

Registration Form CWC 2005

Personal Data

Last Name: _____

First Name(s): _____

Organisation: _____

Address: _____

E-Mail: _____

Phone: _____

Fax: _____

Registration Category

Early Bird registration is available before November 22nd 2004. For *student* registrations, please enclose an official letter of status. *Short* bookings allow for attending the congress for up to two days.

	<i>before November 22nd</i>	<i>after November 22nd</i>
Student	<input type="checkbox"/> NZ\$ 100	<input type="checkbox"/> NZ\$ 150
General (short)	<input type="checkbox"/> NZ\$ 200	<input type="checkbox"/> NZ\$ 250
General (long)	<input type="checkbox"/> NZ\$ 300	<input type="checkbox"/> NZ\$ 350

I want a CWC backpack (add NZ\$ 20 to the registration fee)

Total amount NZ\$ _____

Payment method

Mastercard Visa card NZ\$ cheque Bank draft (NZ\$)

Credit Card No.: _____

Expires: _____ / _____

Cardholder's Name: _____

Cardholder's Signature: _____

Credit card payments: Fax this form to +64 (0)7 858 5095 (FAO: Annika Hinze).

Cheque/draft payment: Payable to "University of Waikato". Post to Annika Hinze, CWC, Department of Computer Science, Private Bag 3105, Hamilton, New Zealand.

Enquiries to: organizers@cw.org.nz

don't forget to send in both pages of the registration

Repeat Name: _____

Course Registration

Please tick your first and second choice courses. We will try to assign you to your first choice courses if possible. If a course of your first choice is booked out and you have ticked a second-choice course for the same time, we are trying to register you for this second-choice course instead. Please make sure the times for your first-choice courses do not overlap. Courses will be subject to interest.

No.	Title	1. choice	2. choice
SOEN1	Software supporting Business		
SOEN2	Software modelling with UML 2.0		
SOEN3	The technical side of managing a project		
SOEN4	On paintings, bridges and other problems in Discworld		
SOEN5	Philosophical Ontology in Information Systems		
PM1	Introduction to project management		
PM2	Systems thinking and IT project management		
PM3	Agile Project Management		
PM4	Business Process Management		
HCI1	Gender norms in digital brain and body images		
HCI2	Usability Engineering Research Products		
HCI3	What's driving the machine?		
HCI4	Good Design		
ACS1	Introduction to Computer Networks		
ACS2	Programming of Robot Dogs		
ACS3	Speech processing methods and applications		
ACS4	Hands-on Knowledge Representation		
ACS5	Pen-Based Computing		
ACS6	How does a digital library work?		
ACS7	Technical Innovation Workshop		
ACS8	How Does Knowledge Get Into the Machine?		
PTR1	How to give a presentation		
PTR2	Cut your own publicity film		
PTR3	Mathematical proofs made easy		
PTR4	Workshop for PhD students		
PTR5	Tips and Tricks when teaching online using a MLE		
PTR6	Teaching in big classes		
PTR7	Writing a thesis: time management and presentation issues		
PTR8	Kanohi ki te Kanohi: Maori Women in IT		