

# **My Year As IEEE Computer Society President**

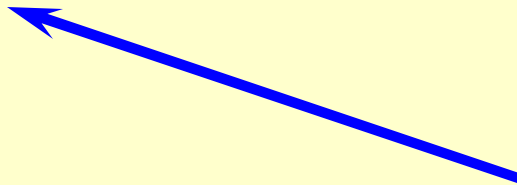
*Benjamin W. Wah*

University of Illinois, Urbana

Society of Chinese American  
Professors and Scientists

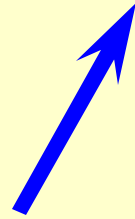
May 25, 2003

# **IEEE Computer Society**



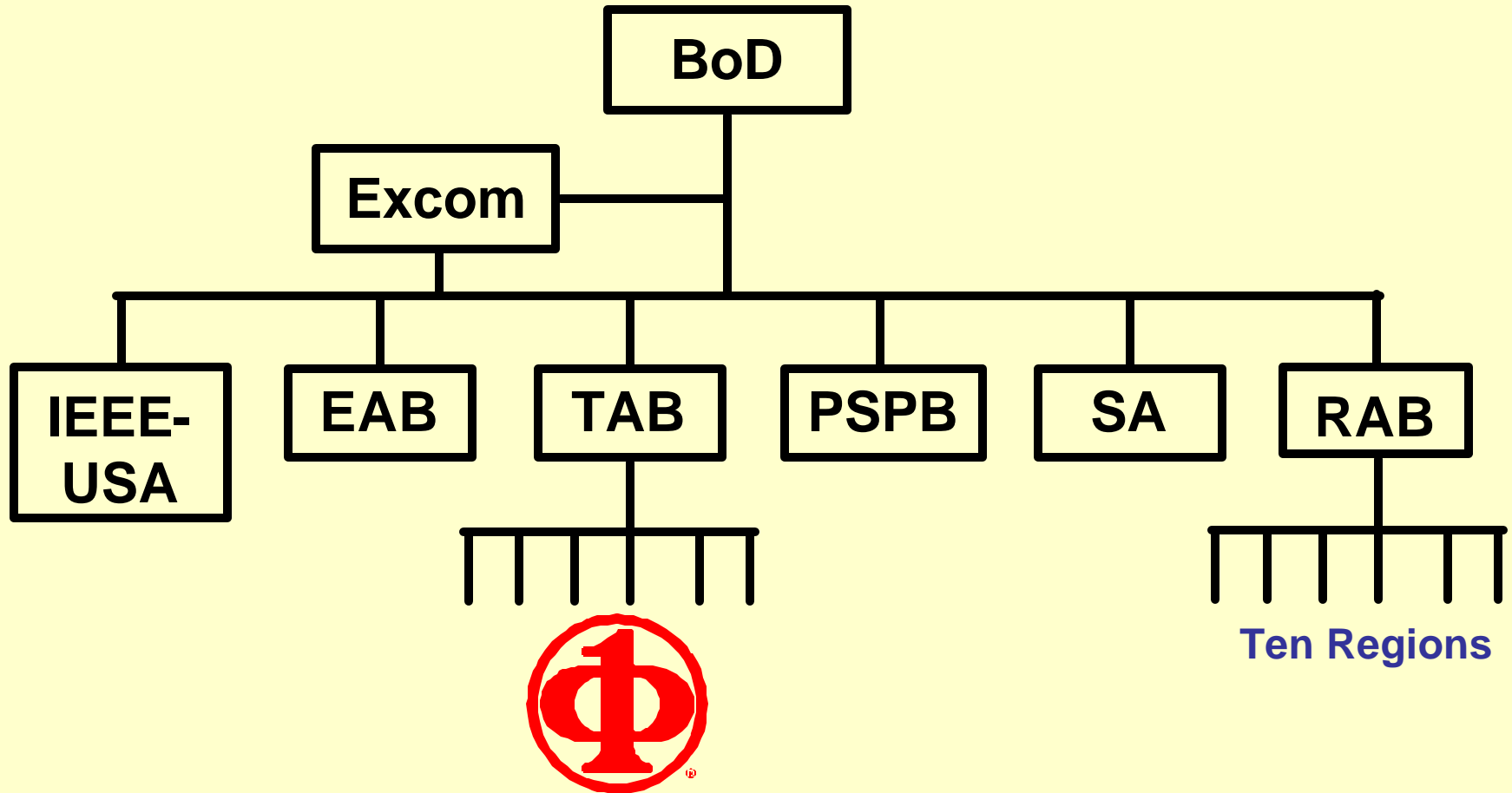
***Institute of Electrical and  
Electronics Engineers, Inc.***

# **IEEE Computer Society**



***The largest of the societies and councils organized under the IEEE.***

# IEEE and the Computer Society



***The IEEE Computer Society is  
the world's oldest and  
largest association  
of computing professionals.***

# IEEE Computer Society



## Vision Statement

**...the leading provider of technical information and services to the world's computing professionals.**

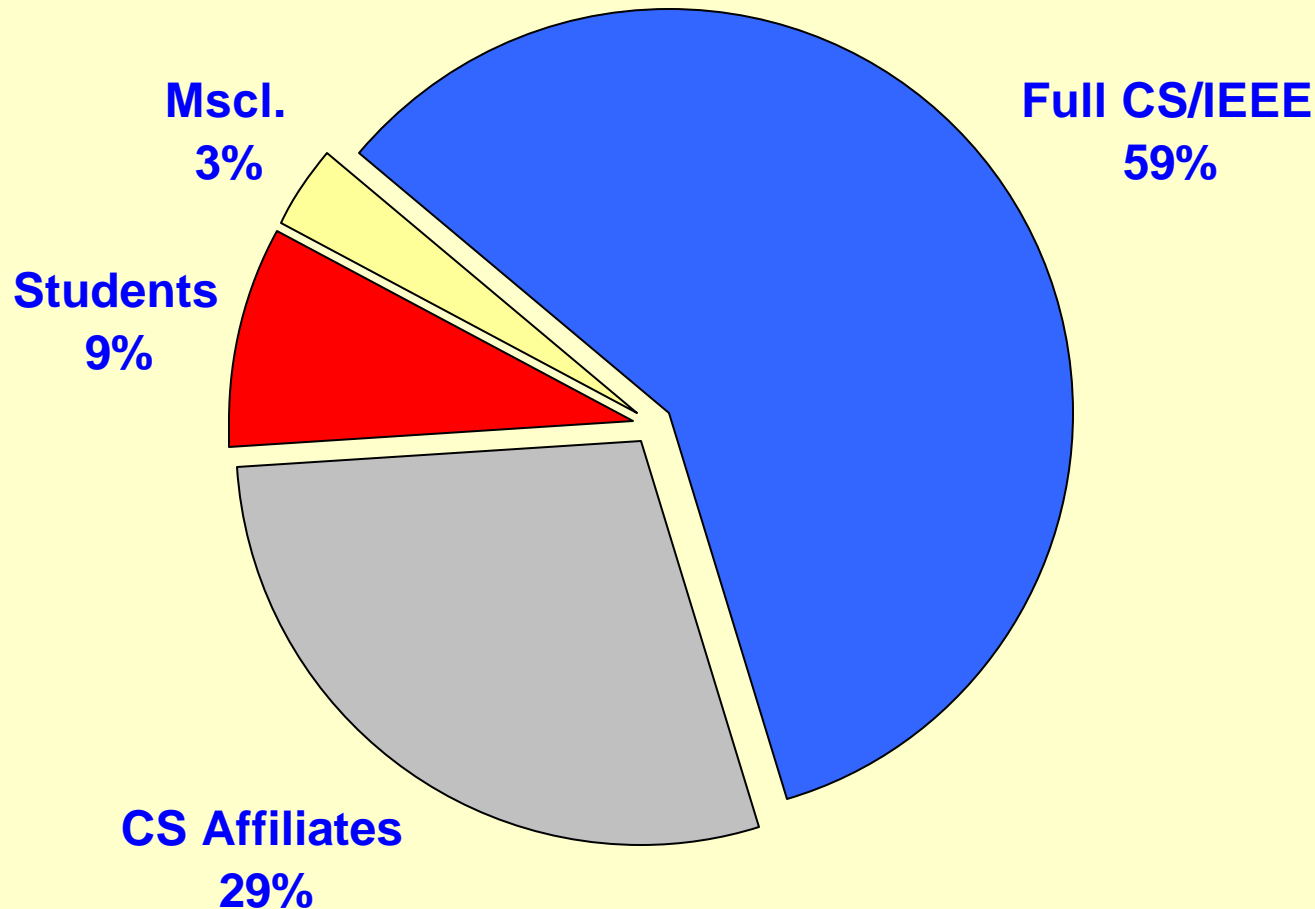
# Mission of the IEEE Computer Society

## From the Computer Society Constitution

The purposes of the Society shall be scientific, literary, and educational in character. The Society shall strive to advance the theory, practice, and application of computer and information processing science and technology and shall maintain a high professional standard among its members. The society shall promote cooperation and exchange of technical information among its members, and to this end, shall hold meetings for the presentation and discussion of technical papers, shall publish technical journals, and shall, through its organization and other appropriate means, provide for the needs of its members.

# CS Membership by Category

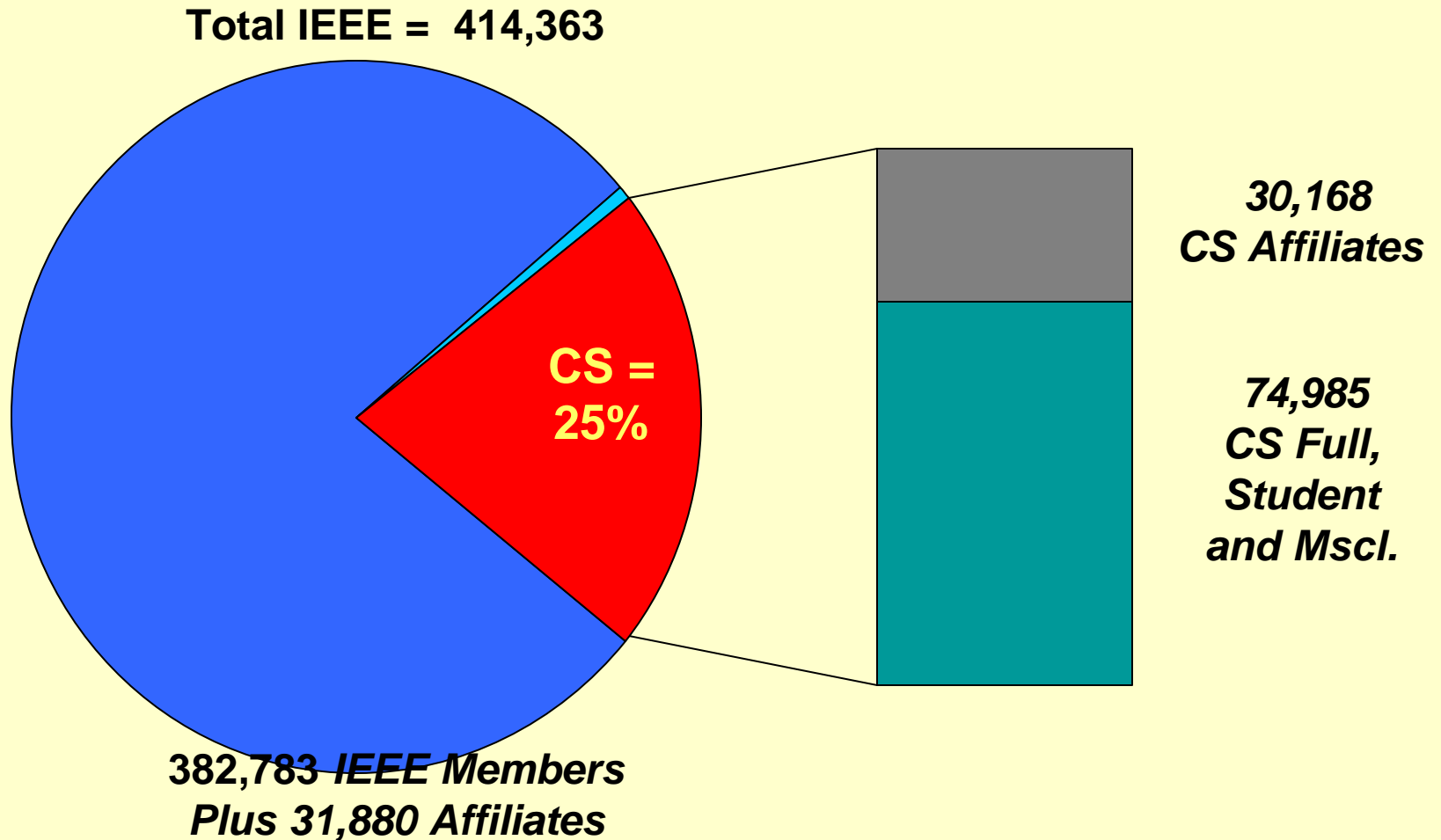
**December 2002**  
**Membership = 105,153 (+8%)**





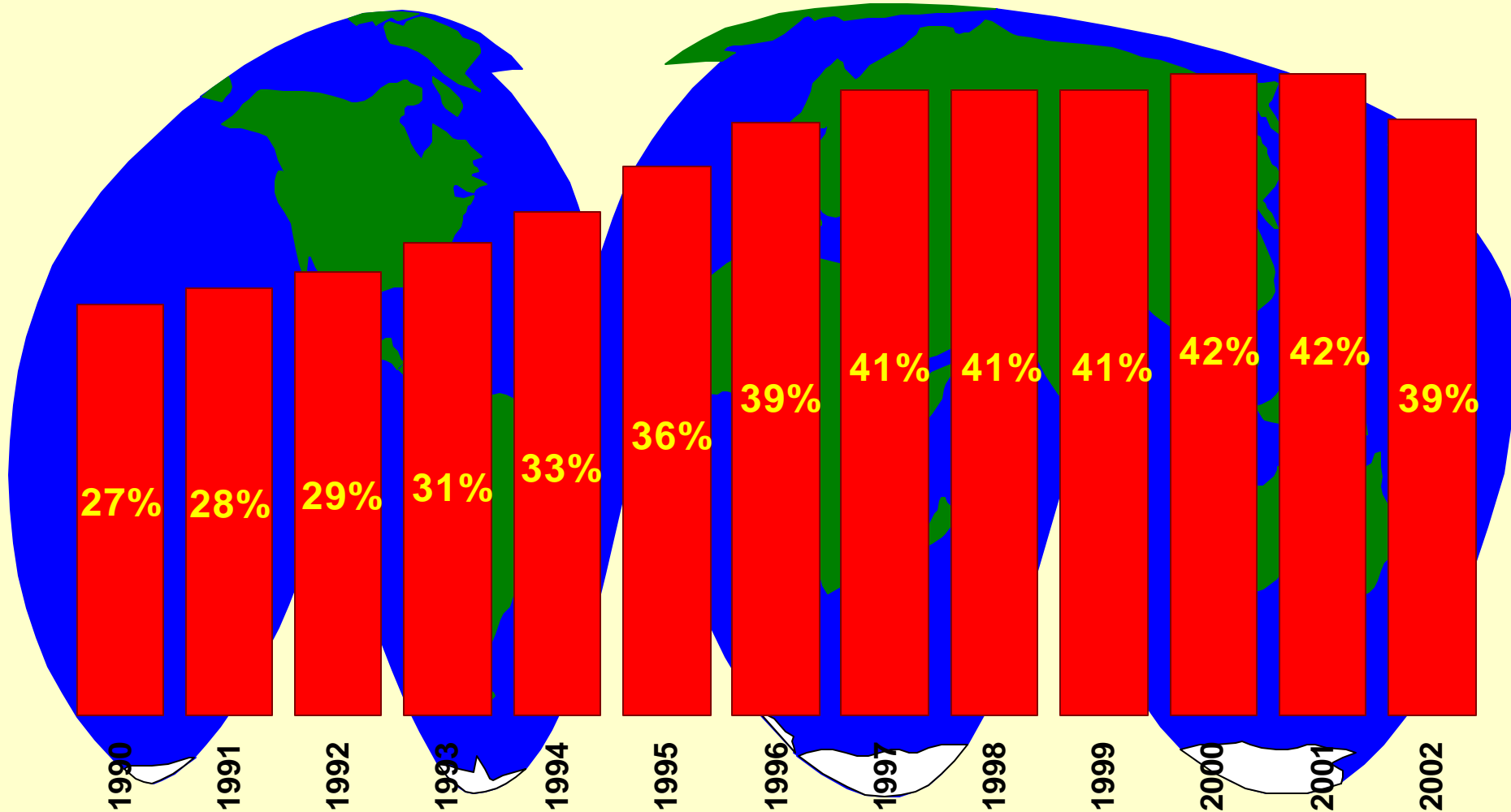
# IEEE and Society Membership

(December 2002)

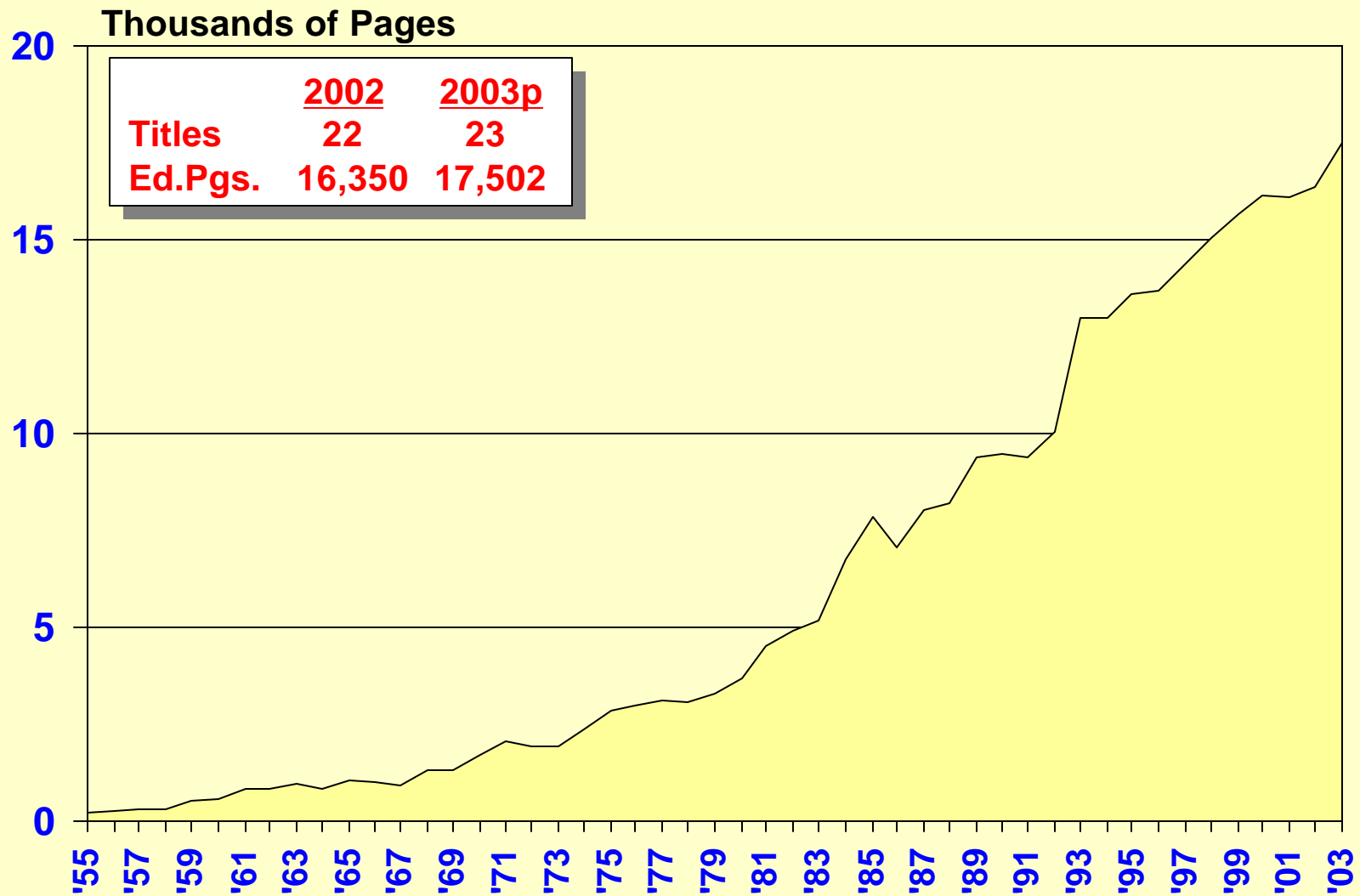


# CS is a Global Organization

(Regions 7-10 share of membership)



# Editorial Pages for CS Periodicals



# Twelve Magazines

*Practice-oriented, heavily edited*

- *Computer*
- *Computer Graphics and Applications*
- *Micro*
- *Design & Test*
- *Software*
- *Intelligent Systems*
- *MultiMedia*
- *Computing in Science & Engineering*
- *Internet Computing*
- *IT Professional*
- *Pervasive Computing*
- *Security and Privacy*



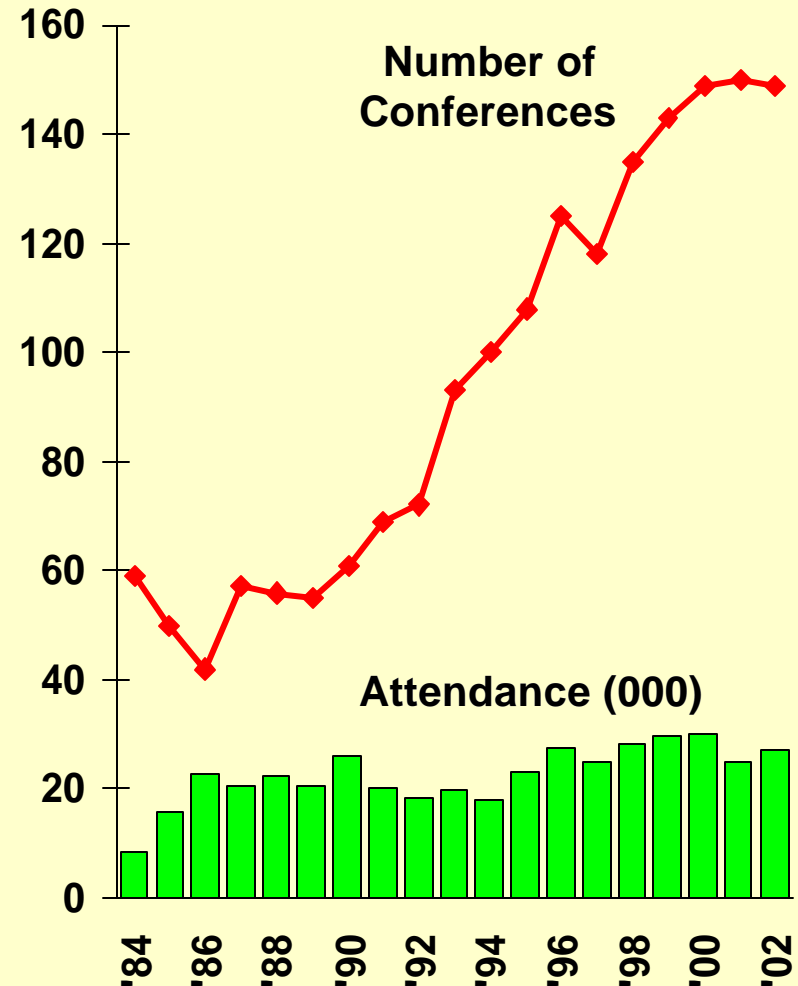
# Ten Transactions

*Research-oriented, archival, lightly edited*

- *Computers*
  - *Software Engineering*
  - *Pattern Analysis and Machine Intelligence*
  - *Knowledge and Data Engineering*
  - *Parallel and Distributed Systems*
  - *Visualization and Computer Graphics*
  - *Very Large Scale Integration Systems*
  - *Networking*
  - *Multimedia*
  - *Mobile Computing*
- Plus one hybrid***
- *Annals*

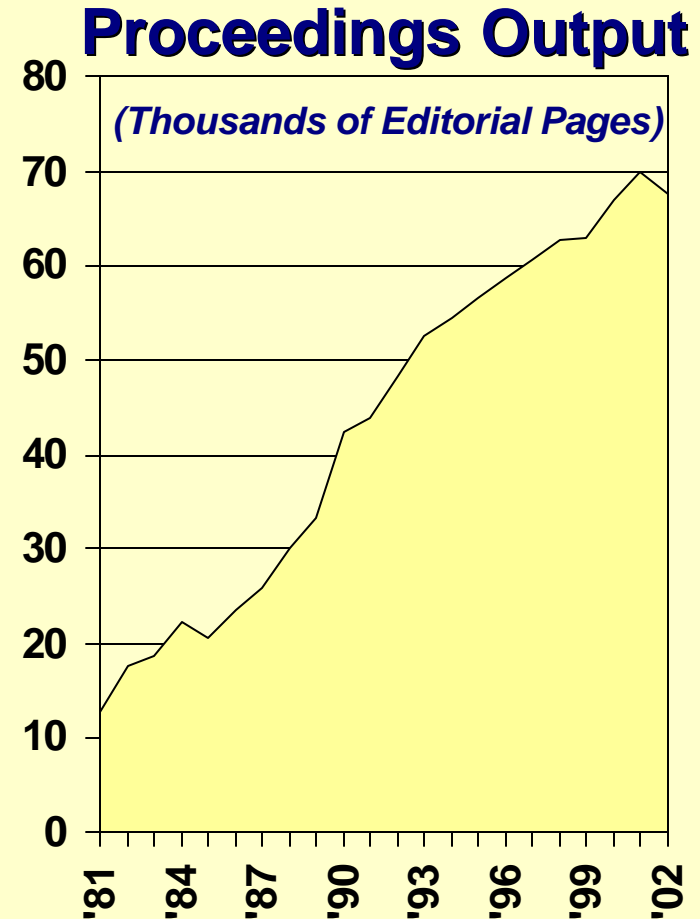
# Conference and Tutorials

- 149 conferences
  - 89 sponsored
  - 60 co-sponsored
- 26,900 attendees
- Web registration system
- Services used
  - Registration/finance (41)
  - Credit card processing (15)
  - Site selection (3)



# CS Press Activities

- 2002 Proceedings:
  - 150 conferences
  - 157 volumes
  - 15 CD-ROMs
  - 67,577 pages
- Book publishing partnership with Wiley
  - SWE Standards Series
  - Core competencies of computer professionals





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## CS DL Article Counts (as of Dec 2002)

Magazines > 14,000

Transactions > 8,000

Conf. Proceedings > 69,000

**NOTE:** You will be asked for your [IEEE Web Account Login](#) when selecting an article or paper for the first time.

## Magazines

- |  |  |  |
|--|--|--|
| ► <a href="#">Computer</a>                                 | ► <a href="#">Annals of the History of Computing</a> | ► <a href="#">Computing in Science &amp; Engineering</a> |
| ► <a href="#">Micro</a>                                    | ► <a href="#">Design &amp; Test of Computers</a>     | ► <a href="#">Computer Graphics and Applications</a>     |
| ► <a href="#">Software</a>                                 | ► <a href="#">Intelligent Systems</a>                | ► <a href="#">Internet Computing</a>                     |
| ► <a href="#">MultiMedia</a>                               | ► <a href="#">IT Professional</a>                    | ► <a href="#">Pervasive Computing</a>                    |
| ► <a href="#">Security &amp; Privacy</a><br>(NEW in 2003!) |  |  |

## Transactions

- |  |  |   |
|--|--|---|
| ► <a href="#">Computers</a>            | ► <a href="#">Knowledge &amp; Data Engineering</a> | ► <a href="#">Parallel &amp; Distributed Systems</a>    |
| ► <a href="#">Software Engineering</a> | ► <a href="#">Mobile Computing</a>                 | ► <a href="#">Visualization &amp; Computer Graphics</a> |

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# Technical Activities

- 36 TCs (2 councils and 34 committees)
- 7 task forces
- Range in size from 100 to 11,000
- 2002 projects
  - Bioinformatics Portal
  - Emerging technologies

# Standards Activities

- 10 sponsors
- 200 standards working groups
- SAB Sponsored Projects
  - Computer Dictionary (P610)
  - Internet Best Practices Study Group
- Sponsor vitality reviews

# Education Activities

- Computing Curricula (volumes)
  - Overview
  - Computer Science – CCCS
  - Software Engineering – CCSE
  - Computer Engineering – CCCE
  - Information Systems – ISCE
- Accreditation activities
- Frontiers in Education (FIE)
- Pre-college activities
- Continuing education

# Chapters Activities

- Over 200 professional and student chapters worldwide
- Financial support
  - Rebates for filing meeting reports
  - Incentives for organizing chapters
  - Start-up funds to reactivate chapters
  - Travel support for speaker program
- Distinguished Visitors Program

# Student Activities

- *looking.forward* student newsletter
- Awards and scholarships
  - Larson Award for the best paper
  - Merwin Scholarship for active student chapter leaders
  - Upsilon Pi Epsilon/Computer Society award for academic excellence
- CS International Design Competition



# [ DISTANCE LEARNING CAMPUS ]

NEW MEMBER BENEFIT FOR 2002-

COMING IN FEBRUARY!



## ABOUT DISTANCE LEARNING

### ▶▶ Campus Overview

[Benefits and Features](#)  
[Sample Courses](#)

The Distance Learning Campus is a benefit provided FREE to all Computer Society Members.

Not a member?  
[Join today!](#)

We appreciate your feedback. Please send comments and questions to [help@computer.org](mailto:help@computer.org)

## ▶▶ CAMPUS OVERVIEW

### What is the Distance Learning Campus?

The Distance Learning Campus is a new service for members of the IEEE Computer Society. Members may take any of 100 Web-based training courses that cover a variety of computing programs and subjects.

### What courses are available?

Courses covered include Java, Cisco, Project Management, CompTIA, HTML, Windows Network Security, Unix, and Visual C++ to name a few.

### Benefits and features.

Powered by KnowledgeNet—a leader in online training—distance learning courses give you voiceovers, 3-D graphics, flash animations, on-screen text, and "visual sentences" that convert complex concepts into easy-to-understand images.

### How much does it cost?

This new service is FREE to members of the IEEE Computer Society. Not a member? [Join today!](#)

### How do I use the Distance Learning Campus?

## [ MEMBER LOGIN ]



The Distance Learning Campus will be available in February 2002.

To take a class, you will need to log in using your IEEE Web Account name and password. Do not let

**Over 30,000 members  
have used the campus  
since it launched  
1 Feb 2002**

Glenn are  
Computing Systems  
Engineer  
Cisco Systems

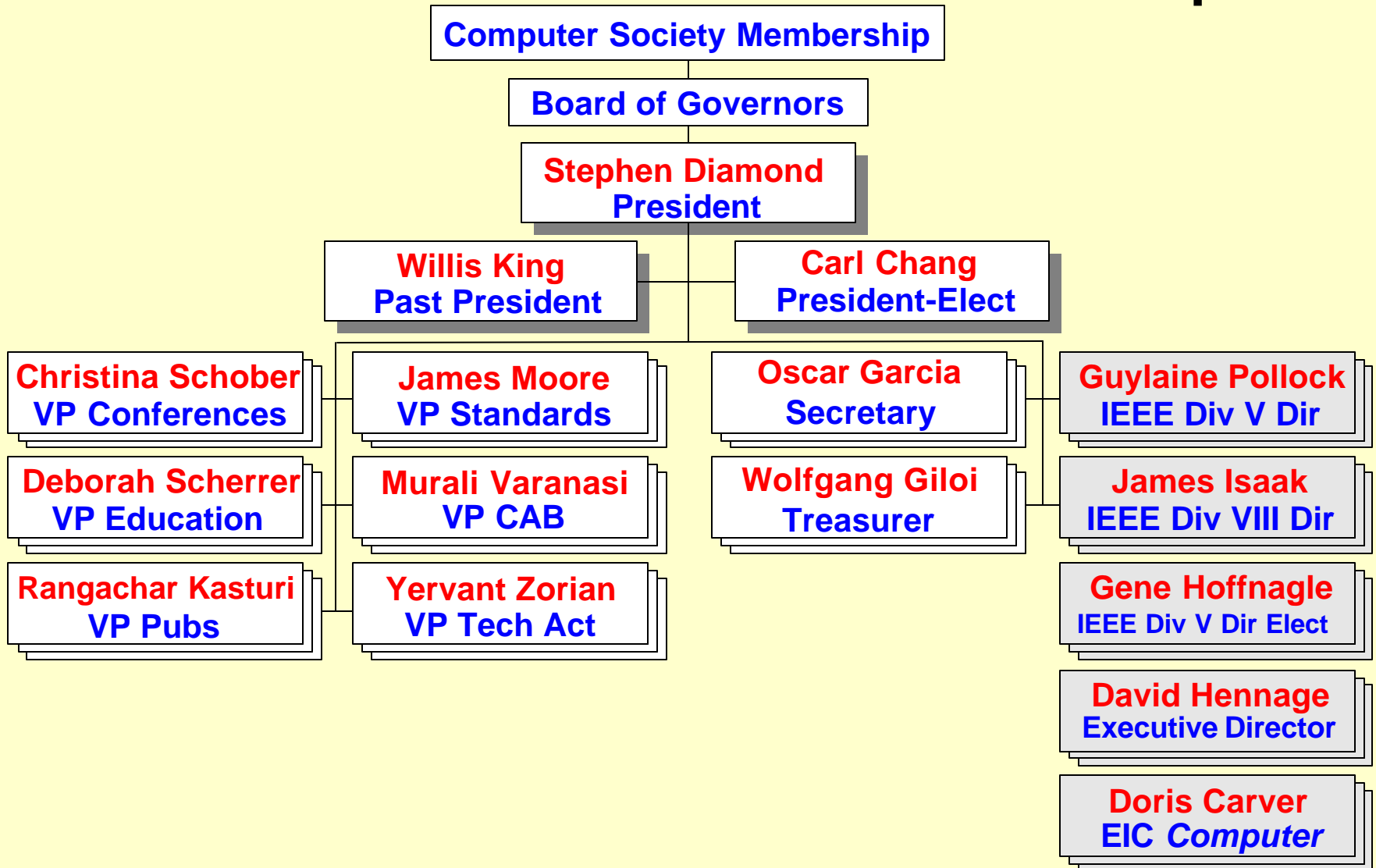
"The slides had great animation to clarify complex issues, and the quizzes were fun. I'm recommending

# Certification Program

- Certified Software Development Professional (CSDP)
- 2003 Testing Window:
  - 1 April – 30 June
- Member Cost
  - Exam \$250
  - Application fee \$100
- Self-study resource guide available through CS Press
- Working on a distance learning course



# 2003 Volunteer Leadership

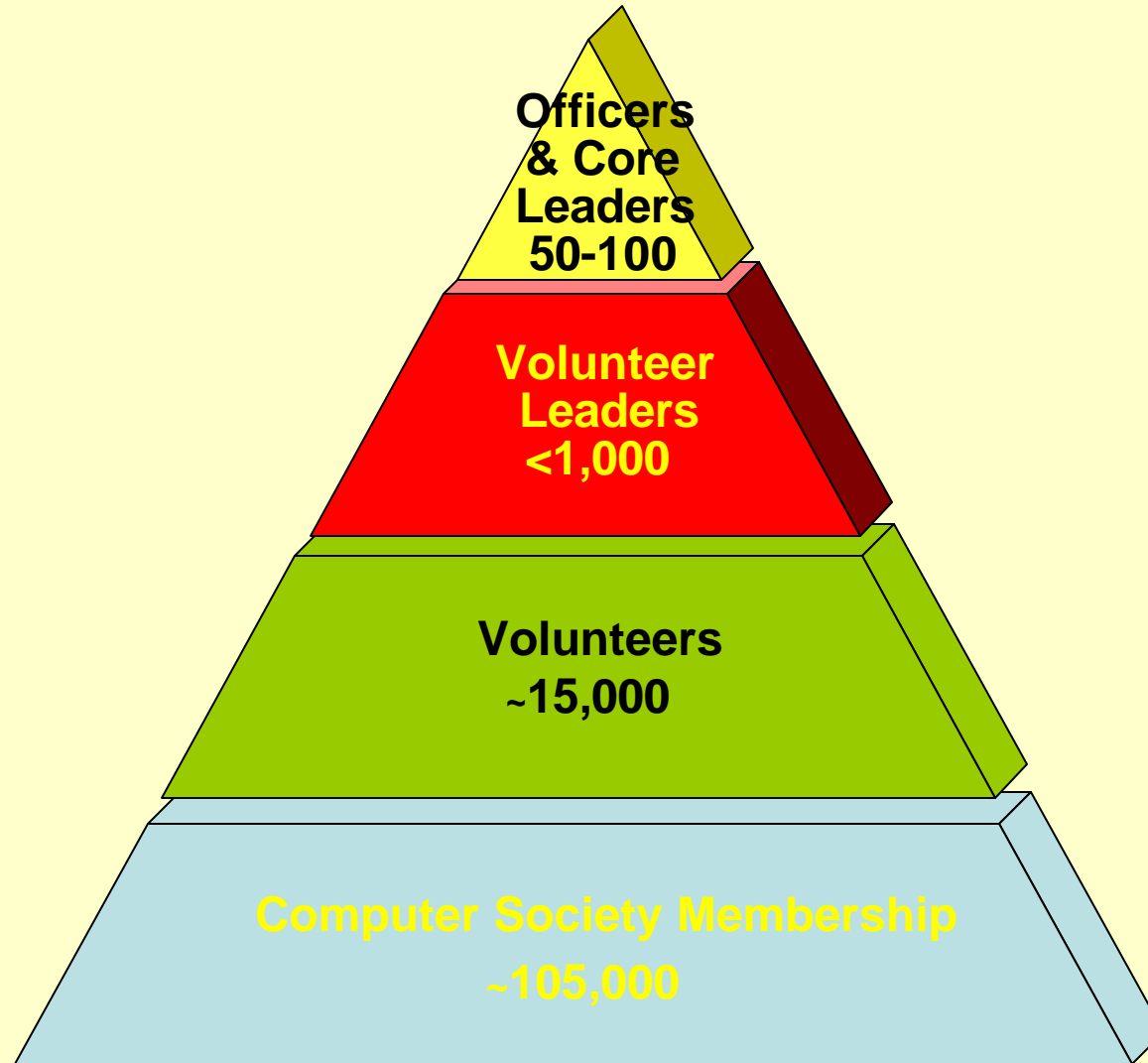




# 2001 IEEE-CS Board and Exec Comm



# Pyramid of Volunteers & Leaders

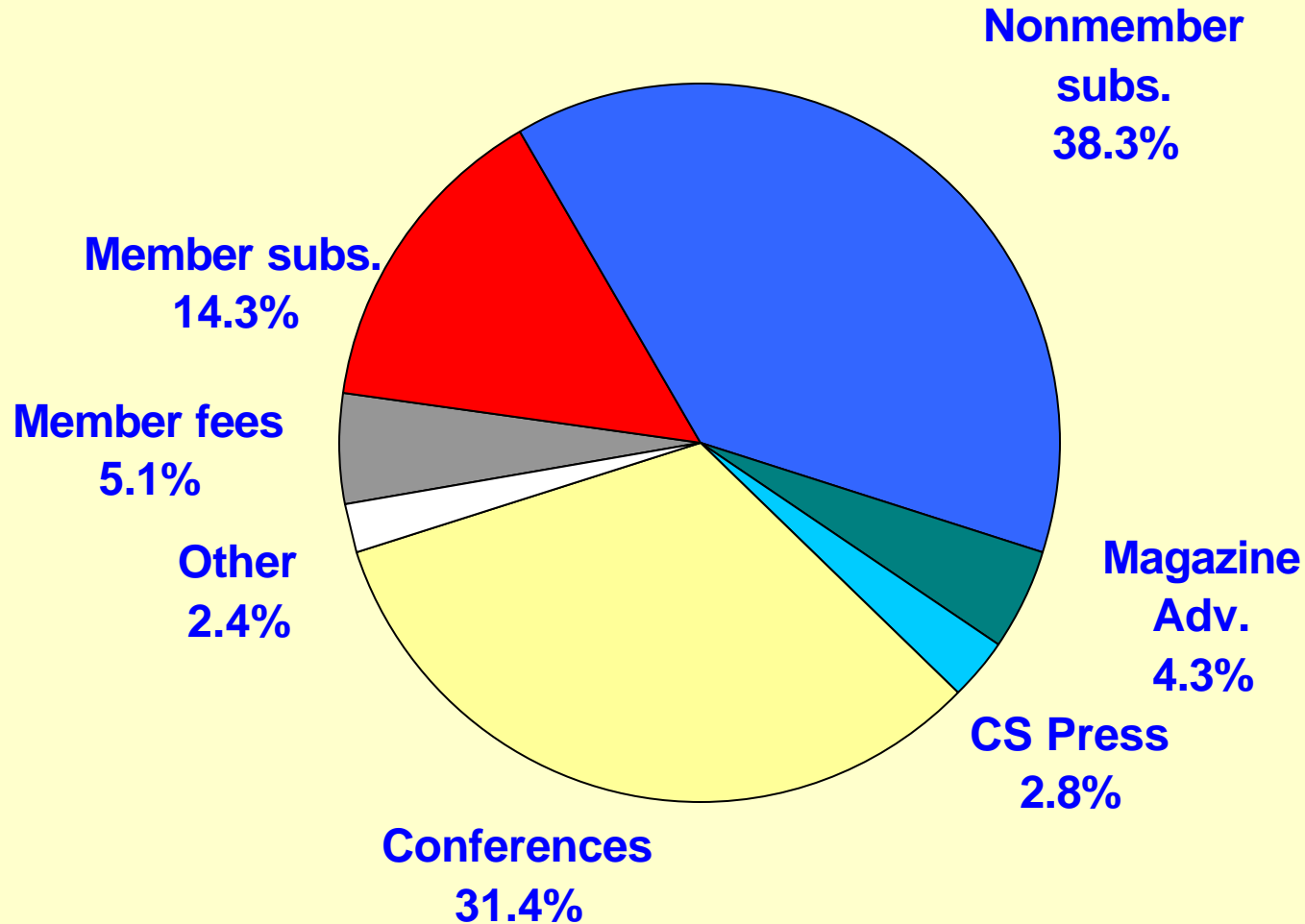


# CS Offices and Service Centers



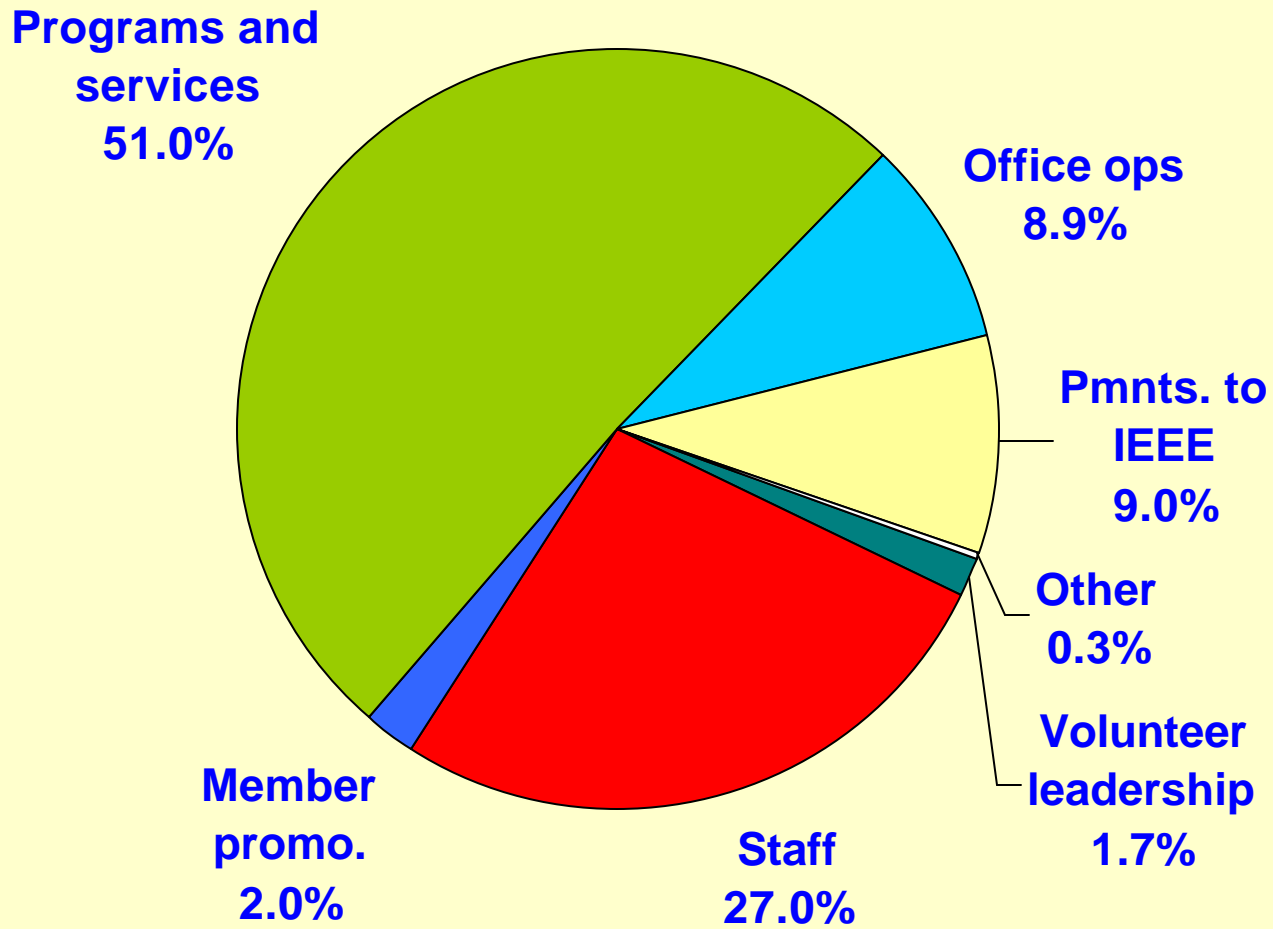
# Income Structure

2003 Budget = \$32.6 Million



# Expense Structure

## 2003 Budget = \$29.8 Million



# My Experience in 2001

- Chaired many meetings
  - Signed many contracts
  - Traveled to many places
  - Given many awards
  - Met many interesting people
- 
- Started some key projects to shape the future of the IEEE Computer Society



# Jan Plan 2001 in Cancun

May 25, 2003



Given many  
awards



May 25, 2003



# Signed many contracts



May 25, 2000

SOCALIS

# Given many lectures



May 15, 2000

SoCAP



May 25, 2005

SOCAPS

Traveled  
to many  
places



# Had too many good meals



May 25, 2003

SoCAPS

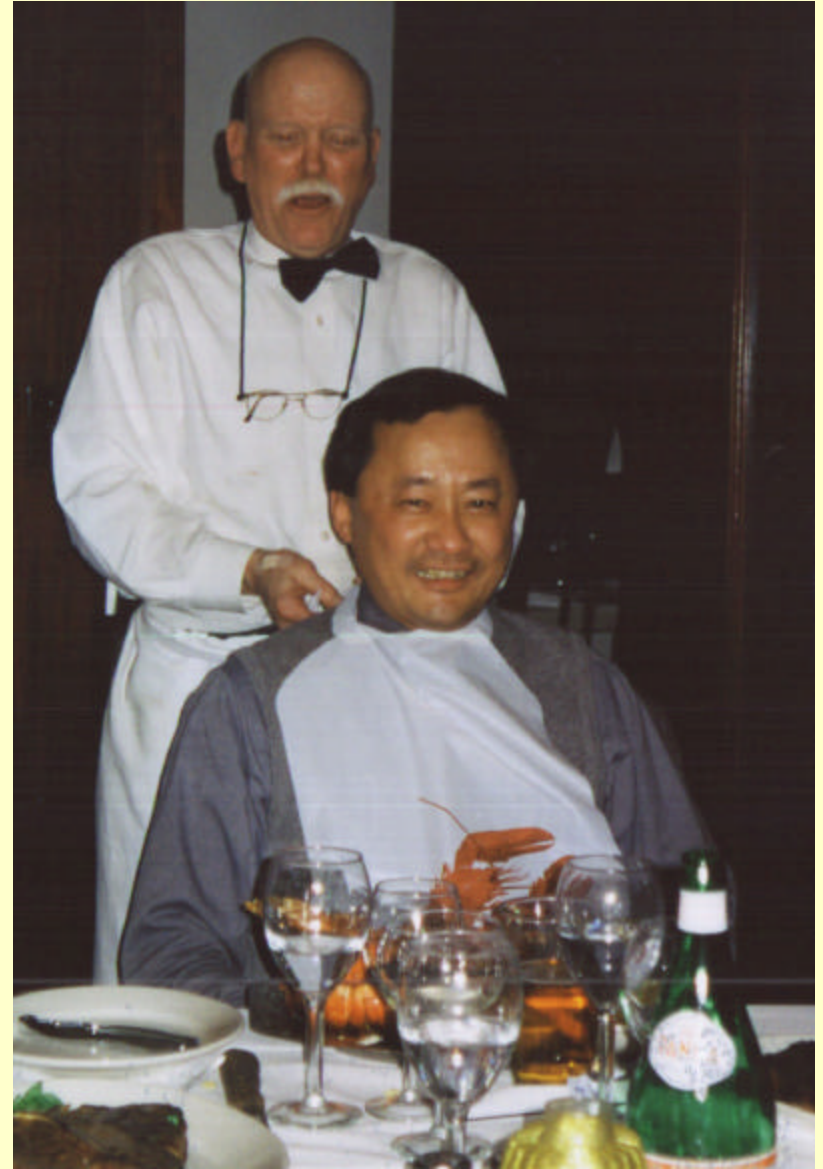
36

# Had lots of fun



May 25, 2005

SOCAPS



51





May 25, 2003

Met many interesting people





# 2001 in Review

- Total Information Provider Project,
  - Master plan of IEEE-CS' electronic future
  - In response to member requests for concise, relevant, and up-to-date technical material in digital format in diverse topical areas
  - Offer broader content from within the total scope of computing literature
  - Synthesize that information to focus on specific technical areas
  - Offers tools to help members address their problem of information overload and their need for access to essential and timely information with anywhere, anytime delivery.



# 2001 in Review

- New distance learning initiative to significantly enhance the value of IEEE-CS membership
  - Offer all IEEE-CS members free access to hundreds of hours of professionally developed IT-related courses via the Internet
  - Highly successful, leading to increased membership in 2002 and 2003

# 2001 in Review

- Extended digital library archives from 1988-1994
- Hired a new Executive Director
- Developed strategic partnerships with other IEEE entities
  - Launched two new journals
  - Cosponsored another
  - Developed idea on joint DL on IT
- Started negotiation with GI on bulk subscription to CS digital library
- Helped resolve many differences between IEEE and IEEE-CS that arose in the past