The OOPSLA Trivia Show (TOOTS)

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ABSTRACT

OOPSLA has a longstanding tradition of being a forum for discussing the cutting edge of technology in a fun and participatory environment. The type of events sponsored by OOPSLA sometimes border on the unconventional. This event represents an atypical panel that conforms to the concept of a game show that is focused on questions and answers related to OOPSLA themes. The goal of the panel is to provide an educational opportunity for OOPSLA attendees to learn about a broad range of topics in a style that encourages audience participation.

1. Overview of the OOPSLA Trivia Show

OOPSLA has one of the most diverse collections of attendees among all computer science conferences. At OOPSLA, academic researchers working on theoretical areas of language design may share a conversation with a developer from industry who is working with the latest new technology. Moreover, an OOPSLA first-timer will have the opportunity at a workshop or social event to converse with an OOPSLA veteran. This panel continues in that tradition by encouraging attendees from all backgrounds to share their knowledge related to the common themes of OOPSLA. The objective of this panel is to educate the audience on diverse topics and provide some technology takeaways in a style that is entertaining. To meet this objective, the panel will conform to the concept of a game show that is focused on topics related to OOPSLA.

2. The OOPSLA Trivia Show Rules

The panel will follow the general rules of a popular game show, with a few variations. The list below summarizes some of the particular rules that will be observed in the panel:

- All responses must be given in the form of a question. Each team gets one warning when this rule is violated. Subsequent violations will be counted as an incorrect response, even if the content of the response is correct.

- There will be three teams, each with three players. The teams will represent attendees from industry, academia, and students.

- When a team answers a question incorrectly, one of the team members must leave the game (typically, the member that suggested the incorrect response). A member of the audience from the same group may join the team to keep each team size at three. Thus, the concept of panel member replacement, as typical in a Fish Bowl arrangement, is adopted to improve audience participation.

- Once eliminated, a participant cannot come back into the game.

- The teams have 30 seconds to provide an answer. Any question that is unanswered will be asked to the audience at large. Thus, a fourth team is represented by the general audience, who also have the opportunity to respond and have their cumulative score recorded.

- There will be three rounds of play with each round having five categories and each category having five questions of increasing difficulty and value. The initial two rounds will be similar, but the final third round represents a single question.

- In the final round, a single category will be revealed and the participants must wage a portion of their current score. The answer is then revealed to the contestants and they must provide the correct question within one minute. The score of each team is updated based on the correctness of their answer and the value that they waged.

- After the final round, the team with the highest score is declared the winner.

- All decisions relating to the correctness of a team response will be determined by the Judge.

- At the end of the contest, all participants will be asked to join their team on stage for photos that will be used to archive the event. All members of the winning team will receive a token prize.

3. Sample Question Areas

Because OOPSLA has attendees from diverse backgrounds and experience levels, the questions will be defined broadly to cover many topics of interest at different levels of difficulty. The questions will be designed in a manner to educate a general audience in an engaging way. When possible, questions involving multimedia will be offered, such as short video clips, images, and sounds.

A total of two full rounds (25 questions per round) and a final round will provide 51 questions for consideration in the contest. The following represent a sample of the categories that will be covered:

- OOPSLA History

  Trivia from past OOPSLAs

- OOPSLA 2009 Trivia

  Various factoids related to the current conference

- Popular Topics from OOPSLA

  Design Patterns, Enterprise Middleware, OO Language Design

- Questions from OOPSLA Spinoffs

  UML, AOSD, XP

- Current conference themes

  Scaling: Multi-core to Cloud, Mashups of Models, Data and Code, Tools for Reliability and Evolution, Enterprise Agile Management

4. Key Participants

The participants of the panel come from three separate groups: the question curators (who design the game show content), the contestants, and the organizers (who moderate and coordinate the production of the game show).

Question Curators

The committee of "Question Curators" assists in defining questions for each category and ensuring the correctness of each answer. This committee will be comprised of members who are well-known in the OOPSLA community from both industry and academia.

The Question Curators for this panel are:
- Mehmet Aksit, University of Twente
- Frank Buschmann, Siemens AG
- Shigeru Chiba, Tokyo Institute of Technology
- Siobhán Clarke, Trinity College Dublin
- Richard Gabriel, IBM Research
- Jeff Gray, University of Alabama at Birmingham
- Kevlin Henney, Curbralan
- David Holmes, Sun Microsystems
- Ralph Johnson, Univ. of Illinois at Urbana-Champaign
- Steven Kelly, MetaCase
- Doug Lea, State University of New York at Oswego
- Doug Schmidt, Vanderbilt University
- Wolfram Schulte, Microsoft Research
- Peri Tarr, IBM Research
- Jan Vitek, Purdue University
- Joseph Yoder, The Refactory

Contestants

The three contestant teams will represent the categories of the primary constituents at OOPSLA: industry, academia, and students. Contestants representing the teams from industry and academia are leaders in the OOPSLA community and those who had a prominent role in previous OOPSLAs. The student team will be seeded with participants who are OOPSLA student volunteers, or student authors of OOPSLA 2009 papers. Due to the "Fish Bowl" format, when questions are answered incorrectly the contestants will also be dynamically replaced by members of the general audience. As noted in Section 2, there is a fourth team that is composed of the entire general audience (i.e., the general audience has the opportunity to provide a response to each question that goes unanswered).

Faculty Team:
- William Cook, University of Texas at Austin
- Yuanfang Cai, Drexel University
- Phil Greenwood, Lancaster University (UK)

Industry Team:
- Gail E. Harris, Instantiated Software Inc.
- Juha-Pekka Tolvanen, MetaCase (Finland)
- William Opdyke, Motorola Research

Student Team:
- Damian Dechev, Texas A&M University
- Tomaž Lukman, Jožef Stefan Institute (Slovenia)
- Pooja Varshneya, Vanderbilt University

Organizers

Jeff Gray is an Associate Professor in the Department of Computer and Information Sciences at the University of Alabama at Birmingham (UAB) where he co-directs the research in the Software Composition and Modeling (SoftCom) laboratory. His research interests are in aspect-oriented software development, model-driven engineering, domain-specific languages, and generative programming. Jeff has attended every OOPSLA since 1995. Over the past 9 years, he has co-organized the popular OOPSLA workshop on Domain-Specific Modeling (DSM) and organized an OOPSLA 2008 panel on Domain-Specific Languages. He is an NSF CAREER award winner and the current Alabama Professor of the Year (Carnegie Foundation). Jeff is the 2009 Program co-Chair of the conference on Software Language Engineering (SLE) and the 2009 Organizing Chair of the conference on Aspect-Oriented Software Development (AOSD).

Douglas C. Schmidt is a Professor of Computer Science and Associate Chair of the Computer Science and Engineering program at Vanderbilt University. He has published 9 books and over 400 technical papers that cover

a range of research topics, including patterns, optimization techniques, and empirical analyses of software frameworks and domain-specific modeling environments that facilitate the development of distributed real-time and embedded (DRE) middleware and applications running over high-speed networks and embedded system interconnects. Dr. Schmidt has over fifteen years of experience leading the development of ACE, TAO, CIAO, and CoSMIC, which are widely used, open-source DRE middleware frameworks and model-driven tools that contain a rich set of components and domain-specific languages that implement patterns and product-line architectures for high-performance DRE systems. Doug has organized several workshops at OOPSLA and also served as the Program Chair of OOPSLA 2004.

As formal participants, Jeff will serve as the moderator and Doug will play the role of judge, score keeper, and award presenter.