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CCSCNE 2010

University of Hartford, April 16-17, 2010**Call for Papers and Proposals**<http://uhaweb.hartford.edu/ccscne>

The CCSCNE brings together faculty, staff, and students from academic institutions throughout the Northeast for exchange of ideas and information concerning undergraduate computing curricula. This conference provides a regional forum for the exchange of information and ideas pertaining to the concerns of computing and computing curricula in a smaller academic environment.

Suggested Topics

Computer science education: curriculum issues, course development issues, course content issues. Advanced topics in the computer science curriculum including object-oriented programming and design, networking, parallel processing, etc. Using information technology in the classroom. Innovative ways to teach first year computing. Grants and the small college. Computing courses for non-majors. Ethics and computing. Student research. K-12 computing curricula. Contributions from affiliated fields such as Information Systems and Computer Engineering are welcome.

Papers (Deadline: November 20, 2009)

Papers are peer-reviewed. Accepted papers are presented at the conference and published in the *Journal of Computing Sciences in Colleges*, which is included in the ACM Digital Library.

Panels (Deadline: December 4, 2009)

A panel consists of several participants, generally three to five, who present diverse perspectives on a topic, typically describing a variety of viewpoints or experiences. Panels are held during a 75-minute conference session, and presentations should be kept to a length that allows at least a third of the time to be devoted to discussion among panelists and with the audience.

Demos (Deadline: December 4, 2009)

A demo provides an opportunity to present a pedagogical tool, a class activity or assignment, or courseware that support learning in computing. These will have 10-minute presentations that describe the item and experiences using it, as well as a quick demo. Demos are easily adaptable by participants and are supported by handouts or links to supporting material.

Tutorials and Workshops (Deadline: December 4, 2009)

A tutorial involves instruction rather than discussion. The tutorial presenter is an "expert" in the field, and the attendees are usually novices. Tutorials are usually 75 minutes long, and are held during one of the conference sessions.

A workshop is more in-depth than a tutorial. Preferably, it involves active learning activities (hands-on or "pen-and-paper" exercises). The presenter is an "expert" in the field. Workshops are usually 3 hours long, and are held before the conference.

Faculty Posters (Deadline: January 12, 2010)

A poster presentation on work in progress provides an opportunity to receive feedback on the project. A poster on finished work offers a chance for more extensive discussion than a paper presentation affords. We invite both types of posters.

Student Posters (Deadline: February 26, 2010)

Student posters are presentations on research projects.