CSEE&T 2016 Session Schedule

Tuesday, April 5, 2016		
07:30~08:15	Registration	Cottonwood Foyer
08:00~08:30	Breakfast	Cottonwood Foyer
08:15~08:30	Opening Session & Welcome Remarks	Cottonwood D
	General Chair: W. Eric Wong	
	(University of Texas at Dallas, USA)	
	Program Chairs:	
	Liguo Huang (Southern Methodist University, USA)	
	Dan Port (University of Hawaii at Manoa, USA)	
08:30~09:30	Keynote Speech	Cottonwood D
	Software Engineering Education in an Age of Specialization	
	Anthony J. Lattanze (Carnegie Mellon University, USA)	
09:30~10:30	• Panel I	Cottonwood D
	Why You Should Be Teaching Deployment in Your Curriculum!	
	Moderator: Len Bass (Professional Education Consortium, USA)	
	Panelists:	
	- Bram Adams (Polytechnique Montreal, Canada)	
	 Christopher Parnin (North Carolina State University, USA) 	
	– Lorin Hochstein (Netflix, USA)	
10:30~11:00	Coffee Break	Cottonwood Foyer
11:00~12:00	• Session I: Practice Based Education (2 long papers)	Cottonwood A, B & C
	• Session II: Industry Relevance and Alignment (2 long papers)	Cottonwood D
12:00~13:30	Lunch Break	Cottonwood Foyer & A
13:30~15:00	• Session III: Teaching Project Management (3 long papers)	Cottonwood A, B & C
	• Session IV: Teaching SE Methods and Processes I (5 short papers)	Cottonwood D
15:00~15:30	Coffee Break	Cottonwood Foyer
15:30~17:30	• Session V: Teaching SE Methods and Processes II (4 long papers)	Cottonwood A, B & C
	• Session VI: Curricula, Programs, and Project Based Education (4 short papers)	Cottonwood D
17:30~18:30	Social Time	
18:30~20:30	Conference Banquet & Award Ceremony	Cottonwood D

Wednesday, April 6, 2016		
07:30~08:30	Registration	Cottonwood Foyer
08:00~08:30	Breakfast	Cottonwood Foyer
08:30~09:30	Panel II	Cottonwood D
	How Much Software Engineering We Can Teach for K-12 Students? Moderator: John Cole (University of Texas at Dallas, USA) Panelists: – Jey Veerasamy (University of Texas at Dallas, USA) – Ravi Calyanakoti (Nokia) – Uttam Dravidam (AT&T) – Allen Selis (Tech EdVentures, USA)	
09:30~10:30	 Panel III Teaching Software Testing from an Industry Perspective Moderator: Mark Paulk (University of Texas at Dallas, USA) Panelists: Anthony Adesanwo (Match Group, USA) Vidroha Debroy (Verizon Communications, USA) Dennis Frailey (Raytheon Fellow, USA) Laura Henning (Parker Hannifin Aerospace, USA) Tom Wissink (Lockheed Martin, USA) 	Cottonwood D

10:30~11:00	Coffee Break	Cottonwood Foyer
11:00~12:00	Session VII: Assessment (2 long papers)	Cottonwood A, B & C
	Session VIII: Teaching SE Methods and Processes III (1 long papers)	Cottonwood D
12:00~13:30	Lunch Break	Cottonwood Foyer & A
13:30~15:00	Session IX: Project Based Education (3 long papers)	Cottonwood A, B & C
	Panel IV	Cottonwood D
	Delivering Software Engineering Content to Computer Science Majors Moderatory Donald L. Bosort (Panalisting College, USA)	
	Moderator: Donald J. Bagert (Benedictine College, USA) Panelists:	
	– Michael Barker (Nara Institute of Science and Technology, Japan)	
	- Richard E. Fairley (Software And Systems Engineering Associates,	
	USA)	
	- David C. Kung (University of Texas at Arlington, USA)	
15:00~15:30	Coffee Break	Cottonwood Foyer
15:30~17:00	Session X: Emerging Challenges and Issues (2 long papers)	Cottonwood A, B & C
	Session XI: Teaching Assessment & Industry Training (5 short papers)	Cottonwood D
17:00	Conference Adjourn	

CSEE&T 2016 Program

Tuesday, April 5, 2016	
07:30~08:15	Registration
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	or consequences
	General Chair: W. Eric Wong
	(University of Texas at Dallas, USA)
	Program Chairs:
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	Dan Port (University of Hawaii at Manoa, USA)
08:30~09:30	Keynote Speech
	Software Engineering Education in an Age of Specialization
00.20 10.20	Anthony J. Lattanze (Carnegie Mellon University, USA)
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	Panelists:
	- Bram Adams (Polytechnique Montreal, Canada)
	- Christopher Parnin (North Carolina State University, USA)
	– Lorin Hochstein (Netflix, USA)
10:30~11:00	Coffee Break
11:00~12:00	• Session I: Practice Based Education (2 long papers)
	Chair: Daniel Port (University of Hawaii at Manoa, USA)
	o Practice Based Studio
	Anthony J. Lattanze
	An Athletic Approach to Software Engineering Education
	Philip Johnson, Dan Port, and Emily Hill
11:00~12:00	Session II: Industry Relevance and Alignment (2 long papers)
	Chair: Len Bass (Professional Education Consortium, USA)
	 Impact of the Use of Industrial Modelling Tools on Modelling Education
	Grischa Liebel, Rogardt Heldal, and Jan-Philipp Steghöfer
	Meeting Industry Needs for Secure Software Development
12.00 12.20	Nancy R. Mead, Girish Seshagiri, and Julie Howar
12:00~13:30 13:30~15:00	Lunch Break Segring III. Teaching Project Management (2 language)
15:50~15:00	• Session III: Teaching Project Management (3 long papers) Chair: Liguo Huang (Southern Methodist University, USA)
	Chair. Liguo Tuang (Southern Methodist Oniversity, USA)
	Teaching Project Planning with No Project
	Dennis J. Frailey
	o An Instructional Unit for Teaching Project Management Tools Aligned with
	PMBOK
	Rafael Queiroz Gonçalves and Christiane Gresse von Wangenheim
	Tour deine Cofe and Frein with Thomas LECO
	 Teaching Software Estimation Through LEGOs Ye Yang and Linda M. Laird
	10 rang and Emga W. Land
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13:30~15:00	• Session IV: Teaching SE Methods and Processes I (5 short papers) Chair: Len Bass (Professional Education Consortium, USA)
	 Tool-Assisted Loop Invariant Development and Analysis Caleb Priester, Yu-Shan Sun, and Murali Sitaraman A Conceptual Graphs Framework for Teaching UML Model-based Requirements Acquisition Bingyang Wei, Harry S. Delugach, Eduardo Colmenares, and Catherine Stringfellow
	 Experience Report of Teaching Agile Collaboration and Values – Agile Software Development in Large Student Teams Andreas Meier, Martin Kropp, and Gerald Perellano
	 Enhancing Object-Oriented Programming Comprehension using Optimized Sequence Diagram Madhusudan Srinivasan, Young Lee, and Jeong Yang
	 Dynamic Software Updating Techniques in Practice and Educator's Guides: A Review
	Ville Ilvonen, Petri Ihantola, and Tommi Mikkonen
15:00~15:30	Coffee Break
15:30~17:30	• Session V: Teaching SE Methods and Processes II (4 long papers) Chair: Donald Baggert (Nara Institute of Science and Technology, Japan)
	 An Object-Oriented Analysis and Design Environment David Kung and Jeff Lei
	 Supporting Software Architecture Learning Using Runtime Visualization John C. Georgas, James D. Palmer, and Michael J. McCormick
	 Code Readability Testing, an Empirical Study Todd Sedano
	 Teaching Agile Collaboration Skills in Classroom Martin Kropp, Andreas Meier, and Robert Biddle
15:30~17:30	• Session VI: Curricula, Programs, and Project Based Education (4 short papers) Chair: Michael Barker (Nara Institute of Science and Technology, Japan)
	 Strengthening the "Engineering" in Software Engineering Education: A Software Engineering Bachelor of Engineering Program for the 21st Century Linda M. Laird
	 Software Engineering in Primary and Secondary Schools – Informatics Education is More Than Programming Andreas Bollin, Stefan Pasterk, Peter Antonitsch, and Barbara Sabitzer
	 Which Combinations of Personal Characteristic Types Are More Effective in Different Project-Based Learning Courses? Yusuke Sunaga, Masashi Shuto, Hironori Washizaki, Katsuhiko Kakehi, Yoshiaki Fukazawa, Shoso Yamato, and Masashi Okubo
	 Hammer and Nails - Crucial Practices and Tools in Ad Hoc Student Teams Marko Leppanen, Samuel Lahtinen, and Petri Ihantola
17:30~18:30	Social Time
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09:30~10:30	Panel III
	Teaching Software Testing from an Industry Perspective Moderator: Mark Paulk (University of Texas at Dallas, USA) Panelists: - Anthony Adesanwo (Match Group, USA) - Vidroha Debroy (Verizon Communications, USA) - Dennis Frailey (Raytheon Fellow, USA) - Laura Henning (Parker Hannifin Aerospace, USA) - Tom Wissink (Lockheed Martin, USA)
10:30~11:00	Coffee Break
11:00~12:00	Session VII: Assessment (2 long papers)
	Chair: Michael Barker (Nara Institute of Science and Technology, Japan)
	 A Systematic Literature Review of Assessment Tools For Programming Assignments Draylson M. Souza, Katia R. Felizardo, and Ellen F. Barbosa A Generic E-Assessment Process Development Based on Reverse Engineering and Cloud Services Fahima Hajjej, Yousra Bendaly Hlaoui, and Leila Jemni Ben Ayed
11:00~12:00	• Session VIII: Teaching SE Methods and Processes III (1 long papers) Chair: Daniel Port (University of Hawaii at Manoa, USA)
	 An Integrated Approach to the Requirements Engineering and Process Modelling Teaching George Marsicano, Fabiana Freitas Mendes, Maurício Vidotti Fernandes, and Sergio Antonio Andrade de Freitas
12:00~13:30	Lunch Break
13:30~15:00	Session IX: Project Based Education (3 long papers) Chair: Emily Hill (Drew University)
	 Green-Lighting Proposals for Software Engineering Team-Based Project Courses Todd Sedano, Arthi Rengasamy, and Cecile Peraire
	 Project-Based Learning with Examples from Industry in University Courses Marian Daun, Andrea Salmon, Thorsten Weyer, Klaus Pohl, and Bastian Tenbergen

	 Generating Software Engineers by Developing Web Systems: A Project-Based Learning Case Study Patrick Letouze, J. I. M. de Souza Júnior, and Valéria Martins Da Silva
13:30~15:00	 Panel IV Delivering Software Engineering Content to Computer Science Majors Moderator: Donald J. Bagert (Benedictine College, USA) Panelists: Michael Barker (Nara Institute of Science and Technology, Japan) Richard E. Fairley (Software and Systems Engineering Associates, USA) David C. Kung (University of Texas at Arlington, USA)
15:00~15:30	Coffee Break
15:30~17:00	• Session X: Emerging Challenges and Issues (2 long papers) Chair: Richard Fairley (Software And Systems Engineering Associates, USA)
	 PERCCOM: A Master Program in Pervasive Computing and COMmunications for Sustainable Development Jari Porras, Ahmed Seffah, Eric Rondeau, Karl Andersson, and Alexandra Klimova
	 Software Engineering Education in the New World: What Needs to Change? Matthew Bass
15:30~17:00	Session XI: Teaching Assessment & Industry Training (5 short papers) Chair: Michael Barker (Nara Institute of Science and Technology, Japan) UML-test Application for Automated Validation of Students' UML Class
	Diagram Pavel Herout and Premek Brada
	 Learning Effectiveness of Team Discussions in Various Software Engineering Education Courses
	Masashi Shuto, Hironori Washizaki, Katsuhiko Kakehi, Yoshiaki Fukazawa, Shoso Yamato, and Masashi Okubo
	 Using an Active Learning Environment to Increase Students' Engagement Sergio Antonio Andrade De Freitas, Wander C. M. P. Silva, and George Marsicano
	 Applying an Instructional Design Process to Development of an Independent Verification and Validation Training Program Naoko Okubo, Kazuharu Nara, Shunsuke Takemura, and Yasushi Ueda
	 First Steps towards Exporting Education: Software Engineering Education Delivered Online to Professionals Kevin D. Wendt, Ken Reily, and Mats P. E. Heimdahl
17:00	Conference Adjourn