
Gaps In Software Engineering Education

Blinded for review

Motivation

- Personal experience feeling lost in the workplace
 - Working gave me lots of ideas of things I would have wanted to be done differently in my education
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Purpose

- Expose students to potential gaps
 - Give students resources
 - Determine if gaps can be addressed without being interruptive
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Guide

- Upon completion of the google form you will receive an email with a login
- <https://gaps-in-se-education.herokuapp.com/>

Gaps in Software Engineering Education

Logged in as steve

[Logout](#)

[Home](#) [Game](#) [Resources](#)

Project Information:

Welcome to the homepage for the Gaps in Software Engineering Education research project! This page provides some general information about this research project. Using the navigation buttons found on this page you can move on to begin answering some questions.

Purpose:

The purpose of this project is to determine if we can address what the software engineering industry perceives as gaps in students' education by informing them of these gaps and giving students proper resources to further explore these topics.

Game:

The game that each student involved in the study will play is a simple guessing game. First you will answer questions based on how you view your own proficiencies in certain skills. Then you will be given several different types of questions that require you to guess as to what software engineering workers think the gaps in software engineering education are. After you have submitted your guesses you will be shown the correct answers based on what software engineers in industry reported.

Relevant IRB Information:

VT IRB # 22-517

Principle Researchers / Contact Points:

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Guide cont.

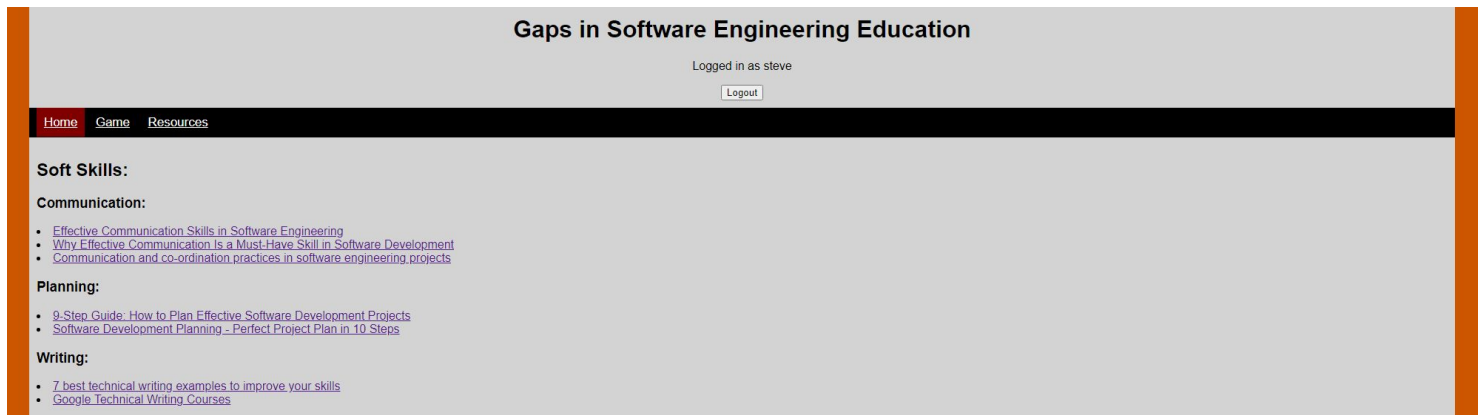
- Please use the game before exploring resources

The screenshot displays the 'Gaps in Software Engineering Education' game interface. At the top, the title 'Gaps in Software Engineering Education' is centered, with a 'Logout' link to its right. Below the title is a navigation bar with 'Home', 'Game', and 'Resources' tabs. The 'Game' tab is active. The main content area contains a question: 'Question 1: Assign a rating for each coding language skill as it relates to how you view your level of proficiency in that skill. (0 - NA, 1 - Not Proficient, 5 - Very Proficient)'. Below the question, there are five rows, each for a different coding language: C, Java, Javascript, Typescript, and C++. Each row has a blue dot for rating and a 'Value:' label. The 'Linux' and 'SQL' sections are partially visible at the bottom.

Coding Language	Value
C:	
Java:	
Javascript:	
Typescript:	
C++:	
Linux:	
SQL:	

Guide cont.

- After you have finished the game feel free to explore the resources!



Questions?

Consent Form

<https://forms.gle/nTTwquc4VviTuR3J9>

