## TOCE Editorial Charter

The ACM Transactions on Computing Education (TOCE) publishes high quality, peer-reviewed research articles on the teaching and learning of computing from childhood through adulthood. By establishing clear connections between theoretical, pedagogical and technological advances and student learning and teaching, TOCE articles take a scholarly approach to computing education research, and are of potential interest to a broad audience, including instructors, researchers, instructional designers, and administrators.

The topics covered by TOCE span diverse aspects of computing education, including

* Learning and teaching in computer science, computer engineering, software engineering, information systems, information technology, and informatics;
* formal (pre-K-12, undergraduate, graduate), informal, and professional learning settings;
* innovative learning and teaching technologies;
* theoretical advances;
* formative and summative assessment instruments and techniques;
* teacher education and professional development;
* applying computing education to enhance teaching and learning in other disciplines, including engineering, the sciences, the humanities, and the arts; and
* educational interventions and initiatives that aim to broaden participation in and perspectives about the field of computing.

TOCE articles draw on a wide range of theories, including cognitive and socio-cultural theories of learning, as well as a wide range of qualitative and quantitative research methods, including, but not limited to, survey research, field research, and quasi and controlled experimental studies.