

CALL FOR PARTICIPATION

SIGCSE 2015

Keep Connected – Keep Committed – Keep Computing

The 46th ACM Technical Symposium on Computer Science Education

March 4 – 7, 2015, Kansas City, Missouri, USA

<http://www.sigcse2015.sigcse.org>

SIGCSE 2015 continues our long tradition of bringing together colleagues from around the world to present papers, panels, posters, special sessions, and workshops, and to discuss computer science education in birds-of-a-feather sessions and informal settings. The SIGCSE Technical Symposium addresses problems common among educators working to develop, implement and/or evaluate computing programs, curricula, and courses. The symposium provides a forum for sharing new ideas for syllabi, laboratories, and other elements of teaching and pedagogy, at all levels of instruction.

Submissions in line with the conference theme, “**Keep Connected – Keep Committed – Keep Computing**,” are encouraged. The theme is a call for all of us to make sure that our efforts in this field keep us moving in the right directions. We need to keep connected with each other for the sharing of ideas. We want our students to be connected to each other and to us to help further their educational experience. We need to keep our focus and commitment on the efforts we are pursuing to further computing education. And most importantly we need to keep our students committed to the field so that they will keep computing.

PAPERS

Papers describe an educational research project, classroom experience, teaching technique, curricular initiative, or pedagogical tool. Submitted papers for review will be anonymous. Papers will undergo a blind reviewing process and must not exceed six pages. Accepted papers will need to submit a non-anonymous version for publication in the proceedings after acceptance. Authors will have approximately 25 minutes for their presentations, including questions and answers.

PANELS

Panels present multiple perspectives on a specific topic. To allow each panelist sufficient time to present his or her perspective and still enable audience participation, a panel will normally have at most four panelists, including one moderator. Panel submissions should include a list of the panelists, their affiliations, and a description of the topic, with brief position statements from panelists. Proposals with more than four panelists must provide a statement connecting the extra panelist to the effectiveness of the panel and must convincingly show that each panelist will be able to speak, and the audience able to respond, within the session time. Panel abstracts must not exceed two pages. A panel session is approximately 75 minutes.

SPECIAL SESSIONS

Special sessions are your opportunity to customize and experiment with the SIGCSE conference format. Possible special sessions include a seminar on a new topic, a committee report, or a forum on curriculum issues. More generally, they must be 75 minutes in length, held in standard conference spaces, and justifiably be distinct from the panel, paper, and poster tracks. Within those constraints, the form is yours to design. Special session abstracts must not exceed two pages.

WORKSHOPS

Workshops offer participants opportunities to learn new techniques and technologies designed to foster education, scholarship, and collaborations. A workshop proposal (including abstract) must not exceed two pages. Proposals must specify equipment needs (e.g., participant-supplied laptops, room configurations, and A/V equipment) and any limitation on the number of participants. Workshops are scheduled for a three-hour session and do not conflict with the technical sessions.

BIRDS OF A FEATHER SESSIONS

Birds of a Feather (BOF) sessions provide an environment for colleagues with similar interests to meet for informal discussions. A maximum one-page description (including abstract) is requested to describe the informal discussion topic. A/V equipment will not be provided for these sessions. Approximately 45 minutes are allocated to each BOF topic.

POSTERS

Posters describe computer science education materials or research, particularly works in progress. Proposals (including abstract) are limited to two pages. Poster demonstrations are scheduled to permit one-on-one discussion with conference attendees, typically during session breaks. Prepared handouts are encouraged in order to share your work.

STUDENT RESEARCH COMPETITION

Research from all areas of computer science is considered for awards in two categories of competition: graduate and undergraduate. All submissions must represent a student's individual research contribution and a student must be an ACM student member to qualify for awards and travel grants. Entry due date is September 29, 2014.



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PROCEEDINGS AVAILABILITY

The proceedings will be publicly available from the ACM Digital Library 14 days before the start of the conference. Therefore, the official publication date for the proceedings will be February 18, 2015. The official publication date is the date the proceedings are made available in the ACM Digital Library. This date may be up to *two weeks prior* to the first day of your conference. The official publication date affects the deadline for any patent filings related to published work. (For those rare conferences whose proceedings are published in the ACM Digital Library *after* the conference is over, the official publication date remains the first day of the conference.) For this conference, the official publication date is February 18, 2015.

IMPORTANT DUE DATES

Friday, September 5, 2014: *Paper, Panel, Special Session, and Workshop submissions*

Monday, October 27, 2014: *Birds of a Feather and Poster submissions*

PROGRAM COMMITTEE

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ACM Special Interest Group on Computer Science Education