CO-CURRICULARS
FALL SEMESTER 2020-21

Registration for Co-curricular Offerings will begin at 1 p.m. on **WEDNESDAY, SEPTEMBER 9TH** and continue through September 21, 2020. Registration for these offerings takes place after course registration and the first day of classes. The intent is to make sure students have a sense of their academic time commitments prior to taking on more activities with co-curriculars. You can register during the 'add period' via my.olin.edu. Use the "course" number and section listed with the title.

Co-Curricular Etiquette: (1) in order to give all students a reasonable chance to register for co-curriculars, please limit your choices to no more than two, (2) don't register unless you are serious about participating all semester, and (3) if you decide to drop out, notify the staff or faculty sponsor by e-mail.

Co-Curricular Number, Section	Co-Curricular Title	Staff/Faculty Sponsor(s)
CC1008-01	Artists Finding Inspiration in Artists	Emily Tow
CC1309-01	Building a Community Computing Collective	Steve Matsumoto
CC1808-01	Candidate Weekend	Susan Brisson, Victoria Moore
CC1103-01	Murder, Mystery and Mayhem	Seth Hodge
CC1310-01	Transformers for Switched-Mode Supplies	Beat Arnet

CC1008:01
Artists Finding Inspiration in Artists
Faculty sponsor: Emily Tow

Limited to 12 participants

Description: We will learn about the lives and work of artists and invite what we learn to permeate our personal art practices. The meeting frequency and exact format of the co-curricular can be decided collectively. I imagine we will identify artists of interest and take turns doing some individual research on different artists to share with the group. Between meetings, participants will be invited to make artwork inspired in some way by the artist we just learned about, and we will share our creations with the group for an "I like, I wonder" critique. I have felt a bit stuck in my own art practice since the pandemic began, and I hope that by providing some structure and garnering inspiration from other artists we might find a way to keep our art practices going and stay connected with one another.

CC1309:01
Building a Community Computing Collective
Faculty sponsor: Steve Matsumoto

This co-curricular is aimed towards with some programming experience (approximately SoftDes or equivalent) who are interested in practicing software development for the good of the Olin community. We will begin building software to configure and deploy a series of self-hosted and privacy-respecting online services for applications such as Web search, collaborative document editing (like Drive), polls (e.g., for meeting times), and text/audio/video chat. The existing mainstream services for these applications (Google, Doodle, when2meet, Slack, Discord, etc.) often collect large amounts of data from their users that can then be sold to advertisers or turned over to ethically questionable governmental organizations. Participants in this co-curricular will learn tools such as Git, Docker, Ansible, Kubernetes, Flask, and the UNIX command line. At the end of the co-curricular, we hope to have a small set of services that we can make available to the college community, along with documentation for both administrators and users.

CC1808:01
Candidate Weekend
Staff sponsors: Susan Brisson, Victoria Moore

Candidate Weekends are virtual for 2021. These programs are the way we convey Olin culture, community and pedagogy – particularly through the Design Challenge, Dinner Groups, Olin Unfiltered, and the wide range of evening activities for the Candidates. We need students to design virtual experiences that will help Candidates to understand the nuances of Olin culture and, ultimately, to see themselves as Oliners! Over the fall semester, we will brainstorm and develop format and content, while considering logistics, for these three major student-focused aspects of CW. We will also be asking students to assume leadership roles in the execution of CW 2021. We need your help!"

Goals of Candidate Weekend Co-Curricular:

- Develop programming that conveys Olin social and academic culture in the virtual sphere
- Through co-curricular brainstorm content, develop content, and work through initial logistics of implementation of content
- Do this with a focus on communicating values demonstrated normally through Design Challenge, Dinner Groups, Olin unfiltered, and nighttime activities
- Have Candidate Weekend virtual programming not be an attempt to exactly replace in-person programming
- In addition, have the virtual programming and the tone of Candidate Weekend not focus on *if this was in person*- create *new, original, and innovative* ways to get the same messaging across
- Establish team of student leads to develop this content not only during the co-curricular, but who would work on this during second semester and act as leaders during implementation of programming at virtual Candidates' Weekends
- Brainstorm and develop methods of incentivization for Candidate participation through the entirety of the programming
- Decide on best platforms to utilize for Candidate Weekends and how to access/use these platforms
- Establish a schedule/ agenda of events and a set of deliverables by the end of the semester

CC1103-01
Murder, Mystery and Mayhem
Staff sponsor: Seth Hodge

Limited to 10 students.

Mystery stories allows the reader to experience danger, suspense and intrigue while seated in a nice safe armchair. They also allow you to match wits with the sleuth and the criminal while trying to deduce the clues yourself and beat the author to the solution. Throughout the semester we will meet (virtually) a number of times to share in mysteries of all kinds. Activities will include: Mystery solving games, Logic puzzles, Book suggestions, short stories and Mystery movie watch parties.

CC1310-01
Transformers for Switched-Mode Supplies
Faculty sponsor: Beat Arnet

Limited to 8 juniors and seniors

26, 27, 28, 29, wait! Did I already count this turn??? Winding transformers is tricky - designing them is a science. Join this co-curricular to learn about transformers in the context of a power electronics application. We will talk about the theory (electromagnetics), realization (manufacturing), review datasheets, derive requirements, run simulations, and, circumstances permitting, fabricate prototypes and analyze them with a custom switching circuit.