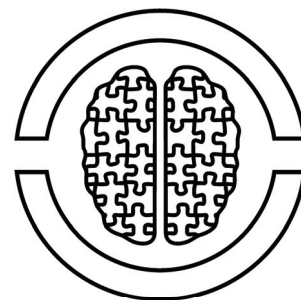# Call for Papers

ECSEE
European Conference
Software Engineering Education 2014

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?

Important

At least one author of an accepted paper must register and attend the conference to present and discuss the paper. The paper will not be included in the conference proceedings if it is not presented at the conference.

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.

Partners

IEEE Education Society Austrian and German Chapters

Gesellschaft für Informatik e.V.

Working Group Didactics of Software Engineering

International Society for Engineering Education

Secretary ECSEE 2014 - Prof. Dr. Jürgen Mottok, Seybothstraße 2, 93053 Regensburg, Germany
juergen.mottok@oth-regensburg.de