Call for Papers

The 29th IEEE Conference on Software Engineering Education and Training

April 5 - 6, 2016
Dallas, Texas, USA

The 29th IEEE Conference on 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, other practitioners and managers on their project, and stakeholders who often have distinctly 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, CSEE&T 2016 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 2016. Submissions on additional topics consistent with the central themes of the conference are also welcome.

- Team development and project management (TPM)
- Reading skills (RDS)
- Assessment (ASM)
- The web as object or as tool (WOT)
- Communication with clients, peers, etc. (CCP)
- Domain engineering (DOM)
- Global and distributed software engineering (GDS)
- Social and cultural issues (SCI)
- Open source in education (OSE)
- Cooperation between industry and academia (CIA)
- Methodological aspects of software engineering education (MAS)
- Continuous education to cope with technological change (CED)
- Others (OTH)

Tentative Dates

- December 22, 2015: Submission due
- February 11, 2016: Notification
- February 19, 2016: Pos. Paper submission
- March 1, 2016: Camera-ready due
- March 1, 2016: Early registration
- April 5-6, 2016: Conference

Submission

Following its tradition, CSEE&T 2016 will accept high quality contributions in the following categories:

- Research papers (long and short)
- Industrial training experience reports
- Panel sessions

The detailed submission guidelines for each category (e.g. maximum page length, formatting requirements) are provided at the submission page on the official site of CSEE&T 2016. Papers must be submitted electronically through EasyChair.

Conference Chair

- W. Eric Wong — The University of Texas at Dallas, USA

Program Co-chairs

- LiGuo Huang — Southern Methodist University, USA
- Dan Port — University of Hawaii at Manoa, USA

General Inquiries

For more detailed and updated information, please refer to http://paris.utdallas.edu/CSEET16, or contact Professor W. Eric Wong, Conference Chair at ewong@utdallas.edu.