

MODELS 2008

Educators Symposium Call for Submissions

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IMPORTANT DATES

Full paper submission deadline
June 27, 2008
Short position paper deadline
July 11, 2008
Informal submissions deadline
July 11, 2008
Notification of acceptance
July 28, 2008
Camera ready papers
August 11, 2008
Symposium date
September 28 or 29 or 30, 2008

Educators Symposium at MODELS 2008: “Promoting Software Modeling through Active Education”

<http://www.iem.pw.edu.pl/edusymp08/>
being part of 11th International Conference on Model Driven Engineering
Languages and Systems (<http://www.modelsconference.org/>)
28 September – 3 October 2008

GOALS

Model-driven engineering is becoming increasingly popular in software development projects as it raises level of abstraction thus improving our ability to handle complex systems. In many academic and industrial centers, software modeling has been introduced already into their curricula. Despite this, it seems that education does not yet support the modeling paradigm well enough thus limiting its acceptance as a mature method of developing software systems. The goal of this symposium is to find ways to change this situation. Specifically, the symposium will find ways for showing benefits of modeling in a way that is pedagogically effective and attractive to the students. It will also try to result in recommendations for placing the modeling courses in the overall software development educational path, this not being limited to UML fundamentals but also focused on showing the importance and place of modeling in the overall path from business (environment) to software products.

TOPICS

The list of topics includes (but is not limited to):

- Novel pedagogical methods, including active teaching and e-learning, related to software modeling
- Approaches towards introducing software modeling to CS curricula (in the academia and industry)
- Positioning of software modeling courses in the general software engineering curriculum (requirements, analysis, design, programming)
- Teaching modeling as part of software development methodologies (agile vs. formal)
- Teaching modeling as a team communication method (including off-shore development)
- Educational “artifacts” (example models, individual techniques, tools, assignment ideas, educational games) used for teaching software modeling
- Innovative use of modeling (CASE) tools in general software engineering education
- Knowledge pre-requisites for software modeling courses
- Requirements from the industry for software modeling courses
- Including industrial experiences into teaching of software modeling
- Experiments and case studies related to teaching of software modeling
- Teaching abstraction and complexity handling through modeling
- Teaching modeling to children (pre-university) before or simultaneously with programming
- Assessment of pedagogical impact and industrial relevance

PARTICIPANTS

We invite teachers, researchers and practitioners both from the academia and industry interested in software modeling and in influencing its role in the software engineering practice. We also invite all the members of the software modeling community wishing to get to know methods for “spreading the word” about software modeling. The participants should exchange ideas on how to teach software developers more effectively in creating and using software models.

ACTIVITIES

The symposium will be organized around formal and informal submissions by its participants. Formal submissions will result in classical paper presentations during the symposium and associated discussion. Informal submissions will result in panels, educational artifact presentations, tool presentations, interactive activities, educational model presentations and others. These activities will be organized into a coherent program of the symposium after selecting the best submissions. The symposium will conclude with a discussion forum with a goal of formulating recommendations for making software modeling education effectively and attractively promote the paradigm.

SUBMISSION AND PUBLICATION

Three forms of submission are possible.

Full Papers (maximum of 12 pages in LNCS format). These papers should be in the form of experience or research papers presenting contribution to knowledge in the field of software modeling education and training.

Short Position Papers (around 5 pages in LNCS format). These papers should present authors' position on one or more of the topics of the symposium, based on certain teaching experience or preliminary research results. The presented ideas need not be mature and might be submitted by a member of community interested in discussing them for future development.

Informal Submissions (from 1 to 3 pages, no specific format, LNCS preferred). These submissions can present individual “educational artifacts” or propose certain activity during the symposium. This might include artifact descriptions, educational event reports, interactive games and other activities, classroom films, panels, discussion forums, posters, or other.

The main criteria for selection will be novelty of idea or solution presented and relevance to the topics of the symposium. Submission procedure: please send your submission by e-mail with the subject “EduSymp” to Michał Śmiałek, smialek--@iem.pw.edu.pl. For more information please refer to the symposium website.

All the accepted papers will be published as chapters in a book with ISBN by the Warsaw University of Technology. Informal submissions will be combined into a summary paper (with cooperation of submitters) and published as above. It is planned that selected papers would be published in the LNCS post-conference volume.