

CSEE&T Final Program

General Schedule for all days:

8–8:30	Registration and continental breakfast – Lobby area
8:30–10:00	Session 1
10:00–10:30	Break – Lobby area
10:30–12:00	Session 2
12:00–1:30	Lunch – Lobby area – seating in meeting rooms or outdoors
1:30–3:00	Session 3
3:00–3:30	Break – Lobby area
3:30–5:00	Session 4

Continental breakfast, lunch, breaks, social program are all included in the conference registration fee.

Tuesday, November 7

Academy for Software Engineering Education and Training (ASEET)

The ASEET includes the following 2 full-day workshops in parallel sessions. Due to the structure of these workshops, attendees are requested to stay in a single workshop, rather than trying to attend parts of both workshops. These workshops are included in the conference registration fee:

Magnolia/Live Oak: Software Architecture Educators' Workshop – Grace Lewis

Cypress: Second DevOps Educators' Workshop – Len Bass

Evening Social Program: Tuesday, November 7, 2017, River Dinner Cruise, [9 East River Street Savannah, GA 31401](#) Cruise boards at 6 PM, sails at 7 PM for 2 hours,

Wednesday, November 8

Session 1 – Magnolia/Live Oak: Plenary session - Announcements and Keynote Speaker:

Keynote: System Thinking for Software Engineering Educators - Dick Fairley

Session 2 – Parallel sessions:

Hall of Fame Presentations - Magnolia: (4 presentations: Carnegie Mellon University, Rochester Institute of Technology, University of Ottawa, joint presentation by University of Zagreb, Croatia (FER), Mälardalen University, Västerås, Sweden (MDH) and Politecnico di Milano, Italy (POLIMI))

Paper Session 1: Live Oak

Course Design (3)

Andreas Bollin, Csaba Szabo, Elisa Recic, Veronika Szaboova and Rudolf Siebenhofer: Applying a Maturity Model during a Software Engineering Course - Experiences and Recommendations (FP)

Jari Porras, Maria Palacin-Silva and Birgit Penzenstadler: The evolving perceptions of sustainability in CS and SE education: findings from a master's programme (FP)

Carlos Portela, Alexandre Vasconcelos, Sandro Oliveira and Mauricio Souza: The Use of Industry Training Strategies in a Software Engineering Course: An Experience Report (FE)

Paper Session 2: Cypress

DevOps and Mobile (3)

Guoping Rong, Shenghui Gu, He Zhang and Dong Shao: DevOpsEnvy: An Education Support System for DevOps (FP)

Brian Eddy, Norman Wilde, Nathan Cooper, Bhavyansh Mishra, Valeria Gamboa, Keenal Shah, Adrian Deleon and Nikolai Shields: A Pilot Study on Introducing Continuous Integration and Delivery into Undergraduate Software Engineering Courses (FP)

Fabio Binder, Mark Nichols, Sheila Reinehr and Andreia Malucelli: Challenge Based Learning applied to Mobile Software Development Teaching (FP).

Lunchtime Poster Session: Lobby

Timo Hynninen, Jussi Kasurinen, Antti Knutas and Ossi Taipale; Testing Practices in the Finnish Software Industry

Jesús Manuel Olivares Ceja Nancy Huitron Ramirez; Teaching software enterprise architectures using Bloom's taxonomy

[Joshua Nwokeji](#), Ayodele Olagunju, [Stephen Frezza](#), Tinukwa Boulder and Nkeiruka Chigozirim Okolie; Implementing Project Based Learning: Some Challenges from a Requirements Engineering Perspective

Nicolas Guelfi, Alfredo Capozucca and Benoit Ries; A Product Line Based Approach for Software Engineering Project Course Design

[Mauricio R. A. Souza](#), Renata Moreira and [Eduardo Figueiredo](#); A framework for the gamification of practical assignments in software engineering education

Session 3 – Parallel sessions:

Workshop - Magnoia: Crafting the future of software engineering education in CC2020
Chair: Rich LeBlanc Participants: Dick Fairley, Nancy Mead, John Impagliazzo

Paper Session 3 – Live Oak:

Project-based Learning (3)

Birgit Demuth and Marc Kandler: An Approach for Project Task Approximation in a Large-Scale Software Project Course (FP)

David Delgado, Jairo Aponte, Alejandro Velasco and Andrian Marcus: Evolving a Project-based Software Engineering Course: A Case Study (FE)

Robbie Simpson and Tim Storer: Experimenting with Realism in Software Engineering Team Projects: An Experience Report (FE)

Paper Session 4 - Cypress:
Requirements and Projects (4)

Chandan Rupakheti, Mark Hays, Sriram Mohan, Steve Chenoweth and Amanda Stouder:
On a Pursuit for Perfecting an Undergraduate Requirements Engineering Course (FP)

Claudia Iacob and Shamal Faily: Using Extreme Characters to Teach Requirements
Engineering (SP)

Damen Nyinkeu Ngatchu and Henry Ngatchu: Work and Play in Software Engineering
Training: Experiences from the Silicon Mountain (SE)

Gustavo Pinto, Fernando Filho and Igor Steinmacher: Training Software Engineers using
Open-Source Software: The Professors' Perspective (SP)

Session 4 – Parallel sessions:

Panel - Magnolia: How to Enhance Diversity in Software Engineering Programs
Chair: Hossein Saiedian, Panelists: Grace Lewis, Andrew Williams

Paper Session 5 – Live Oak:
Modeling (3)

Grischa Liebel, Omar Badreddin and Rogardt Heldal: Model Driven Software Engineering
in Education: A Multi-Case Study on Perception of Tools and UML (FE)

Marian Daun, Jennifer Brings, Patricia Aluko Obe, Klaus Pohl, Steffen Moser, Hermann
Schumacher and Marcel Ries: Teaching Conceptual Modeling in Online Courses: Coping
with the Need for Individual Feedback to Modeling Exercises (FP)

Kevin Steppe, Sally Chin and Wai Tuck Wong: Improving the Teaching of Software Design
with Automated Modelling of Syntactic Dependencies (FP)

Paper Session 6 - Cypress:
Online and Programming (3)

Jeong Yang, Young Lee and Kai H. Chang: Initial Evaluation of JaguarCode: A Web-Based
Object-Oriented Programming Environment with Static and Dynamic Visualization (FP)

Jorge Edison Lascano and Stephen Clyde: Improving Computer Science Education
Through Cloud Computing: An Observational Study (FP)

Lilian P. Scatalon, Jorge M. Prates, Draylson M. Souza, Rogerio E. Garcia and Ellen F.
Barbosa: Towards the role of test design in programming assignments (FP)

Evening Social Program: Conference Dinner

Thursday, November 9

Session 1 – Magnolia/Live Oak: Plenary session – Nancy Mead Award, Hall of Fame announcements, Keynote speaker

Keynote: Teaching Agile Methods - Mark Paulk

Session 2 – Parallel sessions:

Panel - Magnolia: Undergraduate software engineering education

Chair: Chris Taylor, Panelists: Kevin Gary, James Kiper, Carol Wellington, Norha Villegas, Lily Chang

Paper Session 7 – Live Oak:

Agile and Processes (4)

Robert Green and Joseph Chao: Ten Years of the Agile Software Factory for Software Engineering Education and Training (SP)

Marcello Missiroli, Daniel Russo and Paolo Ciancarini: Cooperative Thinking, or: Computational Thinking meets Agile (SP)

Nitish Devadiga: Software engineering education: Converging with the startup industry (SE)

Leilde Vincent and Vincent Ribaud: Does process assessment drive process learning? The case of a Bachelor capstone project (SP)

Paper Session 8 - Cypress:

Learning Strategies (3)

Wayne Heym, Paolo Bucci, Paolo A. G. Sivilotti, Kevin Plis, Murali Sitaraman, Joseph E. Hollingsworth, Joan Krone and Nigamanth Sridhar: Integrating Components, Contracts, and Reasoning in CS Curricula with RESOLVE: Experiences at Multiple Institutions (FP)

Maria Palacin-Silva, Jayden Khakurel, Ari Happonen, Timo Hynninen and Jari Porras: Infusing Design Thinking Into a Software Engineering Capstone Course (FP)

Williamson Silva, Igor Steinmacher and Tayana Conte: Is It Better to Learn from Problems or Erroneous Examples (FP)

Session 3 – Parallel sessions:

Workshop - Magnolia: Teaching Agile Project Management (Eduardo Miranda)

Panel – Live Oak: SWEBoK Evolution

Chair: Rich Hilliard, Panelists: Steven Schwarm, Hironori Washizaki

Paper Session 9 – Cypress:

Online and Novice Education (4)

Kevin Gary, Sohum Sohoni and Timothy Lindquist: It's Not What You Think: Lessons Learned Developing an Online Software Engineering Program (SE)

Jaechoon Jo and Heuseok Lim: A Study of Keyword based on The Word Frequency Effect Theory with Video Lectures of Software Engineering Education for Detecting Mind Wandering (SP)

Peeratham Techapalokul and Eli Tilevich: Novice Programmers and Software Quality: Trends and Implications (SP)

Cassandra Balland, Nene Satorou Cisse, Louise Hergoualc'H, Gwendoline Kervot, Audrey Lidec, Alix Machard, Lisa Ribaud-Le Cann, Constance Rio, Maelle Sinilo, Valerie Dantec, Catherine Dezan, Cyrielle Feron, Claire Francois, Chabha Hireche, Arwa Khanoussi and Vincent Ribaud: Girls who do ... Scratch - A first round with Essence (SP)

Session 4 – Parallel Sessions:

Workshop - Magnolia: Teaching Agile Project Management (continued) (Eduardo Miranda)

Paper Session 10 - Cypress:

Human Aspects (3)

Antti Knutas, Ahmed Seffah, Lene Sorensen, Andrey Sozykin, Fawaz Alzaghoul and Alain Abran: Crossing the Borders and the Cultural Gaps for Training PhDs in Software Engineering (FE)

Pablo Schoeffel, Raul Wazlawick and Vinicius Ramos: Impact of Pre-University Factors on the Motivation and Performance of Undergraduate Students in Software Engineering (FP)

Mauricio R. A. Souza, Kattiana Constantino, Lucas Veado and Eduardo Figueiredo: Gamification in Software Engineering Education: An Empirical Study (FP)