



Center for
**LifeLong
Learning
& Design**

University of Colorado at Boulder

**Wisdom is not the product of schooling
but the lifelong attempt to acquire it.
- Albert Einstein**

Responses from the Questionnaire

**Gerhard Fischer and Hal Eden
Fall Semester 2006**

**Course information environment (SWIKI):
<http://l3dswiki.cs.colorado.edu:3232/phd-intro>**

September 6, 2006

List your three favorite topics

that you would like to see discussed in this course!

- **Peng Shao (aka. Michael)**
 - Motivations for getting a PhD
 - Challenges to getting a PhD
 - Suggestions and tips for attaining the PhD from past experiences.

- **Todd Mytkowicz:**
 - A dichotomy exists as a grad student. On the one hand, we are expected to take courses, and do well in them. On the other hand, we are expected to publish, both in large quantity as well as quality. We have limited time in the day, so how do we go about balancing these two competing goals?
 - What do potential academic jobs look for in a new, on the market grad student?
 - What is it like to teach at a University (politics and all)? What is it like to teach at a college?

List your three favorite topics — Continued

- **Daniel “The Plaid Mentat” Crumly**
 - Getting started on a dissertation.
 - Getting involved in research.
 - What’s new and interesting in computer science?

- **Chih How Bong**
 - Research methodology
 - The differences in Master, PhD and Postdoctoral degree
 - The appropriate scope of PhD research
 - How to produce quality PhD thesis

List your three favorite topics — Continued

▪ **Betty Eskow**

- Grant proposals and how to succeed in getting funding. This is not a favorite topic but nonetheless important.
- Multidisciplinary research for the PhD thesis
- Time management?? Also not a favorite topic but something we all struggle with.

▪ **Mike MacFerrin**

- Honestly? I haven't a clue... I'm still wrapping my head around what this course entails and what we'll be doing. I know that's a circular answer, but I really don't know what to expect from it yet, nor what I want to get out of it. My mind is open so far.

List your three favorite topics — Continued

- **Kevin S. Bauer**

- Publishing
- Grant writing
- Life after the Ph.D.

- **Jaeheon Jeong**

- robotics
- digital signal processing
- microprocessor

- **Assad Jarrahan**

- What makes a computer scientist?
- How does one create knowledge (and impart it)
- Preventing the pitfalls related to the PhD

List your three favorite topics — Continued

▪ **Yingdan Huang**

- What makes a computer scientist?
- How does one create knowledge (and impart it)
- Preventing the pitfalls related to the PhD

▪ **Praful Mangalath**

- publish soon/publish junk or hold out for that ‘mother of all papers’?
- balancing work/burnout
- effective communication

▪ **Amanda Hughes**

- What can we do while in the PhD program to maximize our marketability for the job market?
- What it is like to be a professor.
- Advice on writing the PhD dissertation and publishing our results along the way.

List your three favorite topics — Continued

- **Jeff Fifield**

- Tips on planning and writing a dissertation
- How to land a job

- **John Giacomoni**

- What is computer science
- The place of computer science research in society
- What does it mean to have a PhD
- Methods of PhD level research

- **Aaron Beach**

- Why don't computer scientists dance more often?
- Why do most CS grad students have confidence problems leading to often being uptight and having forms of “short” man syndrome.
- I'd like to spend some time making sure everyone has latex mastered

List your three favorite topics — Continued

- **Karie Shipley**

- How to publish research papers
- What kinds of things can you do with a PhD in computer science?
- What kind of funding sources (scholarships, fellowships) are available, especially for new PhDs who already have several years of graduate school

- **Abhishek Jaiantilal**

- Influence of other fields in Computer Science
- Importance of Optimization for Computer Scientists
- Importance of Realizable goals for a Computer Scientist.

Three computer scientists considered most important

- Bjarne Stroustrup
- Bill Gates
- Frederick Brooks

- Alan Turing
- John von Neumann
- Herbert Simon and Alan Newell

- Alan Turing
- Stephen Cole Kleene
- Michael Rabin

- David D Lewis
- Tom Mitchell
- Albert Einstein

- Alan Turing
- John von Neumann
- William Kahan

- Arthur Burks
- Bjarne Stroustrup
- Gordon E. Moore

Three most important computer scientists – Continued

- Ron Rivest
- Leslie Lamport
- Bruce Schneier

- John von Neumann
- Linus Benedict Torvalds
- Bill Gates

- David A Huffman
- William Waite
- Grace Murray Hopper

- Alan Turing
- Marvin Minsky
- Seymour Papert

- Thomas Bayes
- Donald Knuth
- Guido van Rossum

Three most important computer scientists – Continued

- Alan Turing
- John Von Neumann
- William Gates

- Bill Gates
- Alan Turing
- Von Neumann

- Vannevar Bush
- Turing
- Shannon

- Lamport
- David Culler
- Donald Knuth

- Alan Turing
- Admiral Grace Murray Hopper
- Donald Knuth

- Grossberg & Carpenter
- Von Neumann
- Linus Torvalds

Three most important computer scientists

Gerhard's Nominations

- Herbert Simon
 - Alan Kay
 - Doug Engelbart
 - Tim Berners-Lee
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- check out: **A.M. Turing Award**
at: http://en.wikipedia.org/wiki/Turing_Award
 - The A.M. Turing Award is given annually by the Association for Computing Machinery to a person selected for contributions of a **technical nature** made to the computing community.
 - The contributions should be of **lasting and major technical importance** to the computer field. Most of the recipients have been computer scientists.
 - The award is named after **Alan Turing**, a British mathematician considered to be one of the fathers of modern computer science.
 - The Turing Award is often recognized as the "**Nobel Prize of computing**"

Three Most Important Books

- The Cathedral and the Bazaar – Raymond, E.S.
- Chaos – James Glick
- Zen and the Art of Motorcycle Maintenance – Robert Pirsig

- Shannon – A Mathematical Theory of Communication
- Brooks – Mythical Man Month
- Hennessey and Patterson – Quantitative Computer

- Speech and Language Processing – Jurafsky & Martin
- Unix Power Tools – various contributors
- The Elements of Style – Strunk & White