

32nd IEEE International Conference on
Software Engineering Education & Training

July 29th - July 31st, 2020, Munich, Germany



CALL FOR PAPERS

#cseet2020

<https://conferences.computer.org/cseet/2020/>

Mission

For more than 30 years, CSEE&T has been the premier conference on software engineering (SE) education at the undergraduate, graduate, postgraduate, and professional level. Traditionally, CSEE&T is a platform for educators in the field to explore challenges, share experiences, discuss approaches, and generate new impulses for software engineering education & training. Special emphasis has always been on the transfer of knowledge and pedagogical paradigms between educators. This enables a highly interactive atmosphere including thought-provoking and highly constructive discussions with presenters and among a broad audience. Paired with high-quality feedback from a dedicated program committee, CSEE&T presenters and attendees jointly identify actual challenges, promising educational approaches and particularly share their experience in a variety of aspects related to software engineering education. CSEE&T fosters collaboration and experimental application of proposed approaches, gathers empirical evidence on their effectiveness, and furthers knowledge exchange.

Scope

CSEE&T 2020 seeks original research papers on novel ideas, methods and techniques for software engineering education as well as education experience & industrial training reports. Contributions may concern all fields of software engineering education, among others, university education at graduate and undergraduate level, industrial training, as well as teaching software engineering at various kinds of secondary schools. We invite submissions on any aspects of software engineering education and training. The special theme of CSEE&T 2020 is “*Educating for the Future*”. Therefore, we particularly encourage submissions dealing with the use of new methods and technologies to improve software engineering education and training, and we seek contributions related to the challenges and issues when teaching these new achievements to learners.

Paper Submissions

We seek original high-quality submissions adhering to the IEEE formatting guidelines (<https://www.ieee.org/conferences/publishing/templates.html>), in these categories:

- **Full papers** (up to 10 pages) present completed and evaluated original research.
- **Short papers** (up to 5 pages) describe well-defined research ideas or ongoing work at an early stage of investigation not yet fully developed or evaluated.
- **Industrial experience reports** (up to 6 pages) cover industrial training experience.
- **Problems and challenges** (up to 5 pages) discuss new empirically validated challenges and problems without an already available solution.

Other Contributions

CSEE&T 2020 also calls for highly collaborative workshop proposals, tutorials and practice/methods presentations, journal first submissions, panel discussions, and poster presentations. All these contributions are required to focus on relevant topics in software engineering education and training.

Submission Information

Guidelines are available at: <http://conferences.computer.org/cseet/2020>. Papers must be submitted electronically through [EasyChair](#).

Publications

All accepted submissions will be indexed and published in the IEEE CSEE&T 2020 proceedings and are subject to registration and presentation at the conference.

Topics of Interest

The list below indicates areas of software engineering education in the focus of CSEE&T 2020. Submissions on additional topics consistent with the central theme of the conference are also welcome.

- Requirements engineering education (REE)
- Teaching artificial intelligence (TAI)
- Teaching conceptual modeling (TCM)
- Teaching formal methods (TFM)
- Teaching skills (communication, teamwork,...) (TSK)
- Teaching “real world” SE practices (TRW)
- Teaching large courses (TLC)
- Software quality assurance education (SQE)
- Measuring education and training results (MET)
- Motivating students and trainees (MST)
- Social and cultural issues (SCI)
- Novel delivery methods (NDM)
- E-Learning, online training, and education (OTE)
- Global and distributed SE education (GDE)
- Open source in education (OSE)
- Cloud computing education (CCE)
- Cooperation between Industry and Academia (CIA)
- Training models in industry (TMI)
- Continuous education (CED)
- Methodological aspects of SE education (MAE)
- Software engineering education @ school (SES)
- Software engineering education for novices (SEN)
- Vision for SE education in the future (VEF)

Important Dates for Workshop Proposals

Submission deadline	Nov. 30, 2019
Notification of decisions	Dec. 15, 2019
Workshop Days	July 28 - 29, 2020

Important Dates for all other Submissions

Abstract submission	Feb. 1, 2020
Submission deadline	Feb. 8, 2020
Notification of decisions	Apr. 4, 2020
Camera-ready versions due	May 9, 2020
Conference in Munich	July 28 - 31, 2020

General Chairs

Stephan Krusche – *Technical University of Munich, Germany*
Bernd Brügge – *Technical University of Munich, Germany*
Bastian Tenbergen – *SUNY Oswego, USA*

Program Chairs

Marian Daun – *University of Duisburg-Essen, Germany*
Elke Hochmüller – *CUAS Klagenfurt, Austria*