1. Background
Girls Advancing Technology (GAT) invites middle school girls from the Greater Cincinnati area to Xavier's campus for a day-long experience that exposes them to careers and the underpinnings of technology.

2. The 2013 Event
The 2013 event was announced on February 17, 2013. By February 19, 32 girls had signed up for what our funding had planned as 30. By February 20, we closed registration when we saw 47 girls from 26 different schools registered. It is clear the event strikes a chord with our community. The Wordle below provides a sense of the distribution of participants and schools.

Given registration for 50% more girls than anticipated, Teresa Hardin set out on a quest for reduced prices and donated goods. As detailed in the financial report, her wizardry made the event feasible for a larger number of girls. Not all registered students attended the day, pushing actual attendance closer to the originally planned thirty. The following picture includes the students who were able to attend the entire day.
Kate Baldwin helped organize the corporate volunteer mentors, including women in technology from Gensuite, JP Morgan Chase, HP, and P&G. Judy Molnar from Xavier’s IT Division also volunteered. The computer science club worked with the volunteers organizing the activities and handling registration and general organizational duties.

Many of the volunteers are in the following picture.

The day was split into a morning and afternoon session. The morning session ran similarly to the morning-only GAT event from 2012, in which volunteers assisted groups of girls completing exercises from *Computer Science Unplugged*. These exercises introduced the girls to computer science concepts such as algorithms and data representation. In each session, the volunteers also took the time to discuss their own jobs and careers, providing the girls background on future career opportunities.
Volunteers introducing data representation (pixels in an image) to GAT girls in an activity called Color By Numbers:

Girls working on the Color By Numbers activity:

Girls working on the Marching Orders activity:
Lunchtime provided the girls a chance for informal interaction with each other and the volunteer mentors.
The afternoon session was used to introduce the girls to Android App Inventor. The girls built a simple app that allowed them to draw on the screen of their android phone or tablet.

The following pictures show pairs of girls working on their app.
3. Results
We conducted an after-survey of the girls. While the response rate was not as high as we like, the results suggest the program is having the intended impact. Seven of the nine respondents are "somewhat likely" or "very likely" to take a Computer Science class in High School. Eight of ten report remaining interested or becoming interested in a career in technology.

In terms of particular activities, the girls reported liking the app inventor activity. One noted that, "it was cool how we got to see what went on behind the scene and how we could create an app." Another said, "I love creating stuff that I can see the final result of, and get to play it." The Unplugged morning activities were also popular and seemed to successfully reveal the challenges of working with technology. One student said, "Marching Orders was fun because you got to see what it was like when you program a website or app on the computer and how hard it was to make sure everything worked out perfectly."

We close with pictures from throughout the day. You can see these and more images at http://www.flickr.com/groups/girlsadvancingtech/pool/