Activities on July 4, 2007 include plenary sessions in the morning and parallel sessions in the afternoon.

As pre-activities, there will be an exhibit featuring innovative applications of science theories and student theses as well as games and trivia by the exhibitors for participants. These pre-activities are for high school students.

For more information and updates, you may visit the Congress’ website at http://www.dlsu.edu.ph/conferences/stcongress.asp, or contact Ms. Sheng Mejia at 536-0278 (or by email at mejias@dlsu.edu.ph).

Registration is free.

We look forward to your participation at the 9th S&T Congress!
The 9th Science and Technology Congress is an annual event organized by the Colleges of Computer Studies, Education, Engineering and Science.

The Congress aims to foster research in Science and Technology. Specifically, it serves as a venue for discussing current issues in Science and Technology. Among the past themes presented in the Congress was on Ethics for Researchers and Engineers, and the Role of Education, Science, Engineering and Computing in National Development. The Congress is also a venue for disseminating research projects of students both at the undergraduate and graduate levels. In the past years, students have taken the lead role during the technical parallel sessions by being the oral presentors. This year, the Congress aspires to develop interest in the study of science and technology in today’s youth.

The theme for this year’s Congress is Asset Management in the Digital Age. In recent years, there is growing awareness on the role of innovation for economic development. Innovation is brought about primarily by research efforts both at the industry and the university, with research results of the University eventually commercialized by its industry partners. Because of innovation, an emerging area of discussion among technology practitioners is asset management and intellectual property. The Congress aims to present a two-fold perspective on Asset Management – management of intellectual property and commercialization, and protection of digital assets through information and network security.

The topics for the parallel technical sessions include the following:

**Computing and Information Technology**
1. IT in Education
2. Information Systems
3. Natural Language Processing
4. Digital Signal Processing
5. Computer Networks
6. Game Development
7. e-Governance

**Education**
1. Constructivist Framework in the Teaching and Learning of Science/Math
2. Problem Based/Technology based curriculum in Science/Math
3. Conceptual Change Pedagogy in Science/Math
4. Assessment of Conceptual Understanding in Science/Math
5. Epistemological Beliefs, Cognitive and Metacognitive Skills of Students in Science/Math
6. Learner Centered Teacher Training Programs for Science and Math
7. Developing Self Regulated Learning and Self Efficacy of Students of Science/Math

**Engineering**
1. Novel Processes and Products
2. Numerical and Computational Design Tools
3. Energy Conversion and Conservation
4. Environmental Protection and Sustainable Technologies

**Sciences**
1. Biodiversity
2. Molecular Biology and Biotechnology in Environmental Management
3. Trends in Biological Research
4. Materials Science
5. Instrumentation Physics
6. Laser Physics
7. Science Education
8. Green Chemistry
9. Theoretical and Applied Mathematics