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LSU CCT to display research, student & partnership activities at TechPAWLooza

The LSU Center for Computation & Technology (CCT) will showcase their research, student, and partnership activities as part of TechPAWLooza, March 14 from 10:00 a.m.-2:00 p.m. in the LSU Student Union Royal Cotillion Ballroom. CCT's high-performance computing enablement, high-speed networking, and economic development initiatives will also be featured.

LSU CCT is an innovative research environment, advancing computational sciences, technologies, and the disciplines they touch. Uniting researchers from diverse disciplines helps disseminate ideas and expertise across LSU departments, thereby fostering knowledge and invention. The CCT encourages the University community's involvement in the exciting and groundbreaking activities currently underway.

Activities to be showcased at TechPAWLooza include:

- 1) High Performance Computing (HPC) Enablement is a program to help users decide if HPC could advance their research. The HPC capabilities available to LSU faculty, research staff, and students include local machines, statewide resources provided by the Louisiana Optical Network Initiative, and national level resources provided by the NSF via the XSEDE project. Consulting resources are available through CCT to help researchers get started, and interaction with XSEDE is facilitated by a local Campus Champion. Stop by to discover the possibilities, see where the future of high performance computing is headed, and discuss what HPC can do for you.
- 2) Students rarely have contact with high-end technology during their studies. A new course offered at LSU in Fall 2012, Scientific Computing (CSC7700 / CSC4999), addresses this issue by extensively using high-end technology and production environments as part of the instruction. As part of the course, professors will share their experiences, exposing graduate and undergraduate students to those environments and tools.
- 3) The Red Stick International Animation Festival, now in its 7th year, is an exciting community event where the worlds of technology, art, entertainment, and exploration converge. Organized by the LSU Center for Computation & Technology, the festival will show retrospective screenings of the very best films from the past six years.
- 4) Interested in App development? Join the Mobile [App|Art|Action] Group (MAAAG) to receive help, connect with others, and get inspired to try innovative things with mobile computing. Check out MAAAG's latest app and pick up information on the upcoming summer iOS Application Boot Camp for LSU undergraduates.
- 5) Traditional musical ensembles consisted of each member bringing and performing on an acoustic instrument. Computers have expanded the variety of musical instruments and interfaces for musical performance, but have retained the same "performer with a personal instrument" paradigm. The Experimental Music & Digital Media program at LSU is exploring alternative ways of making electronic music through shared musical instruments and distributed performance systems. The Nexus project uses developments in HTML5 to share touch screen musical instruments through a Web browser. Anyone with a laptop, iPad, or smart phone can step up and make music. This technology is being used to perform Perception with the Laptop Orchestra of Louisiana on March 10 at the Manship Theatre.
- 6) Electronic Arts' North American Testing Center will be onsite displaying one of their new 3-D games.
- 7) LSU's Digital Media program will be present to discuss two interdisciplinary academic programs to help students learn the skills they need for careers in the broad, exciting, and emerging field of digital media. The minor will prepare students for careers in fields such as animation, video games, electronic music, and digital art. Some examples of digital media jobs students could pursue after college include:

- Digital Artist/Animator
- Character Rigging Artist
- Digital Technology Manager
- Game Designers/Developers
- Digital Sound Engineering
- Computer Programming
- Network Development
- Web Applications

- 8) Apple recruiter, Abdul Savage, will be onsite providing information on Apple's At-Home work program for LSU students.

TechPawLooza! is a day devoted to connecting with LSU students, faculty, and staff to celebrate and acknowledge the abundance of technology being utilized at LSU for academia, for student support and retention, for technology support, and for engaging the education community.

For a complete listing of TechPAWLooza activities, visit <https://sites.google.com/site/techpawloozal2/>

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