

Call for Papers: 26th Conference on Software Engineering Education and Training (CSEE&T 2013)

May 19-21, 2013 (co-located with ICSE 2013)
San Francisco, California, U.S.A.

Conference homepage: <http://conferences.computer.org/cseet/2013/>



Theme: SE Education and Training: maintaining quality in an uncertain future.

Education and training in SE faces enormous challenges, as we prepare researchers and developers to explore and create innovative applications that span diverse domains, scale to millions of concurrent users, run on a wide variety of devices, are distributed across geographically-distributed machines, make use of many open source components, and are (or at least need to be) protected against unprecedented types of security threats. Existing texts and curricula, for example, rarely address the specialized needs of the software engineers involved in diverse application domains. In addition, today's education and training on SE topics has moved far beyond the traditional classroom. On-line courses, blended learning, and distributed classrooms have emerged that are supported by multimedia course material.

The main theme for the 2013 CSEE&T is therefore to explore how our profession can respond to the challenge of maintaining the quality that has already been achieved in the face of such potential disruptions, which are transforming the software business and opening up new possibilities for education and training. To help address the rapidly evolving arena of SE education and training we propose to also include some sessions that will form a "change academy", focusing on the possible impacts and solutions for some of these ongoing changes. To achieve this, we seek contributions that present research results addressing aspects of achieving high quality in current practices for education and training, particularly those considering how the methods might be "future-proofed".

Topics of Interest

We invite quality submissions covering curriculum development, empirical studies, personal or institutional experiences, conceptual or theoretical work. The following is a list of possible areas; submissions on additional topics consistent with the central themes of the conference are very welcome.

- modern development methods, and particularly agile or lean methods;
- mobile apps vs. desktop applications, and other examples of specific application domains;
- development and deployment in the cloud;
- global software engineering projects, including social and cultural issues;
- tools and environments, including open source and commercial products;
- the internet of things;
- user experience and its impact on development methods;
- application tuning for performance, including power consumption, scalability and other key properties;
- the use of social media;
- industry-academia collaboration;
- entrepreneurship and software business issues;
- technology in support of education and training.

Submissions

Hence, as in the recent past, CSEE&T will feature the following contribution categories:

- research papers (long and short);
- industrial training experience reports;
- highly collaborative workshops;
- panel sessions, both those forming the academy and others proposed by contributors;
- practice and methods presentations and tutorials.

The detailed submission guidelines for each category (e.g. maximum page length) are available at: <http://conferences.computer.org/cseet/2013/>. The formatting requirements for submissions, MS Word Template, and Latex style file are available at: <http://www.conference-publishing.com/Instructions.php?Event=CSEET13>. Papers must be submitted electronically through EasyChair at: <http://www.easychair.org/conferences/?conf=cseet2013>.

Important Dates (for all types of submissions)

- Submission deadline: 28 January 2013
- Notification of reviewing decisions: 8 March 2013
- All camera-ready versions due: 25 March 2013
- CSEE&T Conference: 19-21 May 2013