



25th Conference on Software Engineering Education and Training

Nanjing University
Apr. 17~19, 2012

PROGRAM



State Key Laboratory for Novel Software Technology

Software Institute, Nanjing University



25th Conference on Software Engineering Education and Training

Nanjing, Jiangsu, China
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CSEE&T 2012 at-a-Glance

Evening Activities	Day 1 (April 17)			Day 2 (April 18)		Day 3 (April 19)	
Session 1 (8:30-10:00)	Workshop 1 (B-704A)	Tutorial 1 (B-820)	ASEET (B-704B)	Keynote (A-418)	Panel Session 2 (B-704A)	Workshop 2 (B-704B)	Tutorial 4 (B-820)
Break							
Session 2 (10:30-12:00)				Full paper session 1 (B-704A)	Full paper session 2 (B-704A)		
Lunch							
Session 3 (13:30-15:00)	Workshop 1 (B-704A)	Tutorial 2 (B-820)	ASEET (B-704B)	Short Paper Session 1 (B-704A)	Tutorial 3 (B-704B)	Short Paper Session 2 (B-704A)	Tutorial 5 (B-704A)
Break							
Session 4 (15:30-17:00)				Panel Session 1 (B-704A)	Concluding session (B-704A)		
Evening Activities	Reception			Banquet			

Organizers:

Dong Shao: +86-13770548599	Jidong Ge: +86-13813968571
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1st Day of CSEE&T 2012 (Morning)

Event	Topic	Location
April 17, 2012, Feiyimin Building B		
Workshop 1 (8:30-10:10)	Richard Leblanc, Michael Barker Exploring the Computer Science 2013 Curriculum Guidelines	704A
Tutorial 1 (8:30-10:10)	Ray Bareiss, Todd Sedano A Gentle Introduction to Learn By Doing	820
ASEE&T Session 1 (9:00-10:10)	Daoxu Chen TBA	704B
Coffee Break (10:10-10:40)		7 Floor
Workshop 1 (10:40-12:00)	Richard Leblanc, Michael Barker Exploring the Computer Science 2013 Curriculum Guidelines	704A
Tutorial 1 (10:40-12:00)	Ray Bareiss, Todd Sedano A Gentle Introduction to Learn By Doing	820
ASEE&T Session 2 (10:50-12:00)	Timothy C. Lethbridge Teaching Introductory Software Engineering	704B
Lunch (12:00-13:00)		Jingli Hotel



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1st Day of CSEE&T 2012 (Afternoon)

Event	Topic	Location
April 17, 2012, Feiyimin Building B		
Workshop 1 (13:30-15:10)	Richard Leblanc, Michael Barker Exploring the Computer Science 2013 Curriculum Guidelines	704A
Tutorial 2 (13:30-15:10)	Andreas Bollin, Elke Hochmuller, Ladislav Samuelis Teaching Software Project Management using Simulations The AMEISE Environment: from Concepts to Class Room Experience	820
ASEE&T Session 3 (14:00-15:10)	Dan Port Establishing a combined software research and education program	704B
Coffee Break (15:10-15:40)		7 Floor
Workshop 1 (15:40-17:00)	Richard Leblanc, Michael Barker Exploring the Computer Science 2013 Curriculum Guidelines	704A
Tutorial 2 (15:40-17:00)	Andreas Bollin, Elke Hochmuller, Ladislav Samuelis Teaching Software Project Management using Simulations The AMEISE Environment: from Concepts to Class Room Experience	820
ASEE&T Session 4 (15:50-17:00)	T. Y. Chen What a Software Tester Needs to Know in Software Testing and beyond	704B
Reception (18:30-20:30)		Intercontinental Hotel



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2nd Day of CSEE&T 2012 (Morning)

Event	Topic	Location
April 18, 2012, Feiyimin Building A & B		
Opening Session (8:30-8:50)		A-418
Keynote Chair: (8:50-10:00)	Dongmei Zhang Software Analytics in Practice and Its Implications for Education and Training	
Coffee Break (10:00-10:30)		B-7 Floor
Full Paper Session 1 Chair: (10:30-12:00)	Sara Zuppiroli, Paolo Ciancarini and Maurizio Gabbrielli A Role-playing Game for a Software Engineering Lab: Developing a Product Line	B-704A
	Ritu Arora and Sanjay Goel Learning to Write Programs with Others: Collaborative Quadruple Programming	
	Andreas Bollin, Elke Hochmuller, Ladislav Samuelis and Roland Mittermeir Experiences with Integrating Simulation into a Software Engineering Curriculum	
Lunch (12:00-13:00)		Jingli Hotel



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2nd Day of CSEE&T 2012 (Afternoon)

Event	Topic	Location
April 18, 2012, Feiyimin Building B		
Short Paper Session 1 Chair: (13:30-15:00)	Todd Sedano Towards Teaching Software Craftsmanship	704A
	Rafael Del Vado A Software Testing Tool for the Verification of Abstract Data Type Implementations from Formal Algebraic Specifications	
	David Weiss, Stuart Faulk, Eduardo Almeida, Crescencio Lima, Zhang Rui, Li Dali, Jin Ying, Michal Young and Lian Yu Teaching Globally Distributed Software Development: An Experience Report	
	Mao Hongyan A New Model on the Practice of School-enterprise Cooperation Curriculum Construction	
Mira Kajko-Mattsson A Method for Designing Software Engineering Educational Programs		
Tutorial 3 (13:30-15:00)	Nikolai Tillmann, Michal Moskal, Jonathan De Halleux, Manuel Fahndrich, Tao Xie Engage Your Students by Teaching Computer Science using only Mobile Devices with TouchDevelop	704B
Coffee Break (15:00-15:30)		7 Floor
Tutorial 3 (15:30-17:00)	Nikolai Tillmann, Michal Moskal, Jonathan De Halleux, Manuel Fahndrich, Tao Xie Engage Your Students by Teaching Computer Science using only Mobile Devices with TouchDevelop	704B
Panel Session 1 (15:30-17:00)	Panel Chair: Mike Barker Research Directions for Software Engineering Education and Training	704A
Banquet (18:30-22:00)		Qinhuai River



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3rd Day of CSEE&T 2012 (Morning)

Event	Topic	Location
April 19, 2012, Feiyimin Building B		
Panel Session 2 (8:30-10:00)	Panel Chair: Eric Wong Involving Undergraduates in Research: Motivations and Challenges	704A
Workshop 2 (8:30-10:00)	David Weiss and Dong Li Workshop on Collaborative Software Product Line Engineering	704B
Tutorial 4 (8:30-10:00)	Nikolai Tillmann, Jonathan De Halleux, Tao Xie and Judith Bishop Pex4Fun: Teaching and Learning Computer Science via Social Gaming	704B
Coffee Break (10:00-10:30)		7 Floor
Full Paper Session 2 (10:30-12:00)	Ray Bareiss, Todd Sedano and Edward Katz Changes in Transferable Knowledge Resulting from Study in a Graduate Software Engineering Curriculum	704A
	Shu Liu, Peijun Ma and Dong Li The Exploration and Practice of Gradually Industrialization Model in Software Engineering Education - A Factual Instance of the Excellent Engineer Plan of China	
	A. S. M. Sajeev and Ivica Crnkovic Will They Report It? Ethical Attitude of Graduate Software Engineers in Reporting Bad News	
	Guoping Rong and Dong Shao Delivering Software Process-Specific Project Courses in Tertiary Education Environment: Challenges and Solution	
Workshop 2 (10:30-12:00)	David Weiss and Dong Li Workshop on Collaborative Software Product Line Engineering	704B
Tutorial 4 (10:30-12:00)	Nikolai Tillmann, Jonathan De Halleux, Tao Xie and Judith Bishop Pex4Fun: Teaching and Learning Computer Science via Social Gaming	820
Lunch (12:00-13:00)		Jingli Hotel



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3rd Day of CSEE&T 2012 (Afternoon)

Event	Topic	Location
April 19, 2012, Feiyimin Building B		
Short Paper Session 2 (13:30-15:00)	Qing Ding, Xi Li, Ye Liu and Zhu Shi Research on Remote Collaborative Engineering Practices for Master of Software Engineering based on Cloud Computing Environment	704A
	Guoping Rong, Jingyi Li, Mingjuan Xie and Tao Zheng The Effect of Checklist in Code Review for Inexperienced Students: An Empirical Study	
	Guihuan Feng and Bin Luo An Experience of Teaching HCI to Undergraduate Software Engineering Students	
	Ondej Macek and Martin Komarek Evaluation of Student Teamwork	
	Bonnie MacKellar A Case Study Of Group Communication Patterns In a Large Project Software Engineering Course	
Tutorial 5 (13:30-15:00)	Dongmei Zhang, Yingnong Dang, Shi Han and Tao Xie Teaching and Training for Software Analytics	704B
Coffee Break (15:00-15:30)		7 Floor
Tutorial 5 (15:30-17:00)	Dongmei Zhang, Yingnong Dang, Shi Han and Tao Xie Teaching and Training for Software Analytics	704B
Concluding Session (15:30-17:00)		704A



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Keynote at CSEE&T 2012

Dr. Dongmei Zhang, Microsoft Research Asia (MSRA), China



Dr. Dongmei Zhang is a Senior Researcher of Microsoft Research Asia (MSRA). She is also the research manager of the Software Analytics group at MSRA. Her research interests include data-driven software analysis, machine learning, information visualization and large-scale computing platform. She founded the Software Analytics group at MSRA in 2009. Since then she has been leading the group to research and develop innovative data exploration and analysis technologies to help improve the quality of software and services as well as the software development productivity. Her group collaborates closely with multiple product teams in Microsoft, and has developed and deployed software analytics tools which have created high business impacts and successfully been transferred to product teams.

Title: Software Analytics as a Learning Case in Practice-Approaches and Experiences

Abstract: Software analytics is to enable software practitioners to perform data exploration and analysis in order to obtain insightful and actionable information for data-driven tasks around software and services. In this talk, based on the success of technology transfer on software analytics at Microsoft Research Asia, I will share our experiences in carrying out successful technology transfers mainly including (1) incorporation of a broad spectrum of domain knowledge and expertise, e.g., management, machine learning, large-scale data processing and computing, and information visualization; and (2) investigation into how practitioners take actions on the produced information, and providing effective support for such information-based action taking.



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Speech at ASEE&T 2012

Prof. Timothy C. Lethbridge , University of Ottawa, Canada



Timothy C. Lethbridge, PhD., P.Eng., I.S.P, CSDP, ITCP is a full professor of software engineering and computer science at the University of Ottawa, Canada. He has taught since 1986, with topics including software usability, introductory software engineering, professionalism, and advanced software design. He has published over 100 refereed papers, of which 20 have been in the area of software engineering education. McGraw Hill has published his widely-used introductory textbook on software engineering. He is currently head of the Computer Science Accreditation Council of Canada, which accredits software engineering and computer science programs. He is also a member of the IEEE Computer Society's CSDA and CSDP committees, and was steering committee chair of CSEE&T for five years. He was curriculum co-chair of the joint IEEE-ACM committee that published the SE2004 software engineering curriculum standard. Lethbridge has considerable industrial experience, which brings a taste of the real world to his teaching and research. He worked for Nortel for two years, and has performed research with IBM, Mitel, Ericsson and other companies. Lethbridge is both a licensed Professional Engineer, in the field of software, and also an Information Systems Professional, which is the legally recognized certification in Canada for the computing profession. More information about Lethbridge can be found at <http://www.site.uottawa.ca/~tcl/>

Title: Teaching Introductory Software Engineering

Abstract: Attendees will learn how to motivate students to learn the essentials of software engineering, whether the learners be students in a software engineering degree program, or in computer science, computer engineering or some related discipline. The presenter will discuss his teaching philosophy, lessons he has learned since he first taught this material in 1990, as well as techniques and tools he uses. The presentation will for the most part be *about* teaching, but he will provide a few short demonstrations of some techniques and tools as well. These include having students modify an existing small system in laboratory sessions and as a course project, as well as mixed-mode teaching with live use of tools in the classroom combined simultaneously with blackboard and PowerPoint. Lethbridge will also given a brief overview of the curriculum of the SE201 course from the ACM/IEEE curriculum standard, which he helped develop. Although the introductory curriculum provides an overview of the entire field of software engineering, Lethbridge has recently found it best to put deeper emphasis on UML modeling, design principles, reusability, agility and professionalism.



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Prof. Dan Port, University of Hawaii at Manoa, USA



Dan Port, Ph.D. is an Associate Professor in the Department of Information Technology Management. He is a veteran in the computing industry with over 30 years professional and academic experience. Previously he worked in Professional Services at NeXT Computer, Inc. and served as the director of technology at EC2, the Multimedia Business Incubator Project at the Annenberg Center for Communications at USC. Dan has extensive entrepreneurial experience founding and participating in technology intensive startup companies. His primary research area is Value Based Software Engineering where he currently specializes in software assurance. He is an active visiting affiliate in the Software Product and Process Assurance group at NASA's Jet Propulsion Laboratory and a frequent software assurance consult to JAXA. Dan teaches ITM and Financial Engineering courses at the Shidler College, where he has received best teacher awards.

Title: Establishing a Combined Software Research and Education Program

Abstract: It has become a de-facto standard practice by seasoned software engineering researchers to combine software engineering research and software engineering education. This effort introduces new research and experimental areas into the curriculum along with the means to evolve and refine current practices. The curriculum itself becomes a valuable research area with direct applications to "real-world" practice. The approach in particular tries to deal with four fundamental issues within software engineering and software engineering education: (1) Exposing students to a "no-surprises" full lifecycle software engineering experience (2) Dealing with the increasing distribution and diversity of students (3) Providing students a non-trivial "real-world" customer-based development experience within the constraints of the university (4) Introducing software engineering research and industry best practices into the curriculum. These efforts have met with great success and proven a boon in the classroom while providing a stable and easy to participate in research stream for academics and their research oriented students.

However how does a new software engineering begin to establish a combined research and education effort? Through a number of representative examples this session will introduce the general approach and practical advice to establishing such efforts. During the session participants will "workshop" ideas and get feedback on implementing a program for themselves.



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Prof. T.Y. Chen, Swinburne University of Technology, Australia



T. Y. Chen got his BSc and MPhil from The University of Hong Kong, MSc and DIC from the Imperial College , The University of London, and PhD from The University of Melbourne. He is currently holding a Professorship of Software Engineering at Swinburne University of Technology, Australia. He is also the Leader of the Software Analysis and Testing Group at Swinburne. Prior to joining Swinburne, he has taught at The University of Hong Kong and The University of Melbourne. He is a member of the Editorial Board of Software Testing, Verification & Reliability. His main research interests include software testing, debugging and software maintenance.

Title: What a Software Tester Needs to Know in Software Testing and beyond

Abstract: In this talk, we are going to present and discuss what are the concepts and techniques of software testing or other fields, which are most essential to a good software tester. We hope this talk will provide some insights into the education and training for software testers.



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