Undergraduate and graduate students are encouraged to apply as volunteers to help with the administration of the conference. In exchange, students will receive complimentary conference registration, housing [for out-of-town volunteers], mileage and parking allowance [for local volunteers], and most meals. Student volunteers will have the opportunity to learn about and discuss the latest high performance computing and networking technologies and meet leading researchers from around the world while contributing to the success of SC08.

Volunteers will be expected to be available for a total of 4-5 hours of work per day during the week of the conference. No special skills or experience are necessary for most volunteer positions. However, some familiarity with computing platforms, audio/visual equipment, or office equipment can be helpful.

Dates:
Student Volunteer applications are due Sunday, August 31, 2008. Successful applications will be notified of their acceptance by Friday, September 5, 2008.

Student Volunteer application forms are available at the SC08 Submissions site http://submissions.supercomputing.org/. Send questions to student-vols@info.supercomp.org.

Conference Features: (go to http://sc08.supercomputing.org to preview the rest of the conference).

- **Broader Engagements Program** - broadening participation in the conference and increase the engagement of individuals from around the globe, in groups and disciplines that traditionally have been underrepresented in high performance computing or at the SC Conference series.

- **Music Initiative** – since Austin is a music capitol of the world, this initiative will bring together composers, musicians and music lovers, as well as scientists, engineers and mathematicians, to make music an exciting and enjoyable aspect of the SC08 conference experience. This will include Sci-Tunes, Music Rooms, and Digital Vibrations.

- **Mentorship Program** - continue the formation of mentor/protégé pairs and develop informal opportunities through coffee or lunch meetings with scientists and industry leaders to encourage networking.

- **Challenges:** Bandwidth, Storage, Cluster, and Analytics. These challenges are competitions among teams that provide students a great opportunity to learn while enjoying the excitement of a competition.

- **Exhibits:** Industry and Research Exhibits from the world’s leading companies and organizations will be showcased in a dynamic, interactive environment. High performance computing, networking, storage, analysis, data management, scientific visualization and collaborative technology will be featured.