

*First
Call for participation*

**Developing Computer Science Education –
How Can It Be Done?**

Organized by

IDA, Linköpings universitet and CeTUSS, Uppsala Universitet

Sponsored by

Rådet för Högre Utbildning

March 10, 2006, 9.30 – 15.30

**Department of Computer and Information Science,
Linköpings universitet**

Many projects are carried out aiming at improving learning and teaching in computer science. These can serve as inspiration for others and comments and feedback can lead to improvements. In order facilitate such IDA and CeTUSS co-arrange the workshop “Developing Computer Science Education – How can it be done?”. Papers describing a classroom experience, teaching technique, curricular initiative, or educational research are invited to the workshop.

Submission details: Submit an abstract (1/2 – 1 page) to Anders Berglund, anders.berglund@it.uu.se no later than February 20. Notification of acceptance will be sent out February 27. Authors who wish to include their paper in the workshop proceedings should submit the paper by March 2.

Keynote speaker is Prof. Lauri Malmi, Helsinki University of Technology.

The language of the workshop will be English.

Registration: The workshop is free of charge but participants are required to register no later than February 27 by sending an email to Madeleine Häger (madha@ida.liu.se).

Questions are answered by Olle Willén (olle.willen@ida.liu.se) and Anders Berglund (anders.berglund@it.uu.se).

For more information, please refer to the web site: www.ida.liu.se/divisions/sas/groups/upp/

CeTUSS [Center för Teknikutbildning i Studenternas Sammanhang, www.CeTUSS.se] is a Swedish national resource centre for pedagogical development in the engineering education area with focus on efforts to integrate societal aspects and a broader range of subject matter in technology education. Education forms where students interact with other students, teachers, and the community are of special interest.