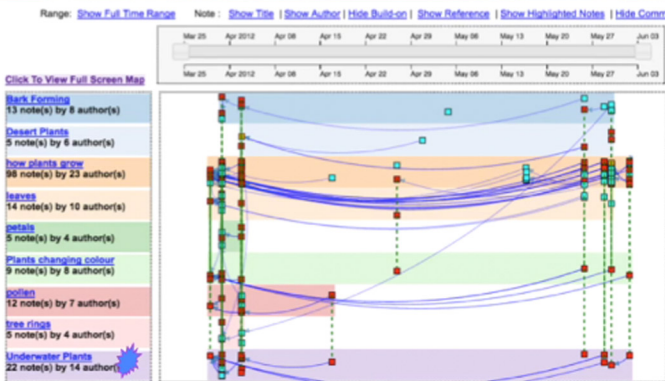
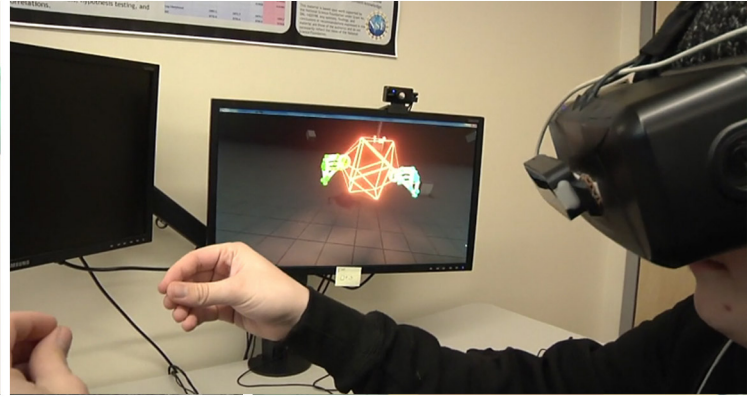


Cyberlearning 2017:

What's Next? Making Connections to Shape the Future



April 18-19 2017 • Arlington, VA

#NSFCL17 • circlcenter.org • @CIRCLCenter



Cyberlearning 2017: What's Next? Making Connections to Shape the Future

**April 18-19, 2017
Arlington, VA**

**Twitter Event Hashtag
#NSFCL17**

Pre-Meeting Day - Monday, April 17th

5:00 – 7:00 pm: Optional early registration (Prefunction C)

6:00 pm: Networking dinners at local restaurants (self-pay), meet in registration area

Detailed Program, Materials, and Logistics

<http://circlcenter.org/events/cyberlearning-2017/>
<http://learningtimesevents.org/cyberlearning-2017/>

Wireless Internet Access (meeting space only)

Password: CL2017

(Network: WestinConference)

Meeting Evaluation (please complete after the meeting ends)

<https://www.research.net/s/cyberlearning-2017>

The **Center for Innovative Research in Cyberlearning (CIRCL)** works with projects in the emerging field of cyberlearning to support, synergize and amplify their efforts.

Website: <http://circlcenter.org/>

Twitter: @CIRCLCenter

Facebook: <https://www.facebook.com/CIRCLCenter>

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Acknowledgments

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Michael Reynolds
Kevin Brown

The meeting chairs and CIRCL staff thank the program committee for the innovative ideas and thoughtful input that helped shape the agenda for this meeting.

PROGRAM COMMITTEE MEMBERS

Jodi Asbell-Clarke (TERC)
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Pati Ruiz (Pepperdine University)
John Stamper (Carnegie Mellon University)

Agenda

Monday, April 17

5:00-7:00pm Registration / Early check-in *Pre-Function C*

Tuesday, April 18 (*Events in red are webcast)

7:30am Registration and Breakfast (provided) *Pre-Function C, Ballroom CDE*

8:00 **Welcoming Remarks from NSF and Program Overview** *Ballroom CDE*

8:30 Networking Activity *Ballroom CDE*

9:15 Roundtable Sessions *Ballroom CDE, Salons 1-3, & Alcott Boardroom*

10:15 Break

10:45 **Keynote** Jeremy Bailenson: Experience on Demand: The Opportunities (and Costs) of Learning in VR *Ballroom CDE*

11:15 **Keynote** Mary Helen Immordino-Yang: Why Emotions are Integral to Learning: A Neuroscience Perspective *Ballroom CDE*

11:45 Orientation to Expertise Exchanges and Working Sessions *Ballroom CDE*

12:00pm Lunch (provided)

12:45 Break

1:00 Expertise Exchange I

Broader Impacts: Connecting to Opportunities *Ballroom C*

Virtual Reality in Educational Settings *Ballroom D*

The Design of Assessments for Tracking Science Practices *Ballroom E*

Using AI as a Tool in the Design of Digital Learning Environments *Salon 1*

Neuroscience: Implications for Cyberlearning *Salon 2*

Communities of Learning *Salon 3*

2:30 Break

3:00 Working Sessions in Topic Rooms

Topic 1: Media and Computational Literacy *Ballroom C*

Topic 2: Data science for 21st century STEM learning *Ballroom D*

Topic 3: Human-Centered Design *Ballroom E*

Topic 4: Smart and Connected Communities *Salon 1*

Topic 5: INCLUDES - Diversity and Broadening Participation *Salon 2*

Topic 6: Convergent Research *Salon 3*

4:45 Break; Set up Demos

5:30 Gallery Walk (light refreshments) *Prefunction C & Ballroom CDE*

7:00 Breakdown Demos / Special Topic Dinners (Self Pay)

Wednesday, April 19

7:30am Breakfast (provided) *Pre-function C, Ballroom CDE*

8:00 Overview and Announcements *Ballroom CDE*

8:15 Special Speakers *Ballroom CDE*

9:00 Genre Shark Tank *Ballroom CDE*

10:00 Break; Set up Posters

10:30 **Keynote** Eileen Scanlon: Technology Enhanced Learning and the Science of Citizen Science *Ballroom CDE*

11:00 **Keynote** Karthik Ramani: Lowering Barriers to Engagement through Computational Fabrication *Ballroom CDE*

11:30 Lunch (provided) and Posters *Prefunction C, Ballroom CDE*

12:30pm Break

12:45 Expertise Exchange II
 Computer Supported Collaborative Learning *Ballroom C*
 Bridging Formal/Informal Learning, & Citizen Science *Ballroom D*
 Cyberlearning Genres *Ballroom E*
 Add Accessibility & Innovation by Employing Universal Design *Salon 1*
 CS For All *Salon 2*
 Learning @ Scale *Salon 3*

2:15 Break

2:30 Working Sessions II *Room assignments to be announced during 8am overview*
 Workshop Planning Around Topic Areas
 Journal or Society for Cyberlearning
 Special Issue for a Journal
 Webinars

3:30 A Town Hall Conversation with Program Officers Amy Baylor, Tanya Korelsky, & John Cherniavsky, National Science Foundation *Ballroom CDE*

4:00 Adjourn

Keynote Speaker Bios



Jeremy Bailenson is founding director of Stanford University's Virtual Human Interaction Lab. His lab builds and studies systems that allow people to meet in virtual space, and explores the changes in the nature of social interaction. His most recent research focuses on how VR can transform education, environmental conservation, empathy, and health.



Mary Helen Immordino-Yang is an Associate Professor of Education, Psychology and Neuroscience at the University of Southern California. Her doctorate is from Harvard University, and her postdoc training was with Antonio Damasio and Robert Rueda, Brain and Creativity Institute, USC. As a social-affective neuroscientist and human development psychologist, her work explores the complex connections between emotions and learning.



Eileen Scanlon is a Regius Professor of Open Education and Associate Director of Research and Innovation in the Institute of Educational Technology at the Open University, UK. She is also Honorary Professor in Moray House School of Education, University of Edinburgh. Her work focuses on educational technology and public engagement with the sciences.



Karthik Ramani is a Professor in the School of Mechanical Engineering at Purdue University. He is a designer, maker, human-computer interaction designer, geometric algorithms for deep learning, and a mathematics enthusiast. He helps children learn design through making toys and having fun. Karthik cofounded ZeroUI, which won the best of CES 2016 for robotic toy platform Ziro.

Cyberlearning 2017 Buddies

PIs of NSF Cyberlearning projects were given an opportunity to nominate a non-Principal Investigator “buddy” (such as an educator, postdoc, graduate student, or a leader at an institution that serves diverse learners) who could jointly attend the meeting and enrich our deliberations. Interest in bringing a buddy was high, and selection was competitive. The Buddies accepted to attend Cyberlearning 2017 are:

Name	Role	Institution	Nominated By
Zachary Alstad	Disability Specialist, VR/AR	Landmark College	Ibrahim Dahlstrom-Hakki
Jennifer Baltes	Graduate Student	DePaul University	Denise Nacu
Nigel Bosch	Postdoctoral Scholar	University of Illinois, Urbana-Champaign	Luc Paquette
Andrea Gomoll	Graduate Student	Indiana University	Cindy Hmelo-Silver
David Gerritsen	Graduate Student	Carnegie Mellon University	Amy Ogan
Barry Joseph	Museum Staff	American Museum of Natural History	Owen Gottlieb
Riley Leary	Teacher	Nobel Charter Middle School	Britte Cheng
Zachariah Mbasu	Teacher	African Maths Initiative	Eric Hamilton
Areej Mawasi	Graduate Student	Arizona State University	Ruth Wylie
James Planey	Technology Coordinator	Urbana High School	Robb Lindgren
Daniel Rees Lewis	Graduate Student	Northwestern University	Matthew Easterday
Deborah Silvis	Graduate Student	University of Washington	Katie Headrick Taylor
Christy Waishwile	Teacher	Nobel Charter Middle School	Cynthia D'Angelo
Helen Wauck	Graduate Student	University of Illinois, Urbana-Champaign	Wai-Tat Fu
Korah Wiley	Graduate Student	University of California - Berkeley	Michelle Wilkerson

Roundtable Session

The purpose of the roundtable session at Cyberlearning 2017 is to **learn about multiple projects** on a certain topic. The session will last one hour, leaving ample time for discussions.

How do the Roundtables work?

There are 16 roundtables, spread across Ballroom C+D+E, Salons 1/2/3, and the Alcott Boardroom. Each table is dedicated to a specific topic and hosts 10 people. Of these, 2-3 are presenters who will take 10 minutes each to introduce their cyberlearning-related research to the participants. We ask that participants stay at the same table for the entire roundtable session.



Participants pick up a ticket for a table they are interested in at the registration desk when they check in for the conference. The number of tickets per table is limited (there are only 10 chairs, including the presenters'), so pick up your ticket early to get access to your favorite table.

Presenters are asked to self-organize their presentations and lead an inclusive and constructive conversation. They will start the roundtable session by giving the non-presenting participants at the table a chance to introduce themselves and to state why they chose to join this table.

Alcott Boardroom:

1. **Computer-Based Feedback**
Libby Gerard, Janice Gobert, Eli Meir

Ballroom CDE:

1. **Teaching Data Science**
William Finzer, Huzefa Rangwala
2. **Learning Models**
Gillian Puttick, Min Kyu Kim, Tiffany Barnes
3. **Collaborative Learning**
Katie Headrick Taylor,
Pratibha Varma-Nelson, Wanli Xing
4. **Embodied Learning & Cognition**
Andee Rubin, Erin Walker
5. **Cognition & Learning**
Debbie Cockerham, Christian Rogers
6. **Educational Neuroscience**
Ibrahim Dahlstrom-Hakki,
Jodi Asbell-Clarke, Cyrus Shaoul
7. **Risks & Accessibility**
Marcela Borge, Ray Rose
8. **Immersive & Interactive Environments**
Britte Cheng, Mubbasir Kapadia, Adi Perry

Salon 1:

1. **Developing Games for Learning**
Janet Beissinger, Allan Fowler
2. **Empowering Youth with Technology**
Andres Henriquez, Yanghee Kim

Salon 2:

1. **Building Partnerships**
Eric Hamilton, Perry Samson,
Jianwei Zhang
2. **Citizen Science**
Ruth Kermish-Allen, Eileen Scanlon
3. **Learning Analytics**
Mireille Boutin, Shuchi Grover,
Alyssa Wise

Salon 3:

1. **Teacher Professional Development**
John Chapman, Kara Suzuka
2. **Online Communities**
Sayamindu Dasgupta, Hengtao Tang

For more details, see: <http://circlcenter.org/events/cyberlearning-2017/roundtables/>

Expertise Exchanges

The purpose of Expertise Exchange sessions is for leaders with some expertise in a topic to share information with community members who want to learn more about the topic, to provide a forum for participants to discuss how they might incorporate the topic into their work, and to broker connections between community members who are interested in a topic. The following table lists titles, locations, and co-leaders for each Expertise Exchange session.

Tuesday April 18	Wednesday April 19
<p>Broader Impacts: Connecting to Opportunities <i>Ballroom C</i> - Jamie Bell, Lori Takeuchi, Joseph South</p>	<p>Computer Supported Collaborative Learning: Theories, Methods, and Important Considerations <i>Ballroom C</i> - Cindy Hmelo-Silver, Marcela Borge, Bodong Chen, Emma Mercier, Alyssa Wise</p>
<p>Virtual Reality in Educational Settings <i>Ballroom D</i> - Britte Cheng, Cynthia D'Angelo, Jeremy Bailenson</p>	<p>Bridging Formal/Informal Learning, and Citizen Science <i>Ballroom D</i> - Matt Easterday, Eileen Scanlon</p>
<p>The Design of Assessments for Tracking Science Practices <i>Ballroom E</i> - Janice Gobert, Michael Sao Pedro</p>	<p>Cyberlearning Genres: A Community Discussion around Learning Designs and Methods <i>Ballroom E</i> - Wendy Martin, H. Chad Lane, Jodi Asbell-Clarke, Tom Moher</p>
<p>AIED: Using Artificial Intelligence as a Tool in the Design of Digital Learning Environments <i>Salon 1</i> - Luc Paquette, James Lester, Min Chi, Jake Whitehill</p>	<p>Add Accessibility and Innovation by Employing Universal Design <i>Salon 1</i> - Lyla Crawford, Raymond Rose</p>
<p>Neuroscience: Implications for Cyberlearning <i>Salon 2</i> - Jodi Asbell-Clarke, Marcela Borge, Mary Helen Immordino-Yang</p>	<p>CS For All: Engaging the Cyberlearning Community in Computer Science Education <i>Salon 2</i> - Kristy Boyer, Shuchi Grover</p>
<p>Communities of Learning: Mapping, Moving, and Discovering across Contexts <i>Salon 3</i> - Lauren Birney, Andres Henriquez, Katie Headrick Taylor</p>	<p>Learning @ Scale <i>Salon 3</i> - Amy Ogan, Stephanie Teasley, Tim O'Shea</p>

For more details, see: <http://circlcenter.org/events/cyberlearning-2017/expertise-exchanges/>

Working Sessions

The purpose of the Working Sessions at Cyberlearning 2017 is to bring together groups of people to work on issues relating to the future of the cyberlearning community. The sessions will produce an artifact and lead to concrete next steps for the groups. This year, the two sessions (day one and day two) will focus on different agendas. On day one, we will convene groups around six selected topics that reflect the Big Ideas of NSF and other pertinent topics for our community. Each participant should select the topic that best matches their interest and together work on a writing project (e.g., writing a primer or blog post, editing a NSF solicitation). On day two, we will convene groups that will be tasked with focusing on a future-oriented project (e.g., a workshop proposal, a journal for the cyberlearning community). Some groups will be new groups and some will carry-over from day one depending on interest.

Working Sessions: Day One

The day one working session groups will be working on writing tasks around six different topics. Four of the topics are closely related to NSF's Big Ideas and the last two are other topics of interest for our community. Possible writing projects include:

- Suggesting edits for a relevant NSF solicitation that will benefit (or reflect the priorities of) the cyberlearning community (this can include either changing wording/language in the solicitation or identifying gaps that need to be addressed)
- Writing a primer for the CIRCL website on this topic
- Writing a blog post for researchers interested in new work in this area
- Writing something for teachers, other practitioners, or ed tech developers that gives a perspective on cyberlearning research that has been done in this area
- Write testimonials about how the cyberlearning community has impacted your work in this area

INCLUDES - Diversity and Broadening Participation *Salon 2*

This NSF Big Idea topic is focused on issues relating to expanding and diversifying the composition of the science and engineering workforce. This topic has its own NSF proposal call and so there is an opportunity to suggest edits to the solicitation that will better reflect the perspectives of the cyberlearning community and our research.

Data Science for 21st Century STEM Learning *Ballroom D*

This topic is closely related to the NSF Big Idea of harnessing data for 21st century science and engineering. While some of the work in this topic area is focused on students using publicly available datasets for learning, other work is focused on students learning and using data science ideas and techniques.

Human-Centered Design *Ballroom E*

This topic is closely related to the NSF Big Idea of innovative work at the human-technology frontier. The Big Idea is focused on workforce issues, but we hope that this topic can inspire more cyberlearning applications for classrooms and informal learning settings. This topic covers areas like collaboration, robotics, and tools for use in classroom learning.

Convergent Research *Salon 3*

This topic is focused on the challenges and affordances of research that converges across disciplines. While cyberlearning work is inherently convergent, there is work to be done about how best to seek out good opportunities for innovative convergent research and then foster those interdisciplinary working relationships.

Media and Computational Literacy *Ballroom C*

This topic is more relevant than ever, with the proliferation of online media and content that students (and adults) must be able to sift through to effectively make sense of the world around us.

Smart and Connected Communities *Salon 1*

This topic has its own NSF solicitation call and the community around this topic has grown over the last few years. This working session group can focus on refining ideas and developing priorities for the smart and connected communities research agenda.

Working Sessions: Day Two

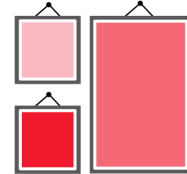
The day two working sessions will be focused on future-oriented (short-term, in the next year) projects. (Room assignments will be announced during the morning overview.)

- **Workshops.** A small number of follow-on workshops will be funded for later in 2017 and early 2018 that will convene groups of researchers focused on an area of research or cyberlearning genre.
 - CIRCL is looking to fund approximately four workshops at around \$50,000 each. The workshops will need to produce a written report as one of the outcomes. The proposals for the workshops will be due in May and will be notified of acceptance in early summer.
- **Journal or society for cyberlearning.** One way to continue the community around CIRCL is to formalize it through a journal and/or a society that will foster this kind of work into the future.
- **Special issue to a journal.** Work on a special issue to an established journal about the cyberlearning community.
- **Webinars.** Work on the plan/outline for a webinar (or series of webinars) to help continue the community/knowledge sharing.

For more details, see: <http://circlcenter.org/events/cyberlearning-2017/working-sessions/>

Gallery Walk

At the Gallery Walk, participants can explore **different project stations** to experience demonstrations, interactives, posters, videos, and/or artifacts from project work. The gallery walk will take place Tuesday evening, during the reception, from 5:30 to 7pm. (Presenters will set up their stations between 4:45 and 5:30pm on that same day.)



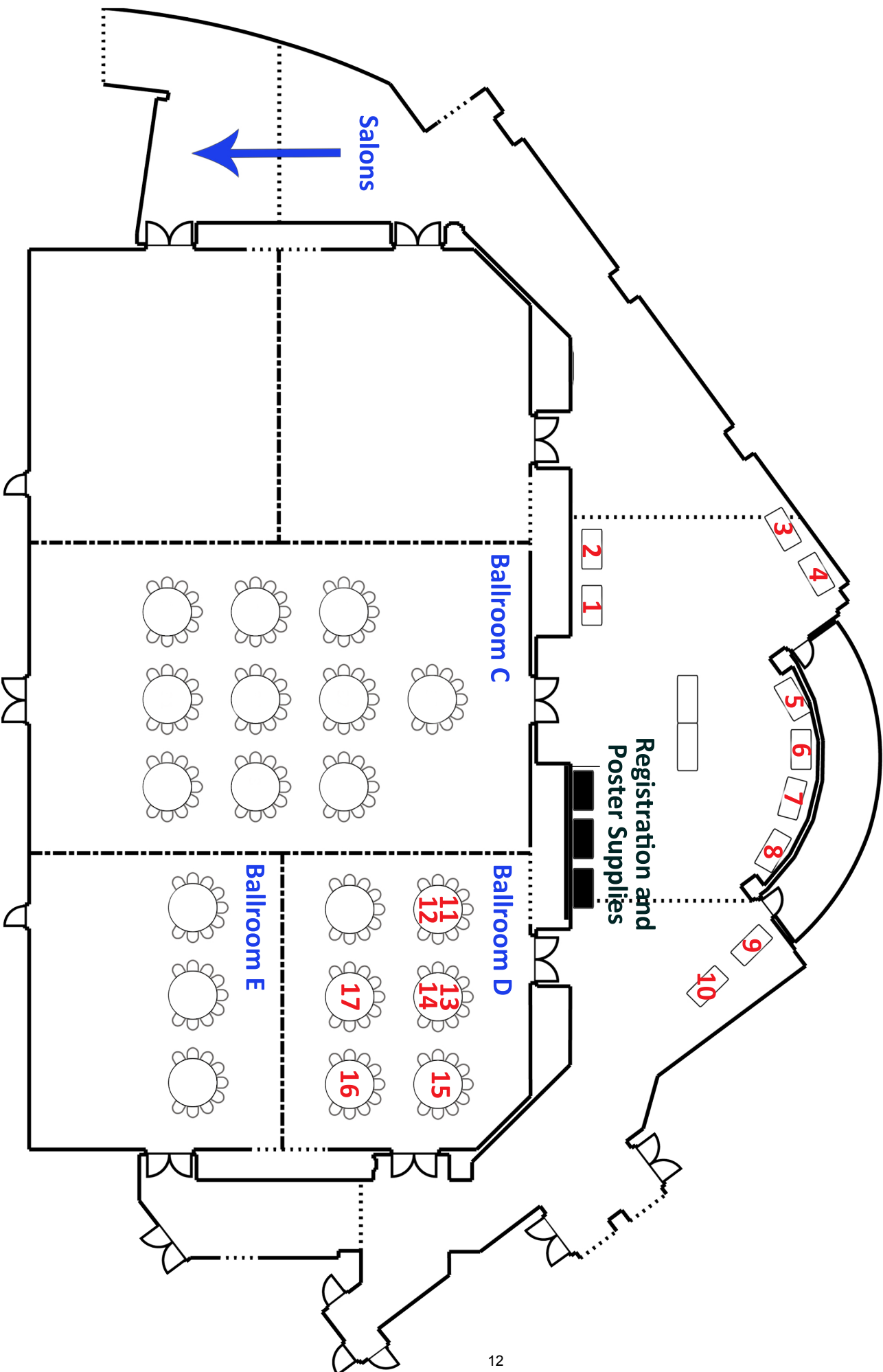
Gallery Walk Stations

The Gallery Walk consists of the following project-related stations:

1. **Graspable Math: Dynamically Linking Multiple Representations and Revealing Flexible Strategies** *Erin Ottmar*
2. **A Sequenced Multimodal Learning Approach to Support Students' Development of Conceptual Learning and Representational Competence** *Alejandra Magana*
3. **ELASTICS: Embodied Learning Augmented through Simulation Theaters for Interacting with Cross-Cutting Concepts in Science** *Robb Lindgren*
4. **PlayFlu: A Kinesthetic Approach for Teaching about the Importance of Vaccination** *Nirit Glazer*
5. **Social Robots: How Becoming an Active User Impacts Students' Perceptions** *Amy Eguchi*
6. **Liquid-Handling Lego Robots and Experiments for STEM Education** *Ingmar Riedel-Kruse*
7. **An Adaptive System for Guiding Open-ended Problem-solving: The Invention Coach** *Catherine Chase*
8. **Learning by Teaching Synthetic Peer** *Noboru Matsuda*
9. **Enabling and Transforming Collaboration around Web-based Instructional Videos** *Larissa Schroeder & Brian Dorn*
10. **FieldScope: A Platform for Networked Field Science Projects** *Daniel Edelson*
11. **Supporting Contemplative Reading Practice Online** *Yianna Vovides*
12. **Computational Thinking in Zoombinis** *Elizabeth Rowe*
13. **Intuitive Computational Modeling as a Method to Teach about Biological and Biochemical Processes using Cell Collective** *Tomas Helikar*
14. **Virtual Reality Blended Learning (VRBL) for Engaging Learners in Evidence-Based Reasoning** *Robert Duncan*
15. **Virtual Human Interaction Lab** *Jeremy Bailenson*
16. **ClassInSight** *David Gerritsen & Amy Ogan*
17. **Purdue C Design Labs: Making robotics accessible for everyone** *Karthik Ramani*

For more details, see: <http://circlcenter.org/events/cyberlearning-2017/gallery-walk/>

Gallery Walk and Lunch Poster Session Map



Genre Shark Tank

The goal of this session is to think about what are the best areas of research, or genres, to invest in for the future. Researchers will give brief pitches of Cyberlearning genres exemplified by their project work to a panel of judges that include former NSF program officers, teachers, and members of editorial boards. Pitches will focus on how the project represents an innovative Cyberlearning genre. The panel will discuss each pitch, consider their merits, make recommendations, and award theoretical funding. The audience will also have an opportunity to vote for their favorite pitch. At the end of the session, the panel's choice and audience favorite will be awarded.

Emcees: *Emma Mercier, Tom Moher*

Genres & Presentations:

Online Homework Research: ASSISTments

Neil Heffernan

Remote Labs: Interactive Biophysics with Micro-swimmers: Cloud Experimentation, Programmed Swarms, Biotic Games, and Education

Ingmar Riedel-Kruse

Multimodal Research: Enhancing metacognitive monitoring during multimedia learning with human facial expressions of emotion: Evidence from multimodal, multichannel data

Roger Azevedo

Mobile Augmented Reality Games: Immersive Learning Experiences using ARIS (Augmented Reality and Interactive Storytelling)

Breanne Litts & David Gagnon

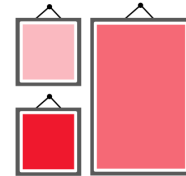
Judges: *Kristy Boyer, Daniel Edelson, Janet Kolodner, Pratibha Varma-Nelson*

Cast your vote: <http://circlcenter.org/vote>

For more details, see: <http://circlcenter.org/events/cyberlearning-2017/shark-tank/>

Poster Session

At the Poster Session, participants can explore **different project stations** to learn about Cyberlearning projects via posters and/or artifacts from project work. The poster session will take place on Wednesday afternoon during lunch. (Presenters can set up their posters during breakfast or at the morning break that same day.)



The following project-related posters will be presented:

1. **Postdigital Textbook: Design Process and Demonstration** *Ruth Wylie*
2. **Using Goodreads with Struggling Readers** *Matthew Duvall*
3. **Persketchtivity: Teaching Engineers Visual Communication Skills-Sketching** *Julie Linsey*
4. **Using Data Visualizations to Enable and Enhance Learning Support Roles for Educators in an Out-of-School STEM Program** *Denise Nacu*
5. **Deepening the Understanding of Sustainable Life Cycle Engineering with Constructionism** *Kathy Jackson*
6. **Augmented Graph Grammars and Semi-Formal Representations** *Collin Lynch*
7. **EASEL: Education through Application-Supported Experiential Learning** *Jerry Schnepf*
8. **Establishing an eColloq Series on Cyberlearning** *Michael Hoffman*
9. **Anatomy Builder VR: Applying a Constructionist Method in a Canine Musculoskeletal Learning System** *Jinsil Hwaryoung Seo*
10. **DAVIS: Cloud-Based Auto Grading in New Generation Chemistry Labs** *Yariv Glazer*

Note: Please see Gallery Walk and Lunch Poster Session Map (page 12) for table locations.

For more details, see: <http://circlcenter.org/events/cyberlearning-2017/posters/>

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Places to Eat Nearby

Restaurant choices (chosen for location, variable pricing, tastiness):

Restaurant	Address	Distance	Cuisine	Website	Phone
Super Pollo	550 N. Quincy St.	0.4 mi	Peruvian	http://www.superpollovirginia.com/Arlington%20I.htm	(571) 970-3421
The Melting Pot	1110 N. Glebe Rd.	0.5 mi	American/ Fondue	http://www.meltingpot.com/	(703) 243-4490
Pinzimini	At Westin Arlington	0 mi	Italian	http://www.pinzimini.com/	(703) 537-4200
Ravi Kabob House	305 N. Glebe Rd.	0.7 mi	Pakistani	http://www.ravikabobusa.com/	(703) 522-6666
Uncle Julio's Rio Grande Café	4301 N. Fairfax Dr.	0.2 mi	Tex-Mex	http://www.unclejulios.com/	(703) 528-3131
Thai Curry	307 N. Glebe Rd.	0.7 mi	Thai	http://www.thaicurry.us/	(703) 524-0711
PF Chang's China Bistro	901 N. Glebe Rd.	417 ft	Chinese	http://www.pfchangs.com/	(703) 527-0955
Bangkok Bistro	715 N. Glebe Rd.	0.2 mi	Thai	http://www.bangkokbistrova.com/	(703) 243-9669
Tandoor	4238 Wilson Blvd.	0.3 mi	Indian	http://www.tandoorarlington.com/	(703) 527-1585
Fettoosh	5100 Wilson Blvd.	0.5 mi	Middle Eastern/ Moroccan	http://washingtondc.menupages.com/restaurants/fettoosh-2/menu	(703) 527-7710
Sweet Green	4075 Wilson Blvd	0.4 mi	Vegetarian /Soup/ Salad	http://www.sweetgreen.com/	(703) 522-2016
Front Page	4201 Wilson Blvd	0.2 mi	American	http://www.frontpagearlington.com/	(703) 248-9990

***Note: Some of these kitchens offer vegetarian and gluten-free options, but they do not state on their websites that they use gluten-free or meat-free equipment. Also, Fettoosh is a smaller establishment, so under 12 visitors is best for there. Calling ahead to make a reservation is recommended.*

Tuesday, April 18

7:30 am	Breakfast
8:00	Welcome
8:30	Networking Activity
9:15	Roundtables
10:15	Break
10:45	Keynote
11:15	Keynote
12:00	Lunch
1:00	Expertise Exchanges
2:30	Break
3:00	Working Sessions
4:45	Break
5:30	Gallery Walk
7:00	End Day 1

Wednesday, April 19

7:30 am	Breakfast
8:00	Overview, Special Speakers
9:00	Genre Shark Tank
10:00	Break
10:30	Keynote
11:00	Keynote
11:30	Lunch & Posters
12:45	Expertise Exchanges
2:15	Break
2:30	Working Sessions
3:30	Town Hall
4:00	Adjourn

Thursday April 20 (Optional)

Legislative Office Visits

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The Westin Arlington Gateway

SECOND FLOOR

