



24th IEEE-CS Conference on Software Engineering Education and Training

Waikiki, Honolulu, Hawaii

May 22-24, 2011 (Co-located with ICSE 2011)

The Academy for Software Engineering Education and Training (ASEE&T)

Chair: Tony Cowling, University of Sheffield, England. <<http://staffwww.dcs.shef.ac.uk/people/A.Cowling>>.

This special one-day event will be held on **Sunday May 22, 2011**. It aims to support faculty who are relatively new to the particular challenges of teaching software engineering, whether new faculty, those who are seeking such faculty positions, or more experienced faculty who are new to teaching courses in software engineering. If you fit into any of these categories then you should make every effort to participate in the academy. More details are at <http://conferences.computer.org/cseet/2011/CSEET_2011/ASEET.html>.

Programme

Teaching Introductory Software Engineering

Tim Lethbridge, University of Ottawa, Canada. <<http://www.site.uottawa.ca/~tcl>>.

The aims of this session are to show how to motivate students to learn the essentials of software engineering. Tim will discuss his teaching philosophy, lessons he has learned since he first taught this material, and techniques and tools he uses. The session will mostly be about teaching, but will include a few short demonstrations of some techniques and tools. Tim will also give a brief overview of the curriculum of the SE201 course from the ACM/IEEE curriculum standard, which he helped develop.



Real Projects for Real Clients Courses

David Klappholz, Stevens Institute of Technology, USA
<<http://www.stevens.edu/ses/about/David-Klappholz/id/826>>.

David believes strongly that students need to develop a firm understanding of the entire software development life cycle by applying the skills involved, that courses where students work in teams on the development of software are essential, and that these are most effective when the student teams develop real software for real clients. This session is concerned with such courses, and will discuss key aspects such as finding and vetting clients and projects, forming teams, managing client expectations, choosing a software development process and deciding on deliverables.



Teaching to Learn - How Education Theory Helps Get the Message Across

Jocelyn Armarego, Murdoch University, Western Australia. <<http://www.it.murdoch.edu.au/~s980606e>>.

Our students may well see our teaching as a challenge to overcome, which is not how we as academics would wish it to be seen. This session will address this mismatch by looking at teaching and learning styles and the concepts that underpin teaching and learning best practice. Through small group work and discussion we will explore how education theory and research can help us become better teachers.



How To Teach Testing

Jeff Offutt, George Mason University, USA. <<http://www.cs.gmu.edu/~offutt/>>.

This session will show how to teach practical testing to future developers and future full-time testers, and particularly how to motivate students to test thoroughly and to take pride in quality software. Jeff will discuss aspects of structuring courses on software testing and how to adapt to the needs of different groups of students. He will show how to clarify the theory and then relate it directly to practical use, through examples, homework exercises, and simple web-based tools.

