

# SIGCSE 2009

ENGAGING COMPUTER SCIENCE EDUCATION



The 40th ACM Technical Symposium on Computer Science Education  
March 4-7, 2009, Chattanooga, TN USA

<http://www.cs.arizona.edu/sigcse09>

## CALL FOR PARTICIPATION

### Submission Deadlines

Papers, Panels, Special Sessions, Workshops  
Student Research Competition  
**NEW FOR 2009:** Channel SIGCSE Video Exhibition  
Birds-of-a-Feather Sessions, Posters

Friday, August 29, 2008  
Sunday, September 28, 2008  
Monday, October 27, 2008  
Monday, October 27, 2008

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. We invite those interested in computer science education and computer science education research to contribute to SIGCSE 2009.

We particularly encourage participation that addresses our theme: **Engaging Computer Science Education**. The theme reflects our common desire to create computer science education that engages our students and facilitates learning. The theme also implies a need to engage in a discussion about the future of computer science education. In these challenging times, we need to reflect on how we interest students, how we retain students, how we make our students globally competitive, and how we lead students to succeed in the interdisciplinary settings of professional computer scientists.

**Papers** describe a classroom experience, teaching technique, curricular initiative, or educational research project. Papers will undergo a double-blind reviewing process. Two versions of a submission are required: a full version having author names and affiliations and an anonymous version having no references to the authors or affiliations. Papers must not exceed five pages. Authors will have approximately 25 minutes for their presentations, including questions and answers.

**Panels** present multiple perspectives on a specific topic. To allow each panelist sufficient time to present 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 long.

**Special sessions** provide a flexible format for the presentation or discussion of material. Possible special sessions include a seminar to introduce a new topic, a committee report, a forum on curriculum or accreditation issues, or a series of papers related to a specific theme. Special session abstracts must not exceed two pages. A special session is approximately 75 minutes.

**Workshops** provide introductory and advanced topics to help make participants more effective teachers. Workshop proposals (including abstract) must not exceed two pages. Submissions must specify equipment needs (e.g., participant laptops, Internet access, or projector required) and any limitation on the number of participants. Workshops are scheduled for a three-hour session and are offered separately from the technical track session times.

**Student Research Competition (SRC)** describes new, innovative computer science research conducted by both graduate and undergraduate students. Research abstracts are limited to two pages. Judges will review the research presentation via a poster and interview participants on their work. A group of semi-finalists will continue the competition by giving a short conference presentation.

**NEW  
FOR  
2009**

**Channel SIGCSE video exhibition** is an opportunity for participants to showcase visual media during SIGCSE 2009. Videos can include classroom lectures, demonstrations, animations, or other materials of interest to SIGCSE attendees. Materials should be useful in today's classroom or of historical significance. To be accepted, a video must be relevant to computer science educators and have reasonable technical quality. Submit by posting the video to youtube.com and emailing a short written proposal and URL to sigcse09video@gmail.com. If the video is accepted for presentation, a high-quality version will be required. Submitters must be the rights-owner of the submission. Accepted entries will be displayed via the hotel closed circuit television system during the conference and may be included with the conference proceedings on DVD.

**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. Approximately 45 minutes are allocated to each BOF topic.

**Posters** describe teaching materials, educational research, or works in progress. Proposals (including abstract) are limited to two pages. Posters are scheduled to permit one-on-one discussion with conference attendees, typically during session breaks. Prepared handouts are encouraged.

SIGCSE 2009 Committee

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Association for  
Computing Machinery  
*Advancing Computing as a Science & Profession*

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