Information & Recommendations for Community College Educators SIGCSE 2015

Stop by the ACM CCECC Exhibitors Booth to enter our raffle to win a **Kindle Fire** or **Raspberry Pi** or **Bluetooth Speaker**. Drawing for prizes will happen on **Saturday, March 7** in the morning.

Also come to a Dutch treat **lunch** on **Friday, March 6** @ noon to network with members of the ACM CCECC and other community college educators. **RSVP** *ctang@acmccecc.org* by **5:00 pm**, **Thursday, March 5** to reserve your seat at Friday's lunch.

ACM CCECC Recommendations for Community College Educators

The ACM Committee for Computing Education in Community Colleges (CCECC) is pleased to recommend the following day-by-day **Symposium sessions** for two-year college educators. ** indicates CCECC **highly recommends**; yellow highlight indicates CCECC presenter(s).

Wednesday, March 4, 2015

- Pre-Symposium event: Git and GitHub: Foundations for Educators
- Pre-Symposium event: ACM SIGCAS Symposium on Computing for the Social Good: Educational Practices
- Pre-Symposium event: CSTeachingTips.org: Tip-A-Thon
- Pre-Symposium event: Teaching to Diversity in Computer Science
- **Pre-Symposium event:** Creating Cyber Science Learning Outcomes **
- Workshop #1: Teaching Computing Foundations to Non-majors
- Workshop #3: Teaching Computer Science Soft Skills
- **Workshop #4:** Seed Labs: Using Hands-on Lab Exercises for Computer Security Education **
- Workshop #5: Teaching Introductory Computer Science for A Diverse Student Body: Girls Who Code Style
- Workshop #6: Making Music With Computers: Creative Programming in Python
- Workshop #7: Intellectual Property Law Basics for Computer Science Instructors

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Thursday, March 5, 2015

- Plenary Session by Jessica Hodgins, VP, Disney Research and Professor, Carnegie Mellon University: Educating for Both Art and Technology
- Demo: Blockly Language Creation and Applications: Visual Programming for Media Computation and Bluetooth Robotics Control
- Paper on CS1: Supporting Creativity and User Interaction in CS1 Homework Assignments
- **Special Session:** Tutorial: Concurrency with Alice 3 and Java **
- **Lunch:** First Timer's Lunch **
- Paper on Automated Assessment: Webwolf: Towards a Simple Framework for Automated Assessment of Webpage Assignments in An Introductory Web Programming Class
- Paper on Block Languages: DBsnap: Learning Database Queries by Snapping Blocks
- Paper on Block Languages: Scratch: A Way to Logo and Python
- Paper on Student Engagement - Flipped Classroom: Beyond the Flipped Classroom: Learning by Doing through Challenges and Hack-a-thons
- **Paper on Gender & Diversity**: An Effective Alternative to the Grace Hopper Celebration **
- **Special Session:** Curricular Assessment: Tips and Techniques **
- **Birds-of-a-Feather:** Updating the ACM/IEEE 2008 Curriculum in Information Technology **
- **Birds-of-a-Feather:** Process Oriented Guided Inquiry Learning (POGIL) in Computer Science **
- **Birds-of-a-Feather:** A Town Meeting: SIGCSE Committee on Expanding the Women-in-Computing Community **
- **Birds-of-a-Feather:** Teaching Security Using Hands-on Exercises in 2015 **
- Birds-of-a-Feather: Creating Learning Assessment Tools for Cybersecurity Education
- Birds-of-a-Feather: Automatically Generated Feedback for CS Student Work: Best Practices
- Birds-of-a-Feather: Mapping Alice Curriculum to Standards
- Birds-of-a-Feather: Resources And Strategies for Flipped Classrooms
- **Birds-of-a-Feather:** Student Contributions to Humanitarian Free and Open Source Software (HFOSS) **
- **Birds-of-a-Feather:** Perspectives on How Computer Science Curricula 2013 Influences Two-year College Programs **

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Friday, March 6, 2015

- **Lunch On Your Own: Network with the ACM CCECC and other community college educators over a Dutch treat lunch at a local venue.**
  RSVP to Cara Tamg - ctang@acmccecc.org **- by 5:00 pm Thurs., March 5. ****
- Demo: EngageCSedu: CS1 and CS2 Materials for Engaging and Retaining Undergraduate CS Students
- Demo: Exploring Computer Science Topics with Programmable Smartwatches
- **Poster:** Correlating ACM Core IT Learning Outcomes with Associate Degree and Certificate Programs **
- **Poster:** Security Injections 2.0: Using Segmentation, Instant-feedback, and Auto-grading to Enhance Secure Coding Modules for Lower-level Programming Courses **
- **Poster:** Using POGIL Activities to Teach CS Principles to Diverse Students **
- **Poster:** Student Discovery of Network Security Ethics **
- Poster: Creating New Languages in Blockly: Two Case Studies in Media Computation and Robotics
- Poster: Summer Programming Boot Camp: A Strategy for Retaining Women in IT
- Poster: Integrating Cutting Edge Devices to Increase Student Retention in Programming
- Poster: E-Assess: A Web-based Tool for Coordinating and Managing Program Assessment
- Poster: CS2013 Assessment Exam
- Poster: Culturally Responsive Computing: An In-depth Examination of Practices and Outcomes in CompuGirls
- Poster: "Maker Innovators": A Workshop for Youth Creating Responsive and Wearable Game Interfaces with Tangible and Digital Construction Toolkits
- Poster: Integrating Mobile Computing and Security into a Computer Science Curriculum
- **Panel:** Using App Inventor in Introductory CS Courses **
- **Paper on Soft Skills:** Using a Message Board as a Teaching Tool in an Introductory Cybersecurity Course **
- Paper on Student Engagement/Active Learning: Generating Practice Questions as a Preparation Strategy for Introductory Programming Exams
- Paper on Cloud Computing: Teaching Cybersecurity Analysis Skills in the Cloud
- Paper on Virtualization: MC-Live: A Portable Computing Environment for Computer Science Students
- Paper on Virtualization: Teaching Virtualization by Building a Hypervisor
- **Paper on Testing:** Can the Security Mindset Make Students Better Testers? **
- **Special Session:** Perspectives on Adopting and Facilitating Guided Inquiry Learning **
- Workshop #8: A Swift Introduction to Swift App Development
- Workshop #10: Using Pencil Code to Bridge the Gap Between Visual and Text-based Coding
- Workshop #16: Steal this Courseware
- Workshop #18: Augmenting Introductory Computer Science Classes with Gamemaker and Mobile Apps
- Workshop #19: Infusing Cooperative Learning into Early Computer Science Courses to Support Improved Engagement

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Saturday, March 7, 2015

- Affiliated Event: App Inventor Breakfast
- Luncheon: Keith Hampton, Rutgers University
- Demo: JavaTutor: An Intelligent Tutoring System that Adapts to Cognitive and Affective States during Computer Programming
- Demo: MIST - The Mathematical Image Synthesis Toolkit
- Special Session: The CS Concept Inventory Quiz Show
- Special Session: Nifty Assignments
- Workshop #21: Teaching Computing with Processing, the Bridge between High School and College
- Workshop #25: Building Code Magnet Labs for Tablets and Other Devices
- **Workshop #26:** Introducing Secure Coding in CS0, CS1, and CS2 **