Welcome, everyone!
by John Martin

Congratulations! It's mid-October and you've made it through the first half of the semester. How's it going? Well, we hope.

Whether you've settled into a routine now and are ready to socialize with others in the program or you haven't yet settled into a routine and want to talk about that with others, the time has never been better to join your NCSU STC Student Community. Contact Will or Garrett, our membership coordinators (contact info on p.12) to join today!

With Fall break barely behind us, it's already time to sign up for Spring '07 courses. Are you looking for a course to take? If so, how fortuitous! Check out our course ads on page 8.

We've had some serious fun already this semester, and we're going to continue that trend into the last half of the semester. Check out our events calendar on page 2.

On both October 24th and 25th, we're sponsoring a social and academic networking event, "STC Meeting & Social — Faculty Meet and Greet." This is a good way to meet professors other than the ones from whom you're currently taking a course. Come see them eat, drink, and socialize like real people.

The President's pen
by Kim Rothwell

STC has had such an exciting semester so far! We’ve held events for new students, veteran students, and the community.

Two days before classes began, we held an STC orientation session in which we welcomed the new Master’s students and invited them to join STC as a way to experience academic, social, and professional events that can help with networking and career advancement.

In September, we held a social meeting at Mitch’s Tavern and a “675 Survivors” seminar in which three graduates of the program, Anna Thompson, Ben Covington and Peg Lawler described their experiences working on their capstone project and provided tips on ways to give a great defense.

On October 8th, we held our largest charity event ever! Our benefit rock concert brought together five local bands, including STC Secretary Milton Hawes’s “Sons of Gondor,” to raise money to support Source Force — a non-profit volunteer organization that helps people living in poverty with HIV/AIDS. STC officer Garrett Sparks volunteers with Source Force and spoke at the concert about the organization and its activities in the Triangle community. You can learn more about Source Force at http://www.source-force.org.

We are excited to bring you more events in late October and November! Please join us for some!
## 2006 – 2007 activity calendar‡

### October

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
<th>Time</th>
<th>Location</th>
</tr>
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<tbody>
<tr>
<td>10/05/2006</td>
<td>Pre-Advising Info Session</td>
<td>5:30 PM</td>
<td>ENG 518 Winston 0002</td>
</tr>
<tr>
<td>10/24/2006</td>
<td>(S)(A)* STC Meeting &amp; Social - Faculty Greet</td>
<td>5:00 PM</td>
<td>Brueggers on Hillsborough</td>
</tr>
<tr>
<td>10/25/2006</td>
<td>(S)(A)* STC Meeting &amp; Social - Faculty Greet</td>
<td>5:00 PM</td>
<td>Brueggers on Hillsborough</td>
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### November

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<tr>
<th>Date</th>
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<tbody>
<tr>
<td>11/04/2006</td>
<td>(P) The NEW Web: An Unconference</td>
<td>8:30—6:00</td>
<td>NCSU Student Center</td>
</tr>
<tr>
<td>11/15/2006</td>
<td>(A)* PhD Panel Discussion</td>
<td>TBA</td>
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### December

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<tr>
<th>Date</th>
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<tbody>
<tr>
<td>12/06/2006</td>
<td>(A)* ENG 675 Project Defenses</td>
<td>TBA</td>
<td>Tompkins TBA</td>
</tr>
<tr>
<td>12/08/2006</td>
<td>(S)* End-Of-Semester Party</td>
<td>TBA</td>
<td>Milton Hawes’ Home</td>
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### January (2007)

<table>
<thead>
<tr>
<th>Date</th>
<th>Event</th>
<th>Time</th>
<th>Location</th>
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<tbody>
<tr>
<td>01/08/2007</td>
<td>(S)(A)* Meet &amp; Greet (Members, Faculty, and New Students)</td>
<td>6:00 PM</td>
<td>Tompkins TBA</td>
</tr>
<tr>
<td>01/17/2007</td>
<td>(S)(A)* STC Meeting &amp; Social - Faculty Greet</td>
<td>5:00 PM</td>
<td>Sammy’s Tap &amp; Grill</td>
</tr>
<tr>
<td>01/18/2007</td>
<td>(S)(A)* STC Meeting &amp; Social - Faculty Greet</td>
<td>5:00 PM</td>
<td>Sammy’s Tap &amp; Grill</td>
</tr>
<tr>
<td>01/23/2007</td>
<td>Dreamweaver Basics: Creating &amp; Publishing a Web Page</td>
<td>TBA</td>
<td>2nd Floor, East, DH Hill</td>
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### February

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<tr>
<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>02/04/2007</td>
<td>(S)* 2nd Annual Superbowl Party</td>
<td>TBA</td>
<td>TBA</td>
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<tr>
<td>02/21/2007</td>
<td>RoboHelp Seminar</td>
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### March

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<th>Date</th>
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<tbody>
<tr>
<td>03/07</td>
<td>Member’s Choice Activity/Program</td>
<td>TBA</td>
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### April

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<th>Date</th>
<th>Event</th>
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<tbody>
<tr>
<td>04/2007</td>
<td>(P)* Tri-Doc Conference Participation</td>
<td>TBA</td>
<td>TBA</td>
</tr>
<tr>
<td>04/2007</td>
<td>(S)* Meeting, Social, &amp; Trivia</td>
<td>TBA</td>
<td>Sammy’s Tap &amp; Grill</td>
</tr>
<tr>
<td>04/2007</td>
<td>(S)* Service Raleigh</td>
<td>TBA</td>
<td>Meet at the Brickyard</td>
</tr>
<tr>
<td>04/2007</td>
<td>Election of Officers for 2007-2008 Academic Year</td>
<td>TBA</td>
<td>TBA</td>
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‡Dates and events are subject to change. We will communicate changes in a timely manner.

* (S) = Social, (A) = Academic, and (P) = Professional networking opportunities.

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## Editor’s corner

**by John Martin**

I’m pleased to bring you our second newsletter of the school year, which has two major themes: ENG675 Projects in Technical Communication (a.k.a., “The Capstone Course”) and mobile technology as a new form of communication.

STC created and presented what’s sure to become a regular semester event — a **675 Survivors** presentation — in which three alumni of the class came back and shared their experiences with the current semester’s class as they begin their culminating program endeavor.

Mobile technology is transforming the way people communicate, and I think that now is the time to start thinking about the implications this will have on technical communications in the future. It’s just a matter of time.  

©
In support of defenses

by John Martin

Being in my third year of the two-year MS in Technical Communications program, I have attended both the 2005 and 2006 semester-end project defenses. No, I didn't go for the food, though I did eat the goodies there. No, I didn't go to be one of the only students to ask a question once the professors asked theirs, but I did ask a question or two.

To give you an idea of the wide range of projects undertaken by Technical Communication students in the past couple of years, take a look at the project titles below.

**Spring 2005 projects**

- “PEP Database User's Guide for Program Coordinators”
- “An Online Tutorial for Creating Personas and Scenarios by Information Developers”
- “Women's and Gender Studies Internship Program Website”
- “Usability Test of the Program Review Management Application for NC State University Graduate School”
- “Article for Technical Communicators on Starting a Home Indexing Business”
- “Training Curriculum Guide for the Quintiles Proposal Management Group”
- “Website for the North Carolina Child Mental Health Consortium”
- “Marketing and Disclosure Slicks for McGregor Financial”
- “North Carolina Folklore Journal Website”

**Spring 2006 projects**

- “Kurzweil, Metaphor, and the Future of Technology”
- “Sharepoint Usability Testing Report”
- “Content Producer Do-It-Yourself e-Learning Toolkit Guide”
- “RSC Intranet Resource: Online Tools and Information”
- “Fields of Tears: Genetically Modified Rice in North Carolina”
- “Complementary Cardiology Website”
- “A Training Plan for the Implementation of SIS at NC State University”
- “Teaching Teachers How to Teach Scientific Information: A Tutorial on Biotechnology Communication with the Public”
- “Rhetorical Assumptions, Rhetorical Risks: Communication Models in Genetic Counseling?”
- “Customer Deployment User Guide”
- “Combining Teams, Combining Methods: Creating a Translation Process for the Workplace Portal and Collaboration Information Development Team”
- “Salem Funeral Home Website”
- “A Self-Directed Learning Module for Parata Systems Trainers”

The Fall defenses are quickly approaching, and this semester’s capstone students have been hard at work. How do I know? Read “675 survivors” on page 4.

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capstone

Main Entry: cap·stone
Pronunciation: 'kap-"stOn
Function: noun
Etymology: ¹cap

¹a stone that forms the top of wall or building
²a final touch; a crowning achievement; a culmination
If you’ve been in the Technical Communication program for any amount of time, chances are you know someone who has been affected. Night terrors, a gaunt appearance, a new affinity for answering questions no one else can hear: all signs of a common affliction to which we are all painfully subject to at one point in our pursuit of the degree. There are survivors, though, but they are few and far between. Getting these people to relive the nightmare is a difficult task in itself, but to make them return to the scene and give a detailed account of the experience seems almost inhumane.

Cue John Martin. As the progenitor of the first 675 Survivors panel discussion (the first of many — we hope), John was the reason Anna Thompson, Ben Covington, and Peg Lawler were called upon to revisit their time spent in 675 and offer advice to the current batch of sufferers… err… students. The format for the discussion was semi-formal, with each survivor providing a short presentation on their 675 project: what their project was about, how they chose it, and some hints and potential pitfalls to be aware of throughout the semester and while presenting. I can honestly say every piece of advice was invaluable.

A common thread emerged, though, as they are apt to do when great minds come together. You might need some background first. The 675 project is fairly open-ended. You can choose any topic you like, as long as it demonstrates the rhetorical and technical skills learned in the program. Sounds easy, huh? Not quite. The pressures of life tend to get in the way of writing that paradigm shifting paper of which we’ve all been dreaming. Some students are working full-time, some aren’t working at all, and some aren’t entirely sure what work is.

The tension between life, work, and more work tend to stretch most people to the breaking point during the 675 semester, so to alleviate some of the strain, many people pick a 675 topic that they can do at work. Pick a work topic and you get the best of both worlds: time to work on schoolwork, money for completing your 675 project, and the prestige at work for taking on a special project. Two of the three 675 survivors chose a work-related project, and they said it was the best choice they could have made.

Leave it to a Covington to disagree. Ben Covington had a slightly different stance, and one which should be held equal to getting paid for school. He wanted to do something challenging and interesting. Challenging? Isn’t life challenging enough? You have to buy groceries at least once a week. Shouldn’t that be enough? Isn’t reading the Taco Bell menu interesting? It is for me, but apparently Ben is a taker – always wanting more. He felt that what he was doing at work was slightly less than important for his personal edification, so he chose to write an academic paper titled “Kurzweil, Metaphor, and the Future of Technology.” It sounds pretty easy to me. The future of technology is God-bullets, right? So what’s the problem?

Anyway, the point Ben brought up was a good one; and it should be one everyone strongly considers before picking their 675 topic. If you hate what you’re doing at work, don’t choose a work related topic. The worst thing to do to yourself is pick a topic you hate and spend the entire semester dreading everything you have to do. Choose something you want to do, something that interests you, and at least the work won’t seem so much like work. The corollary to this, of course, is that if you love what you’re doing at work, then get paid to do what you love and earn a degree at the same time.
This isn’t the only thing I learned, obviously, but I can’t list everything here for a few reasons. First, is space. The newsletter’s only so long, and this could take up a book, or at least a tract that I could put on a windshield in your apartment complex. Second, if I tell you everything, where’s your motivation for attending the next 675 Survivors presentation? That’s right, nowhere. So I’m keeping some things to myself.

There are a few nuggets of wisdom that if went unshared would only weigh my conscience down, so I must impart some of what I learned:

- Choose your advisors based on their specialty. Each faculty member has an area of study and interest. Use these to your advantage and choose the best for your project.

- Attend every defense. The best defense is a good offense, and you need to see what happens so you’re prepared.

- Use the deadlines. These projects can be long and seem interminable, so use the deadlines and schedules to divide the workload into manageable chunks.

- Support your classmates. You want them to support you.

- Be proud! Pride is still one of the deadly seven, but ask your priest for forgiveness afterwards rather than permission beforehand. This is your time to shine, be proud of your project and what you’ve accomplished.

Always learning
by John Martin

STC couldn’t be more pleased about how this session turned out. The student evaluations told us that this program was right on, and right on time.

And Dr. Stan Dicks, Director of the M.S. in Technical Communication, and ENG 675 Professor this semester, said about the program, “I may have learned more than anyone in the room. Please do continue to offer this to future 675 classes.”

“I may have learned more than anyone in the room. Please do continue to offer this to future 675 classes.”

~Dr. Stan Dicks~

Plan to attend the semester-end defenses in December!

These are just some of the anticipated project topics: Convert Load Balancer to XML, Redesign of a Web site for Accessibility Compliance, A Web site for Area Trail Runners, An Online Tutorial for Teaching Ethics, Figuration and the IMRAD Format, Web site on Security Threats, History of Government Food Guidance in the United States (a scholarly paper), and NCSU Payroll Department Online Policies and Procedures to Support Federal Tax Compliance.

Dr. Dicks (center) With This Semester’s Sufferers Students
What's new media? We have been used, throughout the 1990s, to think about new media as somehow involving the Internet, interfaced via a desktop computer screen, a keyboard, and a mouse. The term new media brought to mind cyberspace, constructed as a virtual environment detached from the physical world, a place where people could inhabit and create new types of communities.

Virtual communities have often been studied as narrative places in which users create collective non-linear stories, and build up environments solely via text. In the first decade of the 21st century, I shall risk to say that cyberspace is gone. The idea of a virtual world, a simulated space, completely disconnected from our physical environment, is challenged by the emergence of mobile technology devices, such as cell phones.

In the United States, as well as in other countries in Latin America, like Brazil, it is hard to believe that cell phones can be something other than simply mobile telephones. Likewise, affirming that mobile devices are new interfaces through which communities are formed seems odd.

However, Japan and Scandinavian countries show us that mobile phones are also extensions of the hand, embodying the role of a tool. A tool is something that disappears in function of its use. For instance, a pen is a writing tool. A keyboard is also a writing tool, which we do not even perceive while interacting with digital environments. Will cell phones also be used as writing tools?

The use of SMS (Short Message Service) in Finland and Sweden, as well as in other European countries, already corresponds to the main role of mobile devices. In Finland, people send more SMS than emails, and there are many more cell phones than personal computers. Likewise, in Japan, the use of mobile email is one of the main functions of the i-mode — thumb competitions award the fastest ke-tai typers.

Reasons for the success of the mobile Internet include the low availability of personal computers, restricted space for big devices (such as desktop computers), and expensive landline infrastructures. Expensive and poor landline infrastructure is one of the main reasons for cell phone growth in Brazil. A mobile phone is cheaper than a fixed telephone. However, in Brazil, cell phones are mostly used as in the U.S. — as voice communication devices.

But the use of SMS, in addition to location awareness, turns mobile devices into powerful community game devices, which can be viewed as multiuser environments (MMORPG) played in physical space. An example is the game Botfighters, created by the Swedish company It's Alive. By allowing cell phone users to 'shoot' and locate other players, Botfighters transforms the physical urban space into a game arena.

I Like Frank, from the British group Blast Theory, is another example of a game/narrative/artwork created in the hybrid space that permeates urban and digital spaces.

The use of location awareness in cell phones is spreading quickly through Europe and Japan. With the i-mode, for example, people can use their mobiles to locate a restaurant, get driving directions, and even find friends who are nearby.

With the aid of nomadic technology devices, virtual social communities, in which members do not occupy the same contiguous space, now emerge in physical spaces. In this context, cell phones play an active role in creating new types of communication and social networks. ImaHima, for instance, is a type of mobile Instant Messenger which beeps every time a user in your buddy list is within a specific distance radius.

Multiuser environments in cyberspace have frequently been regarded as utopian spaces in which users could project their imagination. When communities are shaped in a hybrid space, mobile phones become new media tools for creating novel and unpredictable imaginary spaces, re-narrating cities. Fixed Internet users do not have the ability to move through physical space. But the emergence of nomadic interfaces represents a chance for such imaginary spaces to be enacted and constructed in physical space.
Nomadic technologies have a twofold role in the construction of playful/narrative spaces. First, they allow virtual spaces to be mobile, bringing them into the physical world. Second, when used to play games, they free the game from the game board or the computer screen, making it possible to use the city space as the game domain.

Communities on the Internet have been formed independently of the physical location of their members. With nomadic technology devices, it is possible to communicate to people who are both distant and nearby. Location awareness embedded in mobile devices strengthens the connection to physical spaces, creating a new geography that is connected with and shaped by mobile networks.

Challenging a cyberspace dogma by which many claimed geography was dead, in the mobile era geography indeed matters — because connections on mobile networks are largely dependant on the user’s position and movement in space. Mobile networks can be viewed as a digital layer that stands on the physical space, subjected to weather conditions and users’ movement inside the cells.

In this sense, mobile phones can be perceived as writing devices. No, this has nothing to do with typing SMS or writing in a restricted sense, like producing written text. Writing in a broader sense means the creation of narrative and imaginary spaces. Cell phones are new media devices writing in physical spaces or, better, in hybrid spaces.

The emergence of nomadic interfaces, however, does not mean that graphic user interfaces (GUI) and simulated spaces will disappear. Rather, mobile interfaces make us aware of the importance of physicality when dealing with digital spaces. Simulation spaces will continue to have important roles in disciplines such as medicine, engineering, and art.

Moreover, online multiuser environments will last as an alternative form of communication and sociability. Cyberspace, in this sense, is not gone. The emergence of new interfaces does not erase previous ones, especially if their roles do not completely overlap. As the television did not replace radio, also mobile applications, such as games and location-based services, will not replace simulated environments on the Internet. At least in the short run.

Mobile phones do not have the same graphic capabilities as large monitors, head mounted displays, or projection screens, but mobile technology is (currently) not about visualizing information spaces. Rather, it is about embedding new information in physical space. Because they are part of everyday experience, they are embedded technologies.

Hybrid spaces include features from communities in physical spaces, as well as from cyber-communities, creating a more extensive means of communication and interaction among people. Virtuality is an essential element for promoting sociability in urban spaces, and to re-conceptualizing physical space. With mobile technologies, virtual environments are no longer detached from our physical world.

Dr. de Souza e Silva is an Assistant Professor in Communications. This article won the Opinion Award in trAce and Writers for the Future’s New Media Article Competition, and is reprinted here with her permission. If these ideas interest you, check out Dr. de Souza e Silva’s course offerings in the course ads on page 8.
COM598D Visual Rhetoric  
Professor: Dr. V.J. Gallagher  
T, Th 10:15 – 11:30  
Theory, Seminar  

Advances in communication technology have resulted in new and more accessible means for creating and distributing visual images and artifacts. At the same time, the rhetorical impact of these images and artifacts is not yet well documented or understood. This course examines what rhetorical theory and criticism can offer to our understanding, interpretation, and use of visual images. Units of study include:  
- Photography, Painting and Public Art  
- Commemorative Arts: Memorials, Monuments and Museums  
- Mediated Images and Digital Design  

This is a required course in the MS in Technical Communication program. Info: crmiller@ncsu.edu

COM487 Internet & Society  
Professor: Dr. de Souza e Silva  
T, Th 10:15–11:30 or 11:45–13:00  
Theory, Lecture  

The primary goal of this class is to investigate interconnections between the Internet and society focusing on the interfaces that allow us to connect to digital spaces. The course will be divided into three main parts. Part I includes a historical overview of the development of the personal computer as an assemblage of material interfaces used to represent digital information, like the mouse, the keyboard, the screen, the operational system, and windows. In parallel we will investigate how the concept of cyberspace has been created, leading to the visualization of the computer and the Internet as social spaces. In this part, we will focus on literary and science fiction views of cyberspace. Part II focuses on the Internet as a social space. We will investigate how communication interactions happen online focusing on issues such as the visualization of communication environments, online body, and identity construction. Special attention will be given to MUDs, also referred to as multiuser environments, and how these “digital spaces” can be used for sociability, learning, and gaming. Part III focuses on current and future issues regarding the way we interact with the Internet, and on the future of the Internet itself as a communication medium. We will explore the shift from the fixed to the mobile Internet. We will also discuss the emergence of wireless networks, voice over internet protocol (VOIP), pervasive and wearable computing, and location-based services. Finally, ideas about the digital divide and social access to technology will be addressed. The ultimate goal of this class is to raise a discussion about the role of the Internet in contemporary society.  

This is a regularly scheduled course, and it is offered in two sections so that students from other departments are able to attend. Info: souzaesilva@ncsu.edu

ENG515 Rhetoric of Science & Technology  
Professor: Dr. C.R. Miller  
T, Th 18:00 – 19:15  
Theory, Seminar  

The purpose of this course is to uncover assumptions governing scientific and technical communication and to introduce students to some methods of analysis. This course will enable you to be a more reflective, critical, and strategic participant in your professional work and a more engaged citizen in an age of science and technology. We will cover traditional and contemporary views of science and of rhetoric, the differences between science and technology, internal communication among specialists, and public communication and controversy. The rhetorical methods we will apply include contemporary approaches to argumentation; neo-Aristotelian canons of invention, arrangement, and style; metaphor analysis; ideological criticism; and feminism.

This is a brand new course. Info: gallagher@social.chass.ncsu.edu

COM598A Gaming & Social Networks  
Professor: Dr. de Souza e Silva  
W 15:00 – 17:45  
Theory, Seminar  

This graduate seminar explores the inter-relations among mobile technologies (cell phones, PDAs), location-based activities, and playful/social spaces. It investigates how multiuser games/environments can be brought into physical spaces, thus transforming our perception of urban public spaces. By creating social networks in public spaces, these games also change communication patterns among players, as well as the very concept of the cell phone. The course explores three main areas with the ultimate goal of finding interconnections between gaming and social networks. The first part is dedicated to the definition of basic multiuser gaming concepts. We will define games as social, spatial and (non)narrative activities. Then, we will explore the history
of games as social environments, with particular emphasis on role-playing games (RPGs) and multi-user domains (MUDs), as predecessor of hybrid reality/location-based gaming. In the final section we will investigate the concept of mobile gaming, exploring and defining different types of games which use the physical space as the game environment, such as pervasive games, location-based games, and hybrid reality games. Along the course, we will discuss possibilities for these games to be used beyond pure entertainment, drawing connections among gaming, education, art, and other location-based activities. The overarching goal of this class is two-fold. First, it will help students to draw connections between games and the creation of social networks via the analysis of games as social and spatial activities. Second, students will apply these concepts to the definition of mobile and location aware gaming. Broadly, the course focuses on identifying how mobile, location aware and wireless interfaces influence communication and society, changing perceptions of urban spaces.

Upon successful completion of this course students will be able to:

- Conceptualize games as social and spatial activities.
- Relate games to the idea of social networks.
- Define and conceptualize hybrid reality games, location-based games and pervasive games.
- Draw connections between games and the construction of social spaces.
- Understand the history of social gaming.
- Identify how mobile, location aware and wireless interfaces influence communication and society, changing perceptions of urban spaces.

This is a brand new course. Info: souzaesilva@ncsu.edu

ENG583A Theorizing Writing
Professor: Dr. M. Carter
Professor: Dr. D. Rieder
T, Th 15:00 – 16:15
Theory, Seminar

Though writing is at the center of what students of English do, we are rarely given the opportunity to focus on writing as a thing itself. This seminar provides that opportunity. Students will study writing from a variety of disciplinary perspectives, including anthropology, archaeology, history, linguistics, neuropsychology, philosophy, new media, art, and typography. The goal of the course is to draw these different perspectives to ask the big questions about writing: What is the nature of writing? What does it mean to write? What is writing in relation to speaking? What does it mean to understand writing as a technology? What does it mean to see writing as a visual image? Assignments for the course include contributing to an online annotated bibliography on writing, leading seminar discussions of additional class readings, and writing a seminar paper.

This is a brand new course. Info: mpc@ncsu.edu, or dmrieder@ncsu.edu

Employment news

Employment opportunity information for MS in Technical Communication students is disseminated through the etc listserv, which is maintained by Dr. Stan Dicks.

You’ll hear about hiring positions at the likes of IBM and SAS, as well as those at NCSU and other smaller companies in the Triangle area.

Since the last newsletter, opportunities such as these, have been advertised:

- RTI International Proposal Specialist
- NCSU HR Payroll (Procedures & Policies)
- SAS Technical Publications
- Director of Development & Communications @ Habitat for Humanity of Wake County.

This is a brand new course. Info: souzaesilva@ncsu.edu

Technically Speaking...
Letters to the editor

by John Martin

I loved the puzzle in the STC newsletter — even though I think there may have been a box missing. Shouldn’t 47 across have had three boxes so we could put in TSE? I do several puzzles each and every day, although lately I’ve been hooked on Sudoku. I know that pretty soon I’ll get sick of that and return to crosswords.

Susan Katz

Thank you for your letter! Yes, I suppose that since I did not correctly adhere to crossword puzzle genre with regards to making the design symmetrical (see improvement in this edition’s puzzle), I could very well have left a third box available for Mr. Eliot’s surname initial. At the very least, I should have made the clue: The Love Song of J. Alfred Prufrock author (initial initials)! ~Ed.~

The crossword puzzle was fun and a great addition to the last newsletter. Hope to see more interactive features like this in the future. I enjoy watching each newsletter editor put his or her own personality into Technically Speaking... Each year, I feel so lucky to work with such talented and creative officers.

Sarah Egan Warren
STC Faculty Advisor

Thank you for your guidance and leadership, Sarah, and for being a constant in the STC Student Community as it “turns over a new leaf” each year! ~Ed.~

I think the August 2006 newsletter looks great. It has good information, which is well-organized, easy-to-follow and attractive. Furthermore, it demonstrates the successful application of PDF technology. Keep up the good work and I look forward to future issues of Technically speaking...

Unknown

This submitter gave me permission to give attribution, but didn’t provide his or her name. I do appreciate the letter! ~Ed.~

STC supports World Usability Day

From STC International

STC, the world’s largest association for technical communicators, announces its support for World Usability Day (www.worldusabilityday.org). Tuesday, 11/14/2006.

As part of World Usability Day, a global online card-sort exercise will be held. Card sorting is a quick, inexpensive, and reliable technique for determining how people categorize information. This knowledge helps information architects and usability professionals create structures for print and online information that make products and technologies more usable.

STC’s card-sort exercise will be carried out by participants on 5 continents. The exercise will provide insights about regional variations in the ways people organize information. Anyone interested in participating in this valuable exercise can sign up at www.stc.org/wud.

Answer to August Puzzle

AUDIENCE
SIRENS
AGE AND OR
IBID
TOC
LITHER
ILAYEXIT
AIL
ALT
DE
UNISTC
YESO
UNtimer
UMOS
KAREN
A mad editor’s cross words  (Texting, IM chatting, & cell phones, oh my!)  
by John Martin

Across
1. Ubiquitous IM acronym
3. Abbrev for .jpg, .gif, .bmp, etc.
5. “I can’t hear you now. You’re out of ______”
8. The lower this number, the more they’re likely to text message
9. You might very well get a “cold reception” when mobile calling here
10. A call can be “dropped” as you move between these
11. One of the many things you do on your cell
13. It’s easy to be this during a public cell call (you know you are)
15. You might get a second phone at this price
16. Incoming call indicator
19. A cell phone allows you to be one of these
21. Paying for your groceries, and seeing who’s nearby to have lunch with are in your cell phone’s this
26. Often an impetus for a text message, an IM, or a cell call (Fr.)
27. I _____ you (It must be love!)
28. Annoying people around you is one of these of a cell phone
29. You choose a plan at this time in your cell phone contract
30. Convenient text or IM “word” to admit foolishness (Think The Simpson’s)
31. To do this is human

Down
1. Text or IM shorthand for this sentiment: “We’ve had this ‘virtual’ relationship long enough!”
2. Text or IM shorthand for: Feelings strong enough to be a sibling
3. Texting device
4. You can have an incoming and missed one
5. Yet another kind of 4 down
6. Mathematical word to indicate the blank spaces in a contact name
7. The names that should belong to these should be deleted from your contact or buddy list
12. If you strongly dislike things like RADAR, NATA, and FAQ, then you could use this initialism in a text message or IM chat
14. Sure enough!
15. A text- or chat-like term of endearment
17. Against which a cell phone spends a lot of time
18. S/he can’t stop texting or chatting
20. Great ones of these often think alike
22. An expression indicating agreement
23. This is an item heading on your cell bill
24. Sometimes, a button to transmit
25. An alternative button name to 24 down
26. Someone with the latest cell phone model might have a big one of these

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STC-CAROLINA COMMUNITY EVENTS

FrameMaker SIG: SnagIt and Website — how to create fast, high-quality screenshots in FrameMaker. Tuesday, 10/24/06, 3:30 – 5:30PM @ Misys Healthcare. More info @ www.stc-carolina.org.

The NEW Web: An Unconference is an event for geeks and laymen alike. Join us as we explore the fun, exciting, easy, cool new things you can do on the web without being a programmer or even just a bit geeky. Saturday, November 4th, from 8:30AM – 6PM at the NC State Student Center. Contact the STC Carolina Community for more information.

Trends & Technology SIG: Google Web Apps — Google maps, zohowriter.com, Google office-like apps, Google calendar, Google distribution groups and mail lists. Wednesday, 11/15/06, Noon – 1:00PM @ Symantec. More info @ www.stc-carolina.org.

Technical Editing SIG: ESL Editing Strategies — Tips for dealing with documentation from writers for whom English is a second language. Tuesday, 11/21/06, 11:00 – 12:00 @ EMC. More info @ www.stc-carolina.org.

STC INTERNATIONAL EVENTS

Webinar on Usability: Choosing the Right Usability Technique (to Answer the Right Question). Wednesday, 11/08/06, 1:00 – 2:30PM @ Symantec. To register, email training@stc-carolina.org. There is a fee for this seminar.

Webinar: Creating Training that Sticks: Principles of learning and retention, adult learning principles, and learning transfer. Wednesday, 12/06/06, 1:00 – 2:30PM @ Symantec. To register, email training@stc-carolina.org. There is a fee for this seminar.

Community meetings & reports

Our next community meetings will be on October 24 & 25 @ 5PM @ Brueggers on Hillsborough Street, each followed by a social. See the calendar on page 2.

Meeting minutes can be found on the STC NCSU Community website at www.ncsu.edu/stud_orgs/stc/minutes.html.