Important Information for Community College Educators about SIGCSE 2015

Kansas City, MO, March 4-7 - sigcse2015.sigcse.org

Stop by the ACM Exhibitors Booth to enter to win a **Kindle Fire** or **Raspberry Pi**. Also come to **lunch** on **March 6** @ noon to network with members of the ACM CCECC and other community college educators. RSVP *ctang@acmccecc.org* by **5:00 pm March 5** to reserve your seat at Friday's lunch.

Conference Registration Dates - sigcse2015.sigcse.org/attendees/index.html#registering-for-sigcse-2015
Early registration closes *Sunday, February 1, 2015*
Online registration closes *Sunday, February 22, 2015*
On-site registration rates begin *Monday, February 23, 2015*

Start Your Registration

* Email Address: _____

* Verify Email Address: _____

* Please select registration type:
- ○ ACM/SIGCSE Professional Member : $285.00 Details
- ○ Retired SIGCSE Member: $185.00 Details
- ○ Non-member joining SIGCSE (electronic copy of Inroads): $310.00 Details
- ○ Non-member joining SIGCSE (paper copy of Inroads): $330.00 Details
- ○ Non-Member: $365.00
- ○ ACM/SIGCSE Student Member: $60.00 Details
- ○ Student Non-Member (full-time; bring proof to conference): $70.00 Details
- ○ Saturday Only Option, for K-12 Teachers: $80.00
- ○ Fri. & Sat. Only Option, for K-12 Teachers: $150.00
- ○ Exhibits Only: $75.00

ACM CCECC Recommendations for Community College Educators

The ACM Committee for Computing Education in Community Colleges (CCECC) is pleased to recommend the following day-by-day Symposium activities for two-year college educators.
** indicates CCECC **highly** recommends.

Wednesday, March 4, 2015

- ❖ Pre-Symposium event: Git and GitHub: Foundations for Educators
- ❖ Pre-Symposium event: ACM SIGCAS Symposium on Computing for the Social Good: Educational Practices
- ❖ Pre-Symposium event: CSTeachingTips.org: Tip-A-Thon
- ❖ Pre-Symposium event: Teaching to Diversity in Computer Science
- ❖ **Pre-Symposium event:** Creating Cyber Science Learning Outcomes ******
- ❖ Workshop #1: Teaching Computing Foundations To Non-majors
- ❖ Workshop #3: Teaching Computer Science Soft Skills
- ❖ **Workshop #4:** Seed Labs: Using Hands-on Lab Exercises For Computer Security Education ******
- ❖ Workshop #5: Teaching Introductory Computer Science For A Diverse Student Body: Girls Who Code Style
- ❖ Workshop #6: Making Music With Computers: Creative Programming In Python
- ❖ Workshop #7: Intellectual Property Law Basics For Computer Science Instructors

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Thursday, March 5, 2015

❖ Plenary Session by Jessica Hodgins, VP, Disney Research and Professor, Carnegie Mellon University: Educating for Both Art and Technology

❖ Demo: Blockly Language Creation and Applications: Visual Programming for Media Computation and Bluetooth Robotics Control

❖ Paper on CS1: Supporting Creativity and User Interaction in CS1 Homework Assignments

❖ **Special Session:** Tutorial: Concurrency with Alice 3 and Java ******

❖ **Lunch:** First Timer's Lunch ******

❖ Paper on Automated Assessment: Webwolf: Towards a Simple Framework for Automated Assessment of Webpage Assignments in An Introductory Web Programming Class

❖ Paper on Block Languages: DBsnap: Learning Database Queries by Snapping Blocks

❖ Paper on Block Languages: Scratch: A Way to Logo and Python

❖ Paper on Student Engagement - Flipped Classroom: Beyond the Flipped Classroom: Learning by Doing through Challenges and Hack-a-thons

❖ **Paper on Gender & Diversity**: An Effective Alternative to the Grace Hopper Celebration ******

❖ **Special Session:** Curricular Assessment: Tips and Techniques ******

❖ **Birds-of-a-Feather:** Updating the ACM/IEEE 2008 Curriculum in Information Technology ******

❖ **Birds-of-a-Feather:** Process Oriented Guided Inquiry Learning (POGIL) in Computer Science ******

❖ **Birds-of-a-Feather:** A Town Meeting: SIGCSE Committee on Expanding the Women-in-Computing Community ******

❖ **Birds-of-a-Feather:** Teaching Security Using Hands-on Exercises in 2015 ******

❖ Birds-of-a-Feather: Creating Learning Assessment Tools for Cybersecurity Education

❖ Birds-of-a-Feather: Automatically Generated Feedback for CS Student Work: Best Practices

❖ Birds-of-a-Feather: Mapping Alice Curriculum to Standards

❖ Birds-of-a-Feather: Resources And Strategies for Flipped Classrooms

❖ **Birds-of-a-Feather:** Student Contributions to Humanitarian Free and Open Source Software (HFOSS) ******

❖ **Birds-of-a-Feather:** <mark>Perspectives on How Computer Science Curricula 2013 Influences Two-year College Programs</mark> ******

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Friday, March 6, 2015

- ❖ **Lunch On Your Own: Network with the ACM CCECC and other community college educators over lunch at a local venue. RSVP to Cara -** ctang@acmccecc.org **- by 5:00 pm Thurs., March 5. ****
- ❖ Demo: EngageCSedu: CS1 and CS2 Materials for Engaging and Retaining Undergraduate CS Students
- ❖ Demo: Exploring Computer Science Topics with Programmable Smartwatches
- ❖ **Poster:** <mark>Correlating ACM Core IT Learning Outcomes with Associate Degree and Certificate Programs</mark> ******
- ❖ **Poster:** Security Injections 2.0: Using Segmentation, Instant-feedback, and Auto-grading to Enhance Secure Coding Modules for Lower-level Programming Courses ******
- ❖ **Poster:** Using POGIL Activities to Teach CS Principles to Diverse Students ******
- ❖ **Poster:** Student Discovery of Network Security Ethics ******
- ❖ Poster: Creating New Languages in Blockly: Two Case Studies in Media Computation and Robotics
- ❖ Poster: Summer Programming Boot Camp: A Strategy for Retaining Women in IT
- ❖ Poster: Integrating Cutting Edge Devices to Increase Student Retention in Programming
- ❖ Poster: E-Assess: A Web-based Tool for Coordinating and Managing Program Assessment
- ❖ Poster: CS2013 Assessment Exam
- ❖ Poster: Culturally Responsive Computing: An In-depth Examination of Practices and Outcomes in CompuGirls
- ❖ Poster: "Maker Innovators": A Workshop for Youth Creating Responsive and Wearable Game Interfaces with Tangible and Digital Construction Toolkits
- ❖ Poster: Integrating Mobile Computing and Security into a Computer Science Curriculum
- ❖ **Panel:** Using App Inventor in Introductory CS Courses ******
- ❖ **Paper on Soft Skills:** Using a Message Board as a Teaching Tool in an Introductory Cybersecurity Course ******
- ❖ Paper on Student Engagement/Active Learning: Generating Practice Questions as a Preparation Strategy for Introductory Programming Exams
- ❖ Paper on Cloud Computing: Teaching Cybersecurity Analysis Skills in the Cloud
- ❖ Paper on Virtualization: MC-Live: A Portable Computing Environment for Computer Science Students
- ❖ Paper on Virtualization: Teaching Virtualization by Building a Hypervisor
- ❖ **Paper on Testing:** Can the Security Mindset Make Students Better Testers? ******
- ❖ **Special Session:** Perspectives On Adopting and Facilitating Guided Inquiry Learning ******
- ❖ Workshop #8: A Swift Introduction to Swift App Development
- ❖ Workshop #10: Using Pencil Code to Bridge The Gap Between Visual and Text-based Coding
- ❖ Workshop #16: Steal This Courseware
- ❖ Workshop #18: Augmenting Introductory Computer Science Classes With Gamemaker and Mobile Apps
- ❖ Workshop #19: Infusing Cooperative Learning Into Early Computer Science Courses To Support Improved Engagement

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Saturday, March 7, 2015

- ❖ Affiliated Event: [App Inventor Breakfast](#)
- ❖ Luncheon: [Keith Hampton, Rutgers University](#)
- ❖ Demo: [JavaTutor: An Intelligent Tutoring System that Adapts to Cognitive and Affective States During Computer Programming](#)
- ❖ Demo: [Mist - The Mathematical Image Synthesis Toolkit](#)
- ❖ Special Session: [The CS Concept Inventory Quiz Show](#)
- ❖ Special Session: [Nifty Assignments](#)
- ❖ Workshop #21: [Teaching Computing With Processing, The Bridge Between High School and College](#)
- ❖ Workshop #25: [Building Code Magnet Labs for Tablets and Other Devices](#)
- ❖ <mark>**Workshop #26:** [Introducing Secure Coding in CS0, CS1, and CS2](#)</mark> ******