**The 50th ACM Technical Symposium on Computer Science Education**

**February 27 - March 2, 2019, Minneapolis, MN, USA, `http://sigcse2019.sigcse.org`**

The SIGCSE Technical Symposium is a forum for educators and researchers to share new results and insights around developing, implementing, or evaluating computing programs, curricula, and courses. Our 2019 conference celebrates the 50th ACM Technical Symposium on Computer Science Education! We are interested in honoring our history while sharing our vision of the next 50 years. We welcome submissions on the topics of computing education history, broadening participation and diversity, K-12 and novice learners, improved and scalable pedagogies, leveraging data and analytics to improve learning, peer learning and instruction, novel outreach, events and engagement strategies, involving students in solving social and global challenges, advanced CS topics, and  education research. SIGCSE encourages multiple ways of sharing ideas, including papers, panels, special sessions, workshops, nifty assignments, BoFs, posters, demos, lightning talks, the ACM Student Research Competition, and pre-symposium events. We invite colleagues from around the world to contribute to, review for, and attend SIGCSE 2019.

**PAPERS** (6 pp. max + 1 pp. for references; 25 min. presentation) Papers describe an educational research project, classroom experience, teaching technique, curricular initiative, or pedagogical tool. All papers should explicitly state their motivating questions, relate to relevant literature, and contain an analysis of the effectiveness of the interventions, including limitations. Initial submissions must be anonymous. **Note that an ABSTRACT SUBMISSION is now required for all papers and it is due a week before the full paper is due.**

- **CS Education Research** papers should adhere to rigorous standards, describing hypotheses, methods, results, and limitations as is typical for research studies. These normally focus on topics relevant to computing education with emphasis on educational goals and knowledge units/topics relevant to computing education with statistical rigor; methods or techniques in computing education; evaluation of pedagogical approaches; and studies of the many populations engaged in computing education, including (but not limited to) students, instructors, and issues of gender, diversity, and underrepresentation.

- **Experience Reports and Tools** papers should carefully describe a computer science education intervention and its context, and provide a rich reflection on what worked, what didn't, and why.  This track accepts experience reports, teaching techniques, and pedagogical tools. All papers in this track should provide enough detail for adoption by others.

- **New Curricula, Programs, Degrees and Position Papers**. Papers about curricula, programs and degrees should describe the motivating context before the new initiative was undertaken, what it took to put the initiative into place, what the impact has been, and suggestions for others wishing to adopt it. Position papers are meant to engender fruitful academic discussion by presenting a defensible opinion about a CS education topic, substantiated with evidence.

**PANELS** (2 pp. max; 75 min.) Panels present multiple perspectives on a specific topic. Panel proposals include a topic description, panelists, affiliations, panelist position statements, and a plan for audience participation.

**SPECIAL SESSIONS** (2 pp. max; 75 min.) Special sessions are your opportunity to design a unique 75-minute session in a standard conference space, but distinct from papers, panels, posters, or BoFs.

**WORKSHOPS** (2 pp. max; 3 hours) Workshops engage participants in learning new techniques and technologies designed to foster education, scholarship, and collaboration. Proposals must include an abstract,

intended audience and size, and specify power/A/V/equipment/space needs. Workshops do not conflict with the technical sessions.

**NIFTY ASSIGNMENTS** (1 p. max; 15 min. presentation during Nifty session) Nifty Assignments promote and share successful assignment ideas with enough materials available for others to adopt and adapt for their use. Proposals must include a short writeup describing the assignment, target population, strength and weaknesses, and what computing concept it teaches.

**BIRDS OF A FEATHER (BoF)** (1 p. max; 50 min., no A/V) BoFs provide an environment for colleagues with similar interests to meet for informal discussions. A/V equipment will not be provided for BoFs.

**POSTERS** (2 pp. max; 2 hours) Posters describe CS education materials or research, particularly works in progress. Posters enable one-on-one discussion with conference attendees. Prepared handouts are encouraged.

**DEMOS** (2 pp. max; 90 min.) Demos showcase the relevance, potential, and innovation of a tool and allow time for discussion with its creator in the exhibition hall. Proposals include an abstract and specify power/A/V/space needs.

**LIGHTNING TALKS** (500 words max; 5 min.) Lightning talks describe works in progress, new and untested ideas, or opportunities for collaborative work. Talks are an excellent way to spark discussions and get feedback on an idea.

**ACM STUDENT RESEARCH COMPETITION (SRC)** (2 pp. max; 3-hour poster) Undergraduate and graduate student ACM members are invited to submit individual research contributions from all areas of computer science.

**PRE-SYMPOSIUM EVENTS** (2 pp. max; 4 or 8 hours) Affiliated organizations are invited to submit proposals for events, including: target audience, # participants, duration, topic, schedule, power/A/V/space needs, and organizers. Pre-symposium event organizers are expected to cover the cost of the room, food, and/or A/V through attendance registration fees or pre-symposium event organizer budgets. Cost information will be available on the conference website.

**AUTHORS TAKE NOTE**: The official publication date is the date the proceedings are made available in the ACM Digital Library. This date may be up to two weeks prior to the first day of your conference. The official publication date affects the deadline for any patent filings related to published work. (For those rare conferences whose proceedings are published in the ACM Digital Library after the conference is over, the official publication date remains the first day of the conference.)

## IMPORTANT DUE DATES

**Friday, August 24, 2018**:   Paper Abstracts

**Friday, August 31, 2018:**   Full Papers, Panels, Special Sessions & Workshops

**Friday, October 19, 2018**:   Nifty Assignments, BoFs, Posters, Demos, Lightning Talks, SRC, Pre-symposium Events

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