WHO IS ARTEMIS?

We are four undergraduate women at Brown coordinating The Artemis Project 2002. We are all studying computer science, particularly Kresshamburn, and the past John Back, Scott Howe, Jennifer Hahn, and the present Karina Avery. Special thanks to Karina Avery.

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The Artemis Project 2002 could not have happened with the support and guidance of Professor Thomas Dean, Chair of the Department of Computer Science at Brown University, and our generous sponsors.

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Genius and Excited: We are extremely excited about the program! We would be happy to speak with you about the program. If you have any questions you may have about the summer program, please contact us.

Special thanks to Katrina Avery, John Bazik, Suzi Howe, Jennet Kirschenbaum, and the past Artemis Coordinators, particularly Michelle Engel and Tracy Schultz.
HAVE YOU EVER... 
... built a robot? ... designed a computer game? ... made your own web page?

Would you like to?

WHAT IS ARTEMIS?
The Artemis Project is a five week summer program for girls entering 9th grade who are interested in science and technology, and want to develop self-confidence and leadership in an encouraging challenging environment. It bears no cost to the participants.

TIME & PLACE
The program is held on the Brown University campus
July 1 – August 2
Monday thru Friday, 9 AM – 3:30 PM
PLUS A FAMILY EVENT SATURDAY, AUG. 3
(Family members are welcome, but are not required)

WHO CAN APPLY?
Creative and motivated girls who are entering 9th grade, and are interested in science, mathematics, or computers are qualified to apply for Artemis. No prior computer experience is necessary.

WHO WILL YOU LEARN FROM?

Boston Science Museum
Kopes Course
Virtual reality lab
Brown Computer Science Dept.
Field trips include:
E-mail with pen pals
Guest lectures by Brown University professors
Creation of personal web pages
Windows 2000
Interactivity games
Group problem solving activities
Hands-on experience using computers in science of the art

HOW WILL YOU LEARN?

Hands-on experience using computers in science
Group problem solving activities
Windows 2000
Interactivity games
E-mail with pen pals
Guest lectures by Brown University professors
Creation of personal web pages

WHAT WILL YOU LEARN?
any direction they may lead you

Hands-on experience with computers in state of the art

Windows 2000
Group problem solving
Interactivity games
E-mail with pen pals
Guest lectures by Brown University professors
Creation of personal web pages

WHAT IS ARTEMIS?

Would you like to?

Would you like to?

Would you like to?

Would you like to?