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ECU's TECS, Boy Scouts of America collaborate in first-ever technology event

FORT A.P. HILL, Va. (August 4, 2010) — In 1910 when the Boy Scouts of America was founded, the most recent technological achievements were Thomas Edison's demonstration of the first talking motion picture and Georges Claude's displaying of the first neon lamp. Now fast forward one hundred years later, as the Boy Scouts celebrate their first centennial birthday at the 2010 National Scout Jamboree in Fort A.P. Hill, Virginia. The College of Technology and Computer Science (TECS) presented a display of cutting-edge technology to over 45,000 scouts at the Jamboree's first-ever ten-day technology quest exhibit.

Scouts from all 50 states and 26 countries around the world had the chance to experience more than 50 technological demonstrations, presentations and hands-on activities that included, biology, robotics, energy virtual reality, and chemistry. TECS provided computers, large screen monitors, and a back screen classroom for the exhibit.



“This event provided a unique opportunity for the College to engage young men around the county and the world who are interested in technology and engineering and to talk about ECU, our college, and our programs,” said David White, dean of the College of Technology and Computer Science.

Presented by Chuck Lesko, PhD, assistant professor in the department of technology systems, the scouts had the opportunity to dive into their own virtual world first hand. The scouts were able to create avatars, which are the computer user's representation of himself/herself or alter ego, usually in the



form of a three-dimensional model used in computer generated, virtual digital environment. The scout learned how they could create a 3D image of themselves, by using their own virtual scouting world, they were also able to develop animations and build their own three-dimensional objects. "The exhibit was a hit from day one," said Lesko. "I had to solicit several Jamboree staff to assist me with the exhibit; after I showed them what the exhibit was all about I found I had more staff volunteers than I needed. The staff had just as much fun as the scouts did."

As for the scouts, the feedback for the virtual technologies exhibit was an overwhelming success. For most of the demonstration sessions there was standing room only. All total, over 140 demonstrations were conducted giving thousands of scouts an opportunity to look deeper into the world of virtual technology. "Virtualization is a technology that these scouts will live with the rest of their lives," said Lesko. "Our hope here is that they are more aware of what virtual technologies are all about, maybe we inspired a few of these young men to learn more about the technology field, but most importantly we hope that they had fun doing it."

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