In preparation for the upcoming workshop, we are asking that you read ONE book on the list below. This is an opportunity for us to share some of the ideas we find most interesting or important related to computer science and to provide solid starting points for conversations during the workshop.

Please choose the ONE book in the list below which interests you the most:

UNLOCKING THE CLUBHOUSE
This book discusses the efforts of Carnegie Mellon University’s computer science department (ranked in the top 5 nationally) to recruit and retain female students. It covers the causes behind the lack of equal female participation in computer science as a discipline, as well as various potential remedies that can be applied at all levels of the educational pipeline.

This is a good read for those interested in the cultural climate of computer science. Any teacher whose subject area suffers from a lack of interest from particular subgroups would find the conclusions in here relevant. Also of general interest are the discussions of computing stereotypes and what can be done at the K-12 level to dispel them.

ON INTELLIGENCE
Jeff Hawkins, the founder of Palm Computing and inventor of the Palm Pilot, also started the Redwood Neuroscience Institute. This organization, now part of UC Berkeley, hopes to establish models of human memory and cognition to inform the creation of intelligent computing systems. In On Intelligence, he does a wonderful job of summarizing the current state of brain research in terms accessible to all. He expertly ties the neuroscience field to computer science and explains why current techniques for building intelligent systems will not yield true intelligence.

The book is an inspiring read for all and will be particularly interesting to those with a background in life sciences.

NEUROMANCER
William Gibson has been exposing the world to dark, technology-filled versions of the future since his first novel, Neuromancer, won all three of the most prestigious science fiction prizes: the Nebula Award, the Philip K. Dick Award and the Hugo Award. The book, published in 1984, is credited with introducing the word 'cyberspace' and anticipates a number of technologies available today.

This is a great novel to recommend to students with interest in computer science and technology. The world Gibson creates is highly dystopian in certain respects but also strangely reminiscent of our present in others.