

Call for Papers



02 - 04 June 2025, Seon Monastery, Germany

Important Dates

- ▶ Full Paper:
31 January 2025
- ▶ 1st Notification:
02 March 2025
- ▶ Camera Ready:
23 March 2025
- ▶ Author Registration:
30 March 2025
- ▶ Conference date:
02 - 04 June 2025

Website

www.ecsee.eu

Committees

- General chair:
Jürgen Mottok
- Co-chair:
Georg Hagel
- Program Committee:
International
- Special Session:
Florian Hauser
Jürgen Mottok

Organizer



HASKI

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We invite high quality submissions of research papers describing original and unpublished results of software engineering education research.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.

ACM

The paper will be published in the ACM digital library.

Topics of Interest

They include but are not limited to:

- ✓ SE curriculum design
- ✓ methods, techniques, best practices, and experiences in education
- ✓ illustrative examples to highlight SE topics in education
- ✓ evaluation or assessment of students' skills that are relevant for SE
- ✓ learning assessments
- ✓ tools for education, both commercial and public domain
- ✓ Learning Management Systems (LMS)
- ✓ Learner Model and Learn Path
- ✓ application of AI/ML methods in SE
- ✓ 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

A Session is dedicated to "Practical methods of using Eye-Tracking in SE".

Best Paper Award

A Best Paper Award is announced 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.

Publication

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



Gesellschaft für Informatik e.V.



Working Group Didactics of Software Engineering



International Society for Engineering Pedagogy



International Journal of Emerging Technologies in Learning