

Talent “Developments”

B V A T D . O R G

O O P S , W E D I D I T A G A I N !

SPECIAL POINTS OF INTEREST:

- Chapter Affiliation Requirement (CARE)
- San Jacinto Day
- Call for 2016 Chapter Board Nominations
- What Makerspaces are

Congratulations! To our small chapter and to the 2014 Board of Directors for achieving the Chapter affiliation requirements (CARE)—formerly known as CORE.

The headline above doesn't necessarily reflect the effort that goes into meeting the CARE requirements—established by the Association for Talent Development—because achieving CARE doesn't happen by accident. It is constantly on the minds and agendas of all members of the board. Having said all that, it's also not impossible to attain and is achievable by every Chapter. During the name change and implementation time established by ATD, our

Power Membership—joint Chapter and ATD memberships—requirements dipped from 40% to a 35% require-



2015 CARE Logo

ment but will eventually rise to 50%. That's the major requirement within CARE. There are six other requirements tied to best management practices such as: performing an annu-

al records audit, posting training and development jobs to our website, and communicating the benefits of ATD Power Memberships. This year we have established a two part goal to achieve our 35% Power membership requirement and to also support ATD's goal of achieving an aggregate of 50% across all the Chapters. So, we will strive for 50% Power memberships but will accept no less than 35%. To that end, I have asked the Board to explore a procedure and process for awarding scholarships from the proceeds of our monthly meetings. If you are interested in the benefits of a Power Membership then contact the Chapter President at: bvatd_president@outlook.com.

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ACCEPTING 2016 BOARD VOLUNTEERS & NOMINATIONS

In September we will be voting for the 2016 Board of Directors. Each year you have the option to call for change by nominating new members to the Chapter's Board of Directors. Most board members plan to serve two to three terms when they volunteer for

the position; many of those volunteers are coming to the end of that commitment or have served well beyond already. We have no formal announcements of resignation OR continued service. The position of President-Elect remains open and can be filled

by anyone who would like to be President next year. The position of president is the only one with a single term limit but comes with a three year commitment. Improvements to our capabilities and objectives promises to make Board service easier than ever

**JAMES BENHAM WILL PRESENT MAY 14TH
USING EMERGING TECHNOLOGY**

Demonstrating great talent early on, James Benham began writing code at the age of 11 and by 14 had developed his first application. James is a former member of the [Corps of Cadets](#) at [Texas A&M University](#) where he graduated with a Master's degree. James founded [JBKnowledge, Inc.](#) in 2001 and serves on A&M faculty as a Lecturer in the Department of Construction Sci-

ence. In 2012, James was elected to [City Council Place 6](#) of the City of College Station, Texas, where he currently serves as Chairman of the Research Valley Technology Council and is on the board of the Brazos Valley Wide Area Communications System. As CEO of [JBKnowledge, Inc.](#) James led his company to become a premier provider of technology solutions with clients across

North America, the Caribbean and the Middle East. [JBKnowledge, Inc.](#)'s work with Augmented Reality may—one day—be used to improve training content and user experience that cannot be achieved in the classroom alone or with screen based distance training programs. James' dynamic speaking style allows him to share his knowledge in a down-to-earth, engaging manner.



James Benham

Chapters receive \$50 ChIP credit for each Learning System sold through the ATD Store when purchasers

CHAPTER INCENTIVE PROGRAM

The **Chapter Incentive Program (ChIP)** is a revenue-sharing program that offers chapters an opportunity to earn additional revenue. Through ChIP, chapters can earn thousands of dollars from business they generate for ATD programs and services. Each chapter is assigned a ChIP code.

Every person that uses the source code when making an online purchase on the [ATD Store](#) will be contributing to your chapter's financial health, further enabling you to accomplish your chapter's mission. **BV-ATD's ChIP Code is: CH7207**

Our 2014 ChIP Revenues were **\$200.80**. Be sure to use our code for all your ATD purchases, even your employer's. It benefits us and adds no additional cost to the purchaser. Prior year revenue may be used to provide professional development grants for Members.

APRILS FIELD TRIP WAS FUN!

we rescheduled April's program on Cloud Computing and Security until August but continued with our tour of [BinarySpace](#) and JBKnowledge headquarters in Bryan, TX where we received an orientation by co-founder Ad-

am Steele to BCS Startup, Coworking in shared workspaces, and Makerspace. Building on the principles of business incubators, with more integrated resources and less business mentoring. A great opportunity for start-

ups who may not have the technology and space budget of an established company but with the same needs. If you are ever in downtown Bryan, TX be sure to stop and say hi. Start-ups should visit to hear about their offers.



BinarySpace is located at 110 N. Bryan in downtown Bryan, TX

IN THE BV-ATD SPOTLIGHT



BV-ATD is in its own spotlight

It might be ironic or it might be moronic, but BV-ATD is in the BV-ATD spotlight. It's not a point for chickens or eggs, it doesn't really matter which came first, the important thing is when it was time to bring it, we not only brought it...we bought it! Yes, we bought it. In an effort to improve navigation to our web page we purchased (rented for 2 years, actually) the web domain bvatd.org. This is known as a domain name system (DNS) mask which takes a large or cumbersome

domain name, like ours which must have "WildApricot" in it, and provides a simple navigation solution. Now, all you have to do is type bvatd.org in the menu bar or put www.bvatd.org in your communications to establish a hyperlink to our website. So, because of its simplicity and ease of use we appreciate WildApricot and their website for non profits. But, because it has become so easy to use and because it improved upon WildApricot, We proclaim that BV-ATD wins its own spotlight space for April.

VICTORY AT SAN JACINTO



In March 1836, things were not going well for Sam Houston's Texas revolutionaries. Having declared independence from the Mexican government, they were now running from the Mexican army — and running out of time. Houston's men, their families uprooted and futures uncertain, were ready to fight. On April 17th, their retreat led them to a fork in the road. One road led to Louisiana and possible refuge in the United States. The other led to Harrisburg and the edge of the coast. The Texian army took the road to Harrisburg without objections from Houston. Soon, Houston learned that Santa Anna's forces had just crossed the nearby bridge over Vince's Bayou. Houston crossed Buffalo Bayou, just outside of Harrisburg, where they captured one of Santa Anna's supply boats. Outnumbered and outgunned, on the morning of April 21st, General Houston held a council of war. The majority of his officers voted to await Santa Anna's attack

Because of the Battle of San Jacinto, almost a third of the United States was ultimately acquired from Mexico

in order to leverage their position. He let each man in the council plead their case. Then, he made a decision, which he kept to himself until that afternoon: the decision that they would attack. At around 4:30 p.m., Santa Anna's soldiers awoke from their siesta to the cries of vengeance. Flushed with victory from the siege of the Alamo, Santa Anna had failed to post sentries to monitor the Texians' activities. Eighteen minutes was all it took for the Texians to take control of the camp. Over 600 Mexican soldiers were killed while more than 700 were allowed to surrender. Only nine Texians were killed. Sam Houston had two horses shot out from under him and was himself shot in the ankle. Santa Anna was found the next day hiding in the grass dressed as a common foot soldier. For Mexico, the defeat was the beginning of a downward spiral that would result in the loss of al-

most a million square miles in territory. For Texians, their victory led to Texas' annexation into the United States. In the end, the United States would gain not only Texas but also New Mexico, Nevada, Arizona, California, Utah and parts of Oklahoma, Kansas, Colorado and Wyoming. As a result of the Battle of San Jacinto, almost a third of what is now the United States of America changed ownership. It is one of the most decisive and consequential battles in the history of the United States of America.



Sam Houston at San Jacinto



atd CARE

chapter affiliation requirements

WHAT IS A MAKERSPACE?

A makerspace is a physical location where people gather to share resources and knowledge, work on projects, network, and build. Makerspaces owe a considerable debt to the hacker culture that inspired them, and many are still primarily places for technological experimentation, hardware development, and idea prototyping. The makerspace emerged initially as a powerful learning force in the nonacademic community. One member-supported effort that reflects that origin is the Milwaukee Makerspace, which invites the public to attend meetings. Members see sharing and learning as a key purpose, resulting in a dynamic studio environment that builds member projects, which have included electronic modifications to musical instruments, mini robots, a biodiesel reactor, and an electric car. Makerspaces are zones of self-directed learning. Their hands-on character, coupled with the tools and raw materials that support invention, provide the ultimate workshop for the tinkerer and the perfect educational space for individuals who learn best by doing. Interaction among inventors at these facilities fosters a highly collaborative learning dynamic that is ex-

cellent for team efforts and for peer support, advice, and assistance. At campuses, these spaces promote multidisciplinary thinking and learning by enriching the projects that are built there—thus, the makerspace has value as an educational venue. Space in learning facilities is often at a premium cost, and cost is a consideration in setting up an area for making. High-end 3D printers that print with a variety of media can be expensive. Smaller, more affordable 3D printers generally create only small items, often from a single medium in only one color. Equipment such as milling machines, welding equipment, lathes, 3D printers, and laser cutters may be in high demand on campus, which can result in long wait times for students trying to use these facilities. Some of these machines can be dangerous, too, raising liability issues. Finally, much of the value of a makerspace lies in its informal character and its appeal to the spirit of invention, and some of this advantage can be negated if well-meaning faculty choreograph student

activity to a degree that squelches experimentation. One key demand of a makerspace is that it exist as a physical location where participants have room and opportunity for hands-on work, but as these environments evolve, we may see more virtual participation. Video may invite input from remote experts, and teleoperation may enable manipulation of machinery from afar. Eventually makerspaces may become linked from campus to campus, encouraging joint project collaboration. The makerspace gives room and materials for physical learning. Because these spaces can easily be cross-disciplinary, students in many fields can use them, often finding technical help for work they are undertaking in their areas. At the same time, those in engineering and technology will find their work enriched by contributions from those in other fields. Makerspaces allow students to take control of their own learning as they take ownership of projects they have not just designed but also defined. BinarySpace, 110 N. Bryan, is the only makerspace in our area but other off-campus makerspaces are being planned.