WHO IS ARTEMIS?

We are four undergraduate women at Brown coordinating The Artemis Project 2005. We are all studying computer science among other subjects. We are extremely excited about the summer! Please contact us with any questions you may have about the program; we would be delighted to speak with you.

Contact Information

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the Artemis Project 2005

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.

Through activities such as exchanging e-mail with a mentor and building intelligent robots, students will be introduced to concrete computer science concepts. They will 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

June 27 – July 29

Monday thru Friday, 9 AM – 3:30 PM PLUS A FAMILY EVENT SATURDAY, JULY 30.

The Artemis Project is named after the Greek Goddess of the Hunt. She was known for her strength, independence, and courage.

WHAT WILL YOU LEARN?

We begin by introducing the computer and its basic functions. Through practical experience with Windows XP, Macintosh, and UNIX, you will gain an understanding of these operating systems and of the fundamental workings of a computer.

We will focus on the use of logic and deductive reasoning in exploring topics in computer science, such as object-oriented programming, artificial intelligence (i.e. smart robots), and computer animation. You will be introduced to some of the most cutting-edge discoveries in computer science.

In addition you will learn the practical skills needed for word processing, e-mail, and the World Wide Web. Next year, you will be able to do your research for a history paper on the Internet, write it in a word-processing application such as Microsoft Word, and send it to your teacher by e-mail.

By the end of the program, you will have practical skills and conceptual background that will allow you to follow your curiosity and interests in any direction they may lead you.

HOW WILL YOU LEARN?

✧ Hands-on experience using computers in state of the art facilities
✧ Group problem solving activities
✧ Interactive games
✧ Building and programming Lego Mindstorm robots
✧ Creation of personal web pages
✧ Guest lectures by Brown University professors
✧ E-mail with pen pals
✧ Field trips including:
  ✧ Brown Computer Science Dept.
  ✧ Virtual reality lab
  ✧ Ropes Course
  ✧ Boston Science Museum

WHO CAN APPLY?

Creative and motivated girls who are curious about math, science, or computers and are entering 9th grade in the fall of 2005 are qualified to apply for Artemis. **No prior computer experience is necessary.**

HOW DO YOU APPLY?

If you do not have an application, you can get one from the World Wide Web at http://www.cs.brown.edu/orgs/artemis, or you can contact us directly and we will mail one to you. Applications are due on Friday, April 29th.