

# LESSEP 2016

## FIRST WORKSHOP ON USING LEARNING AND ENGAGEMENT STRATEGIES IN SOFTWARE ENGINEERING AND PROGRAMMING COURSES

<http://demo.wrestt.cis.fiu.edu/lessep-16>

### Workshop Focus

- Introduce instructors to various learning and engagement strategies (LESSs), e.g., collaborative learning, social interaction and gamification;
- Introduce instructors to the features of SEP-CyLE – *Software Engineering and Programming Cyberlearning Environment* that supports student learning,
- Form a community of instructors that contributes to the development of learning objects (LOs) for Software

### Benefits

At the end of the workshop, participants will have:

- Increased knowledge of LESSs and how they can be used to improve student learning in SEP courses.
- Access the learning materials in SEP-CyLE and be able to use the features of SEP-CyLE to support pedagogy.
- Be part of a community that uses and contributes to the development of learning materials for SEP courses.
- Be able to conduct experimental studies to determine the impact using LESSs and SEP-CyLE will have on student learning and share these results with the CS education community

### Eligibility

Instructors of CS1, CS2, Software Engineering or Software Testing

### Date

**June 10<sup>th</sup> and 11<sup>th</sup>, 2016**

### Location

Florida International University,  
Miami FL, USA

**Support:** The workshop is supported by an NSF IUSE Engaged Student Learning - Design and Development Level II grant (DUE-1525112). We have **funds to support travel and lodging** for a limited number of persons to attend the workshop.

**How to Apply:** Please submit an application available at:

<http://demo.wrestt.cis.fiu.edu/lessep-16-apply>

**Application Deadline: May 1st, 2016**



GEORGIA SOUTHERN  
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