



College of Computing Student Organizations

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Anime-O-Tekku

Anime-O-Tekku strives to share the Japanese culture through the mediums of Animation, also known as Anime, and through Japanese comics, known as Manga.

Association of Computing Machinery (ACM)

The Georgia Tech chapter of the Association for Computing Machinery (GT ACM) is the local student chapter of ACM, the computing professional society. We work with companies, from multinational corporations to local startups that span the many facets of the computing field to hold events throughout the academic year; these include Tech Talks, educational courses, competitions, and social events.

Athletics @ College of Computing

Interested in playing intramurals but don't know enough people to form a team? Let us take care of that while you go out there and dominate. Intramurals are a great way to meet new people and stay active. The only problem is finding other athletes interested. We help bring people interested in the same sports together and hopefully create new relationships and maybe even win a few trophies. If you're interested in any sport, send either of us an email at ANY TIME and we'll try to get you in the game. (Figuratively and literally)

Big Data

Big Data Club is focused on building a community for people who love data. Our project based org focuses on getting hands on experience in many aspects of big data, ranging from scalable databases, algorithms, and data visualizations. Check out our site at <https://bdc.gatech.edu> to learn more about our projects!

Big O: Theory

Big O: Theory Club is the official Georgia Tech College of Computing organization for facilitating interaction between students interested in Theoretical Computer Science and its applications.

Cosplay

Our club utilizes computing in varying ways, depending on the complexity of the cosplay and the intended construction materials. For example, when some of our members consider applying or creating an outer shell for a body piece using paper mache, they first either scan a real-life model to imitate, create a 3D model to print later as a wire-frame, or usually just rush out an easy-to-make pepakura body shell from deconstructing a designed 3D or 2D model. Other times, members prefer expressing their creativity through sharing information with others with their sub-interest online and then work on products together in real-time through model-sharing applications. Those are some of the more well-used methods that intermix computing with art!

Design Club

The goal of Design Club is to jumpstart a design culture in the College of Computing, to foster an appreciation for design, and to provide an infrastructure and support network for both aspiring and seasoned designers alike.

Entertainment Software Enthusiasts (ESE)

Entertainment Software Enthusiasts' (ESE) purpose is to provide resources, inspiration, and space among many other things to any and all students interested in designing, programming, reviewing, discussing, or playing video games. We give students a place to gather and create an awesome community who share a passion for video games with each other.

Esports

Our mission is to support competitive electronic sports and LAN culture while improving/maintaining Georgia Tech's position as one of the top schools in the nation for competitive gaming

Freshman Activities Board (FAB)

The Freshman Activities Board plans social events for College of Computing freshmen to help ease the stress throughout the semester and provide an easy transition into the college atmosphere. FAB holds fun activities where students can socialize outside the classroom atmosphere.

Freshman Hack-a-thon

This is a computer programming competition held for JUST FRESHMEN, so you know that it will be challenging, but still tailored for your level of computing expertise. The best part is, we allow you to use practically any programming language you want! Hate those blasted curly braces and love Python? Perfect! In love with OOP and prefer Java? Awesome! Just got out of 1371 and want more Matlab? Glad we can help! Plus, this year, we are giving away awesome prizes like a brand new Chromebook, Zumreed X2 Headphones, R/C helicopter that displays custom messages and much more! And, THE COMPETITION IS OPEN TO ALL FRESHMEN, NOT JUST CS STUDENTS! We even have a tutoring session to help sharpen your skills!

Georgia Institute of Tech. Mobile Application Development (GITMAD)

Our mission is to educate and spread our passion for mobile applications at Georgia Tech.

Gourd Visual Arts Club

Visual Arts club exists to increase awareness and appreciation of arts within the College of Computing environment concentrating on drawing, graphic design, and media production.

Graduate Women @ College of Computing

The Graduate Women @ CC is a campus organization that supports and develops the community of Masters and PhD women in the College of Computing. They meet once a month for coffee, where they simply share their lives at Tech with each other and discuss their current projects. In addition, the graduate women also organize various workshops throughout the year.

Grey Hat

Teaching the skills required to break things and the ethics necessary to wield them properly.

GT Web Developers (GT WebDev)

Providing community, assistance, and education to CoC students interested in Web Development through a reliable and well-formed process maintained by dedicated individuals.

HumaniTech

We exist to connect GT students with philanthropic organizations to help them with their technological needs. The goal is to provide an opportunity to develop student skills while meeting needs and fueling innovation in the community.

Humans vs. Zombies (HvZ)

If you're new to the game, bienvenida, aloha, salve, and welcome! Humans vs. Zombies is a large game similar to tag, played by hundreds of people on campus every semester. Each player signs up and receives a yellow bandanna, which they wear on the upper arm or leg to denote themselves as human. Zombies, who wear their bandanna on the head, tag humans to increase the zombie population. Humans can defend themselves by stunning zombies with approved stunning projectiles, taking the zombies out of play for a limited time.

All players must be signed up on our website and carry a player ID, to be turned over when tagged by a zombie. To sign up, go to your Profile and register your information. HvZ is a great way to meet interesting people, learn your way around campus, and have a fun time. Join the game, and fight for your survival!

IOS Club

Georgia Tech has one of the top Computer Science programs in the country. In addition to its award winning program, it has many extracurricular teaching valuable skill sets; GITMAD, Web Dev, VGDev, etc. We believe that Georgia Tech students should have as many opportunities as possible to learn new and important skill sets that our necessary in the industry.

Thus we offer the iCreate club, which is an iOS development club aimed to teach key iOS development skills.

We believe that the best way to learn is to actually build a product. A huge part of our program will be focusing on having members developing a game of their own and putting it up on the app store. For beginners, building an iOS game is an excellent start because games are universally enjoyable, are easy to program, and are motivationally interesting. The culture of the club will be focused around building a working app to push to the app store.

Linux Users Group

Our stated purposes are to:

- Support new and old Linux operating system users at Tech.
- Provide a forum for getting support on Linux questions.
- Help new users install their own copies of Linux, in their own way.
- Increase awareness of the Linux operating system to the Georgia Tech community.

MAKE

Our mission is to enable individuals to prototype, build, and program their own electronic devices, be it as simple as a flashing LED sign or as complicated as a solar powered surveillance blimp. We provide the knowledge and support to develop your ideas both through teaching the necessary knowledge and providing the necessary equipment.

Minorities @ College of Computing (M@CC)

Through academic, social, and professional events, the Minority at the College of Computing strives to empower underrepresented groups within the College of Computing with opportunities that promote excellence, community development, and leadership amongst members, as well as foster growth to help support our leaders of tomorrow.

Programming Team

The Georgia Tech ACM Programming Team will make you into an excellent problem solver and help you in thinking clearly and logically while solving problems. The algorithms involved in the problem sets cover a wide range of topics: Graph Theory, Combinatorics, Dynamic Programming, Probability, Simulation, Computational Geometry, and more!

Robograds

The purpose of the RoboGrads is to:

- 1) Represent the interests of the students participating in the Robotics PhD program (Robotics students)
- 2) Provide a forum for Robotics students to discuss the progress and development of the program
- 3) Promote the recruitment of new students and facilitate a smooth transition into the program
- 4) Sponsor social events to engage Robotics students in a non-academic setting
- 5) Disseminate accurate and up-to-date student-specific information about the program
- 6) Liaise with other Robotics organizations to provide a relevant network for Robotics students
- 7) Give opportunities for service in the community using principles learned in the program

RoboJackets

The RoboJackets are a group of GT students, faculty, and alum that aim to enhance the understanding of the field of robotics and its applications in depth of knowledge as well as to increase the number of students that are exposed to it. We plan to carry out our mission through projects that correspond to the organization's tenets of promotion, education, and advancement.

Student Activities Board (SAB)

The Student Activities Board provides the undergraduate population with community activities and enjoyable entertainment to encourage interaction within the College of Computing. It plans, organizes, and runs the academic, professional, and recreational events for the undergraduate computing population.

Student Western Animation Group (SWAG)

The Student Western Animation Group is committed to the appreciation and understanding of animation produced in the western world. We follow multiple cartoons based on member input and promote discussion of elements such as sound, characterization, artistic style, and how all of this combines to create high quality entertainment.

Tech Effects & Animation Club (TFX)

The Tech Effects & Animation Club is intended to create an environment for those individuals that are interested in digital effects and animation. We also seek to provide an atmosphere in which we can assist one another with taking the theoretical knowledge that we learn in class to build personal portfolios.

The Agency

If you have an interest in Artificial Intelligence then the Agency is the student organization for you! Please contact us so we can address any questions that you may have.

Undergraduate Council (UC)

The Undergraduate Council provides a platform for student organization leaders of the College of Computing student organizations to represent and improve the College of Computing. We meet every other Sunday to discuss important matters in the College of Computing. We work closely with Dean Zvi Galil to communicate what College of Computing students want and how we can get there.

Upsilon Pi Epsilon

The purpose of this chapter of the Honors Society Association shall be the promotion of high scholarship and original investigation into the field of computer science.

Video Game Development Club (VG Dev)

The purpose of the club is to give prospective game developers experience and portfolio pieces, and to serve as an artistic outlet for artists at Tech who otherwise may not have one.

We execute our mission statement by completing an average of five games a semester. We complete these games in various groups. Games are approved in the first few weeks of the semester, first pitched to the Planner, and then to the club at large. Individuals who like the concept of the game join with the group to help make it become a reality.

Women @ College of Computing (W@CC)

Women@CC provides an avenue for female students to receive professional training, discuss academics, and meet other females in a primarily male-dominated field. The club provides a variety of activities, ranging from movie nights to resume workshops to the Grace Hopper Women in Computing Conference. Members of the organization form close bonds with other members, facilitating their involvement in the College of Computing student community.