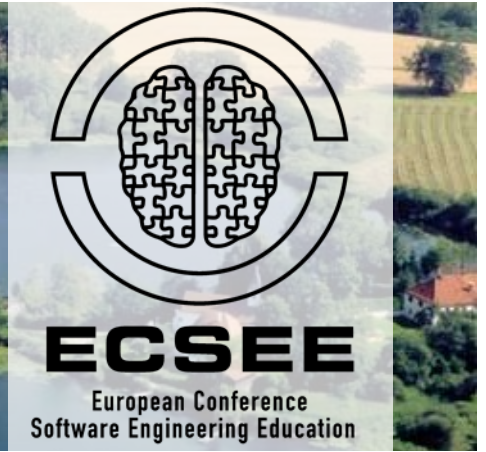


Call for Papers



19 - 21 June 2023, Seon Monastery, Germany

Important Dates

Full Paper
Submission Deadline:
16 March 2023

Notification to authors:
16 April 2023

Camera ready version:
07 May 2023

Author Registration:
14 May 2023

Conference dates:
19 - 21 June 2023

Conference Website
www.ecsee.eu

Committees

General chair
Jürgen Mottok
Georg Hagel

Co-chair
Dieter Landes

**International
Program Committee**

**Special Session Eye
Tracking**
Florian Hauser
Jürgen Mottok

Organizer



Publicly funded
Project "HASKI"
FKZ: 16DHBKI035

Scope

Software Engineering (SE) is an important discipline and it is part of almost all curricula in Computer Science of universities.

Challenges in today's software development industry include increasing system complexity, project management, shorter development cycles, shorter time to market, dealing with continuous changes, integration and deployment and expected high quality of the software.

As educators we are challenged to keep up with the emerging trends, to identify suitable software engineering techniques, and to incorporate them into our class offerings. Software engineering education has to deal with these challenges. How can we prepare students or employees to these challenges?

What are best practices to help them to work in different domains, ranging from app development for mobile devices to the development of really big applications for mainframe systems, from game development to working on highly secure systems?

How can we support students in their student life cycle and how can we prepare them for lifelong learning?

How can we ensure that future software engineers meet industrial needs, with respect to technical as well as soft skills?

We invite high quality submissions of research papers describing original and unpublished results of software engineering education research. We welcome submissions addressing topics across the full spectrum of software engineering education.

Topics of Interest include but are not limited to

- ✓ SE curriculum design
- ✓ New methods, techniques, best practices, and experiences in education
- ✓ Illustrative examples to highlight SE topics in education
- ✓ Evaluation and assessment of students' skills that are relevant for SE
- ✓ Learning assessments
- ✓ Tools for education, both commercial and public domain
- ✓ Learn Management Systems (LMS)
- ✓ Learner Model and Learn Path
- ✓ Application of AI/ML methods in LMS
- ✓ Social and cultural issues in SE
- ✓ Games and social media in-education
- ✓ Distance learning, online learning, E-learning, and MOOCs on SE topics
- ✓ Open education and open educational resources

Special Session:

- ✓ Practical methods of using Eye-Tracking in SE

Best Paper Award

A Best Paper Award is appointed in *Educational Methods and Learning Mechanisms in Software Engineering Education*.

Submission

High quality contributions are accepted in the following categories:

- ✓ Research papers
- ✓ Experience reports from industry or universities
- ✓ Panel session

The submission guidelines for the different categories will be found on the submission page. Papers must be submitted electronically.

Important

At least one author of an accepted paper must register and attend the conference to present and discuss the paper. Not presented papers will not be included in the conference proceedings.

Partners



HASKI

Hochschullehre: Adaptiv,
selbstgesteuert, KI-
gestützt



Gesellschaft für
Informatik e.V.



Working Group Didactics
of Software Engineering



International Society for
Engineering Education

iJET

International journal of
emerging technologies in
learning