Call for Papers

27 Nov and 28 Nov 2014, Seeon Monastery, Germany

Important Dates

Full Paper Submission Deadline: 16 May 2014
Notification to authors: 15 July 2014
Camera ready version: 29 July 2014
Author Registration and Payment Deadline: 1 August 2014
Conference dates: 27 Nov and 28 Nov 2014

Conference Website
www.ecsee.eu

Committees

General chair
Georg Hagel
Jürgen Mottok

Co-chair
Dieter Landes
Irmgard Schroll-Decker

International Program Committee

Organizer

Learning of Software Engineering - Registered Association

Scope

Software Engineering (SE) is an important discipline and it is part of almost all curricula in Computer Science of universities.

Challenges in today’s software development industry include increasing system complexity, shorter development cycles, shorter time to market, dealing with continuous changes, and expected high quality of the software.

Software engineering education has to deal with these challenges. How can we prepare students or employees to these challenges?

What are best practices to help them to work in different domains, ranging from app development for mobile devices to the development of really big applications for mainframe systems, from game development to working on highly secure systems?

How can we support students in their student life cycle and how can we prepare them for lifelong learning?

How can we ensure that future software engineers meet industrial needs, with respect to technical as well as soft skills?

Topics of Interest include but are not limited to

- SE curriculum design
- Training, education, and certification of SE in adult education
- New methods, techniques, best practices, and experiences in SE education
- Illustrative examples to highlight SE topics in education
- Evaluation and assessment of students’ skills that are relevant for SE
- Assessment of different teaching models in SE
- Tools for SE education, both commercial and public domain
- Support of lifelong learning of SE topics
- Social and cultural issues in SE education
- Games and social media in SE education
- Distance learning, online learning, E-learning, and MOOCs

Best Paper Award

A Best Paper Award is appointed in Educational Methods and Learning Mechanisms in Software Engineering Education.

Submission

High quality contributions are accepted in the following categories:

- Research papers
- Experience reports from industry or universities
- Panel session

The submission guidelines for the different categories will be found on the submission page. Papers must be submitted electronically.

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