

IEEE Systems Council

Workforce Development Technical Committee

Mar 23, 2015, 3.40pm Eastern

Present: Richard Millham, Roger Oliva

- 1) Report on Conference Tutorials
 - a. Heard that they had high attendance; no personal observation or stats available
 - 2) Distinction between tutorial and workshop
 - a. Tutorial: instructional and non-interactive; assume no knowledge
 - b. Workshop: assume knowledge (at least partial) with peer interaction
 - 3) Focus on producing workshop for System Eng Conf in Rome in Sept (tangible goal with concrete output)
 - a. Obtain topics from 6 sources: 70 possible topics condensed down to 25 generalised topics with idea of how do you train workforce to achieve these goals
 - b. Topic must match consumer need: turn idea into consumer product; analyse cost: benefits to determine feasibility and commercial viability;
 - c. Start: quick tutorial (15 min) on expectations and desired end goal
 - e. Next 2hrs: Develop goal and objectives -> prioritise and weight objectives -> develop credible solution(s) that meet objectives->perform risk analysis->go to metrics->analyse metrics in an unbiased way-> choose from developed set of recommendations
 - d. f-> present to other groups
 - 4) Goal of Workshop with respect to Workforce Development: based on a consumer-industrial goal, this workshop is to examine future technical domains with the purpose of further refining technical education to be better able to adapt and develop solutions to future needs
 - 5) K-12: tech society to host competitions that entails creative problem solving to real-world problems. Explanation of science behind solution given later to enable the tie-in between learning science and developing a feasible solution.
 - 6) Tutorial links: IEEE to use subject experts to filter plethora of possible links for content usefulness; better marketing of links
-
- Date of next meeting: Thur, Aug 13 at 3.40pm EST (Eastern Standard time)