PayPal account. For more information, contact arakaki.familybenefit@outlook.com.