



**Call for Papers**  
**27<sup>th</sup> Conference on Software  
Engineering Education and Training  
(CSEE&T 2014)**

Co-sponsored by IEEE and AAU Klagenfurt

**April 23-25, 2014, Klagenfurt, Austria**



Conference website: <http://conferences.computer.org/cseet/2014>

**Theme: Collaboration and other Skills for Sustainable Software Engineering Education and Training**

The emergence of software engineering as a new term in the discipline of Computer Science / Computing / Informatics created significant challenges for educators. Embracing this new concept required a transition from a discipline of lone wolves and artistic heroes to a discipline of engineers focusing on product development in a planned process under constrained time, budget, and other resources but leading to a predictable quality. Some of the issues involved could be taught well in classrooms. For others, even project-based instruction provided only a weak proxy for training/learning on the job. Team issues notably show a very different face in educational settings than in the field.

Various process models and organizational recommendations have been proposed since. Some of them find an easy entry into classrooms; others cannot realistically be used in student projects. Experience brought into the classroom by practitioners will lead at least to credibility. But students must also gain their own experience. They must learn how to accommodate constraints such as limited budgets, deadlines and imperfect facilities, how to work with professionals in other disciplines who are also vital parts of a project, and must understand the importance of communication throughout a software life-cycle as a whole. This includes communication with their peers, the other practitioners and managers on their project, and the stakeholders who often have distinctly different backgrounds and concerns.

Providing this kind of experience is especially challenging today due to the many advances in technology - advances that affect both what we teach and how we teach it. Consequently, CSEET2014 focuses on teaching collaboration, communication, teaming and other skills needed by software engineering practitioners in today's context. Innovative approaches are particularly welcome.

**Topics of Interest**

Quality submissions covering curriculum development, empirical studies, personal or institutional experience, conceptual or theoretical work are particularly invited. The list below indicates areas in the focus of CSEE&T 2014. Submissions on additional topics consistent with the central themes of the conference are also welcome.

- team development and project management;
- reading skills;
- assessment;
- the web as object or as tool
- communication with clients, peers, etc.;
- domain engineering;
- global and distributed software engineering;
- social and cultural issues;
- open source in education;
- cooperation between industry and academia;
- methodological aspects of software engineering education;
- continuous education to cope with technological change.

**Submissions**

Following its tradition, CSEE&T 2014 will accept high quality contributions in the following categories:

- research papers (long and short)
- industrial training experience reports
- panel sessions
- highly collaborative workshops
- tutorials and practice & methods presentations

The detailed submission guidelines for each category (e.g. maximum page length, formatting requirements) are available at: <http://conferences.computer.org/cseet/2014>. Papers must be submitted electronically through EasyChair.

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**Important Dates** (for highly collaborative workshops):  
Submission deadline: **Nov. 11, 2013**  
Notification of reviewing decisions: **Nov. 25, 2013**

**Important Dates** (for all other types of submission):  
Submission deadline (*extended*): **Dec. 15, 2013**  
Notification of reviewing decisions: **Jan. 24, 2014**  
All camera-ready versions due: **Feb. 14, 2014**