Call for Papers – 1st Workshop on Software Engineering in Primary and Secondary Education – SEPSE 2020

July 28, 2020
Munich, Germany

Co-located with CSEE&T 2020
(https://ase.in.tum.de/cseet2020/)

Aim and Scope

Technology has a deep impact on everyday life of most people today, and computing science and information and communication technologies are finding their way to primary and secondary education, too. In quite some cases programming, either blocked-based or in its textual form, is also included in the curricula, but the broader context and with it software engineering and its related practices are often missing. Pupils thus either do not know why they are learning something, or they shy away from the beauty of this discipline. A fact often neglected is that the learning brain needs the whole and the details - it requires both the big picture and paying attention to the individual parts.

The workshop thus aims at bringing together those researchers and practitioners who are interested in fostering programming and software engineering skills in primary and secondary education. The objectives of the workshop are to

- exchange ideas and best practices of how software engineering (and programming) skills can be introduced at all levels of education successfully
- compile a collection of recommendations to teachers and teacher trainers

For the workshop, we are looking for contributions that are original research papers, work in progress papers showcasing novel ideas, tools or practices, and experience reports of ideas, tools and practices of Software Engineering in schools.

Topics

We are looking forward to contributions touching on, but not limited to, the following topic areas:

- Software engineering topics in schools
- Best practices in SE education in schools
- Strategies for programming education (block/text-based)
- Learning analytics for SE Education in schools
- Tools supporting SE education in schools
- Perceptions, attitudes, beliefs of SE in schools
- Computational Thinking and SE education

Author Information and Submissions

Authors are invited to submit a full paper following the IEEE double column style with a maximum length of 10 pages. Accepted papers are presented at the workshop by one of the authors and published as full papers in CEUR-WS proceedings. Authors of accepted papers are additionally required to submit a 2-page short paper version to be included in the CSEE&T conference proceedings. Detailed submission guidelines are available at the workshop webpage (see below).

Important Dates

Submission deadlines: **May 30, 2020**
Notification of acceptance: **June 20, 2020**
Camera-ready deadline: **July 6, 2020**

Webpage

Follow us on Facebook and Twitter (#sepse2020), or visit the workshop webpage (see QR-code on the right side) for up-to-date information: https://sepse.aau.at/