

Greetings!

You are registered for the workshop:

- Becoming a QGIS Developer
- **Time:** Tuesday morning (08:00 - 12:00), 09 September 2014
- **Location:** 413 Cramer Hall (CH 413)

on the Portland State University (PSU) campus. This document is designed to help you find the workshop and lunch with other workshop attendees, and generally facilitate a productive and enjoyable experience of the workshop and the uniqueness of Portland and PSU.

Getting to PSU

PSU is conveniently located on MAX (Metro Area eXpress light rail), Portland Streetcar, and Tri-Met bus lines. The [Tri-Met website](#) provides a trip planner and an [app store](#) with mostly free apps that will find nearby stops, arrival times, and allow you to download tickets to your phone.

The [MAX stops](#) serving PSU are:

- PSU Urban Center/SW 5th & Mill St
- PSU Urban Center/SW 6th & Montgomery St
- PSU South/SW 5th & Jackson St
- PSU South/SW 6th & College St

Coming from the Oregon Convention Center area, take the Green or Yellow line heading to PSU/City Center.

Finding Your Workshop

If you arrive on MAX, get off at one of the PSU Urban Center stops (if you're coming from the Convention Center area, this would be the one at SW 5th and Mill Street). Go (nominally) west past SW 6th Avenue and SW Broadway. Cramer Hall is on the west side of SW Broadway, between SW Mill and SW Montgomery.

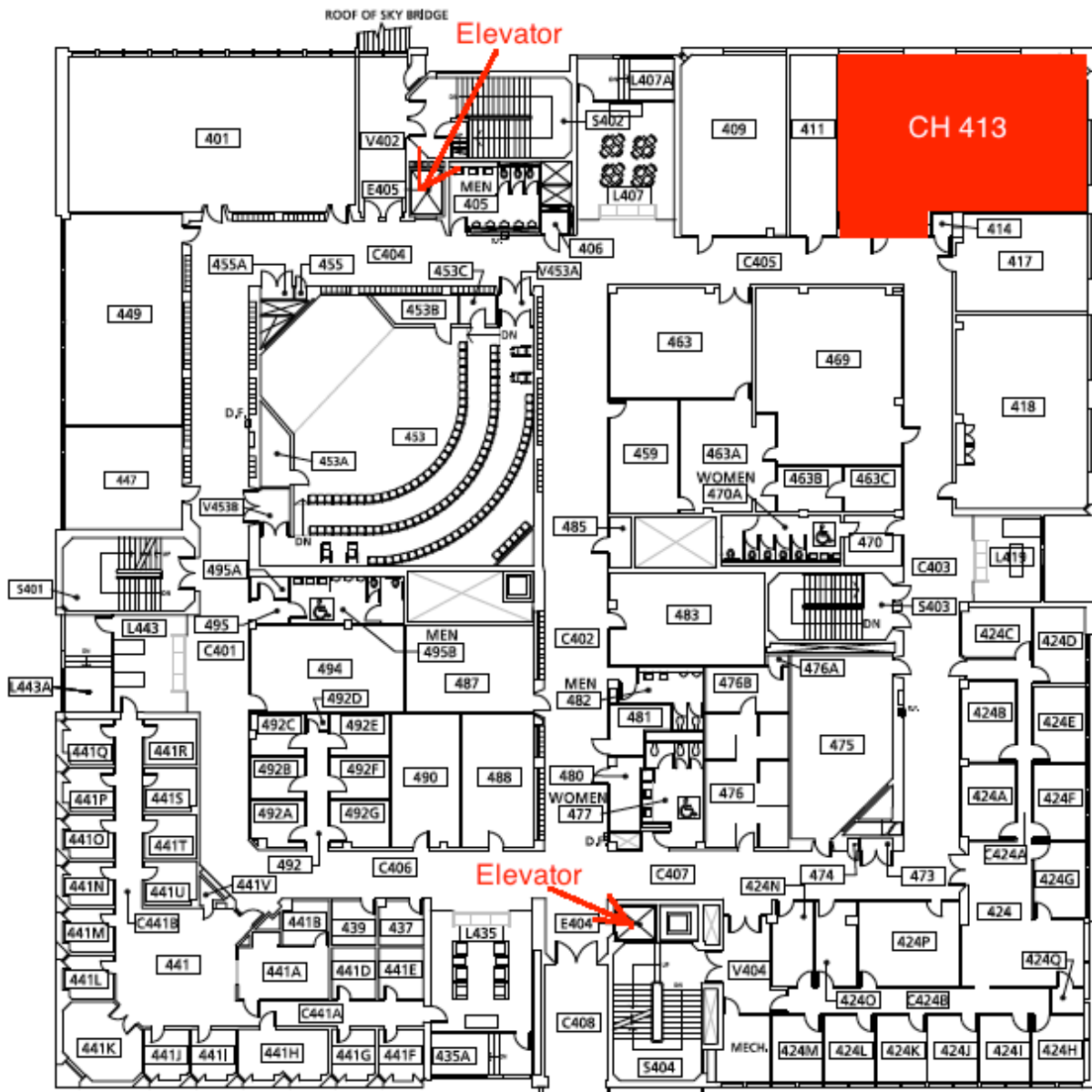
The map on the next page highlights the MAX stop you'd use if coming from the Convention Center area, as well as the workshop location. Following that page is a floor plan for the fourth floor of Cramer Hall, with the workshop location highlighted.



CH 413: Becoming a GIS Developer

MAX Stop: PSU Urban Center/ SW 5th & Mill

○ Portland Streetcar
 ● MAX Light Rail



What's for Lunch?

Box lunches (sandwich, fruit, cookie, bottled water) will be provided from 11:30 - 13:00 in the Viking Food Court dining area. The food court is on the first floor of [Smith Memorial Student Union](#), which is the building immediately to the south of Cramer Hall.