

**The 53<sup>rd</sup> ACM Technical Symposium on Computer Science Education****March 2 - 5, 2022, Providence, Rhode Island, USA, <https://sigcse2022.sigcse.org>****Important Dates**

- **Friday, August 6, 2021:** Paper Abstracts, Pre-symposium, Affiliated Events
- **Friday, August 13, 2021:** Full Papers, Panels, Special Sessions, Workshops
- **Friday, October 8, 2021:** ACM SRC, BoFs, Demos, Lightning Talks, Nifty Assignments, Posters

The SIGCSE Technical Symposium is a forum for educators and researchers to share new results and insights around developing, implementing, or evaluating computing programs, pedagogy, curricula, and courses. The conference is planned to be held in Providence, Rhode Island and we are exploring support for hybrid participation. We particularly invite submissions that highlight computing education's role in giving society hope for a better future, while aligning with the usual topics of interest, including broadening participation; strengthening diversity, equity, and inclusion K-12 and novice learners; improved and scalable pedagogies; leveraging data and analytics peer learning and instruction; novel outreach; events and engagement strategies; involving students in solving social and global challenges; advanced CS topics; and education research – including qualitative and quantitative, instruments, null and negative results. The SIGCSE Technical Symposium provides many ways to share ideas, including papers, panels, special sessions, workshops, the ACM Student Research Competition, Birds of a Feather (BoFs), demos, lightning talks, nifty assignments, posters, and pre-symposium events. We invite colleagues to contribute to, review for, and attend SIGCSE TS 2022. *Once papers are accepted and finalized for publication, 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 the conference. The official publication date affects the deadline for any patent filings related to published work. At least one author of an accepted work must register and attend the conference.*

**PAPERS** (6 pp. max + 1 p. for references; 25 min. presentation) Papers describe an educational research project, computing education experience or pedagogical tool, novel position or curricular initiative. All papers should explicitly state their motivating questions, relate to relevant literature, and contain an analysis of the effectiveness of interventions (if any), including limitations. Initial submissions must be anonymous and must be in the appropriate track. **Note that an ABSTRACT SUBMISSION is required for all papers one week before the full paper is due.**

- **Computing Education Research.** Papers should adhere to rigorous standards, describing their applicable theoretical/analytical lenses, research questions, contexts, methods, results, and limitations. These normally focus on topics relevant to computing education with emphasis on educational goals and knowledge units/topics; methods or techniques; evaluation of pedagogical approaches; studies of the many populations engaged in computing education, including (but not limited to) students and instructors; and issues of gender, diversity, and underrepresentation.
- **Experience Reports and Tools.** Papers should carefully describe a computing education intervention, its context, and provide a rich reflection on what did or didn't work, and why. This track accepts experience reports, teaching techniques, and pedagogical tools. All papers in this track should provide enough detail for adoption by others.
- **Position and Curricula Initiative Papers.** Position papers should engender fruitful academic discussion through a defensible opinion about a computing education topic, substantiated with evidence. Curricula Initiative papers discuss new and revised curricula, programs, degrees and include position papers. Papers about curricula, programs, and degrees should describe the motivating context before the new initiative was undertaken, what it took to put the initiative into place, the impact, and suggestions for others wishing to adopt it.

**PANELS** (2 pp. max; 75 min.) Panels present multiple perspectives on a specific topic. Panel proposals include a topic description, panelists, affiliations, panelist position statements, and a plan for audience participation. An abstract is included in the proceedings.

**SPECIAL SESSIONS** (2 pp. max; 75 min.) Special sessions are your opportunity to design a unique 75-minute session in a standard conference space, but distinct from papers, panels, posters, or BoFs. An abstract is included in the proceedings.

**WORKSHOPS** (2 pp. max; 3 hours) Workshops engage participants in learning new techniques and technologies designed to foster education, scholarship, and collaboration. Proposals must include an abstract, advertisement, intended audience and size, as well as power, A/V, equipment, and space needs. Workshops do not have schedule conflicts with the technical sessions. An abstract is included in the proceedings.

**ACM STUDENT RESEARCH COMPETITION (SRC)** (2 pp. max; 3-hour poster) Undergraduate and graduate student ACM members are invited to submit individual research contributions from all areas of computing. An abstract is included in the proceedings.

**BIRDS OF A FEATHER (BoF)** (2 pp. max; 50 min., no A/V) BoFs provide an environment for colleagues with similar interests to meet for informal discussions. An abstract is included in the proceedings.

**DEMOS** (2 pp. max; 90 min.) Demos showcase the relevance, potential, and innovation of a tool and allow time for discussion with its creator in the exhibition hall. Proposals include an abstract as well as power, A/V, and space needs. An abstract is included in the proceedings.

**LIGHTNING TALKS** (500 words max; 5 min.) Lightning talks describe works in progress, new and untested ideas, or opportunities for collaborative work; an excellent way to spark discussions and get feedback on an idea. An abstract is included in the proceedings.

**NIFTY ASSIGNMENTS** (1 pp. max; 15 min.) Nifty Assignments promote and share successful assignment ideas with materials for others to adopt and adapt for their use. Proposals include a short description of the assignment, target population, strengths and weaknesses, and what computing concept it teaches. An abstract is included in the proceedings.

**POSTERS** (2 pp. max; 2 hours) Posters describe computing education materials or research, particularly works in progress. Posters enable one-on-one discussion with conference attendees. A 1-page extended abstract is included in the proceedings.

**AFFILIATED EVENTS** (2 pp. max; 1-8 hours) Affiliated organizations are invited to submit proposals for events. Proposals include the target

audience, number of participants, duration, topic, schedule, power, A/V, space needs, and organizers. Event organizers are expected to cover the cost of the room, food, and/or A/V through attendance registration fees or event organizer budgets. Cost information will be available on the conference website. Early submission is encouraged. Events will be considered on a rolling basis until either the due date (Friday, August 6, 2021) or we run out of space.

## SIGCSE TS 2022 PROGRAM & ORGANIZING COMMITTEE

To volunteer for a committee position or as a reviewer, respond to the Google Form at <https://forms.gle/zacyFoiRiJqoCmkA9>.

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