



**SIGCSE**

**ITiCSE 2003**

**Announcement and  
Call for Participation**



**University of  
Macedonia**

**The 8th Annual Conference on Innovation and Technology in Computer Science Education  
University of Macedonia, Thessaloniki, Greece, June 30 - July 2, 2003**

The ITiCSE 2003 conference will be held in Thessaloniki, Greece, and hosted by the University of Macedonia. The Conference is sponsored by the ACM Special Interest Group in Computer Science Education (SIGCSE). The program will consist of invited lectures, working groups, tutorials, exhibits, and technical sessions featuring papers, panels, posters, demonstrations and "tips & techniques" sessions.

**Location** Thessaloniki is one of the oldest cities in Europe, founded in 316 B.C. on a site of old prehistoric settlements by Cassander, King of Macedonia, and was named after his wife Thessaloniki, sister of Alexander the Great. It is now an important commercial port with a population of one million and is situated on the shores of the Thermaikos Gulf. The old sector of the city is full of monuments dating from the Roman and Byzantine times. Greek cuisine and Thessaloniki restaurants, in particular, are excellent. You can taste traditional dishes, especially fish and seafood. Also, the city has a variety of international restaurants, lively bars and nightclubs.

**Call for Submissions** Original submissions in all areas related to the conference theme are invited for the following categories: papers, working groups, panels, tips & techniques, posters, demonstrations and tutorials. We particularly encourage contributions along the following lines:

**The use of technology in supporting computer science teaching and learning:** This might include intelligent tutoring systems, visualization, mobile computing, distance education, electronic forms of classroom support, or web-based tools.

**The practice of teaching computer science:** Submissions here might cover such topics as curricular issues, teaching material or aids, or innovative instructional methods. Qualitative work is encouraged, but it should not be merely anecdotal or descriptive.

**Computer science education research:** Submissions in this area will involve research evidence or the use of theory to inform pedagogy.

**Submission Guidelines** All submissions must be original work. The official language of the conference is English. Submissions should use clear, ordinary grammar and avoid the use of colloquialisms that might be difficult for those who speak English as a second language. Note that reviewers will assume they are reviewing completed works, as they will eventually appear in the conference proceedings. Do not submit incomplete drafts. Submission deadlines are listed at the bottom of the next page. For more information about the format and content of each submission, please see the **Call for Participation** on our web site.

**Papers** All papers should be high quality, unpublished, original work related to the themes of the conference. We are again expecting all paper submissions to be full papers. They are limited to five pages. Author identification must be concealed in paper submissions to allow for a blind review process. Papers will be reviewed and, if accepted, presented at the conference by one or more of the authors. Paper presentations last twenty minutes. All accepted papers will also be published in the conference proceedings. Authors must sign the ACM copyright release form before publication. The deadline for paper submission is November 12, 2002.

**Working Groups** Several working groups will convene during ITiCSE 2003. A working group will consist of five to ten people who share a common interest related to the themes of the conference, selected on the basis of their qualifications in the area. Working groups will begin work by electronic communication two months before the conference. The working groups will meet at the conference site the day before the conference, throughout the conference and the day after the conference. Each working group will determine its own meeting schedule. While working group members should be able to participate in many other conference activities, their main commitment during the days of the conference is to the working group.

Intermediate working group results will be presented to all conference attendees at a poster session early in the conference schedule. At the conference conclusion, each group will submit a polished report. These reports will be reviewed and, if accepted, distributed to all conference attendees, published in a SIGCSE Bulletin and published in the ACM digital library. Many working groups will also develop web sites of resources for educators. To apply to lead a working group, create a proposal describing the topic you wish to address, what you expect the group to produce, and information on your experience in the area. You may also include a list of potential working group members. Proposals should be 2 to 4 pages in length. The deadline for working group proposals is November 12, 2002.

**Panels** Panel sessions provide a forum for the exploration of a "hot topic" among expert panel members and between the panel and the audience. A panel abstract is limited to two (2) pages. It should contain the following information, in this order: panel title,

panel organizer information (name, affiliation, address, email, phone), panelist information (name, affiliation, email) for each panelist, and panel description. The panel description should include an introduction to the panel topic and a short position statement from each panelist. The panel organizer must select appropriate panelists who will make a commitment to participate. The panel organizer is responsible for obtaining position statements from panelists and integrating them into the abstract before submitting the proposal. All accepted panel abstracts will be published in the conference proceedings. The deadline for panel submission is November 12, 2002.

**Tips & Techniques** ITiCSE attendees have many valuable ideas to share about practical educational approaches that work well for them - a particular assignment, a method of assessment, a class activity, a pedagogical tool. Such ideas may not warrant a full paper at the conference. Therefore, in order to make them available for the entire community, the ITiCSE program includes, for the fourth consecutive year, our popular Tips & Techniques session(s). They consist of short presentations (10 minutes), each of which explains the goal, the application, and the results of a particular tip or technique. Each idea will be supported by a one-page summary that will appear in the proceedings. The summary should include a title, presenter information (name, affiliation, address, email, and phone), a description of the idea to be presented, and if appropriate, a URL where further information or materials are available. T&T submissions should be made by February 14, 2003.

**Posters** Works in progress may be submitted for presentation in poster format at the conference. Each poster will be supported by a half-page abstract that will appear in the proceedings. The abstract should include a title, presenter information (name, affiliation, address, email, phone), and a description of the poster topic and contents. Presentation guidelines will be sent to authors upon acceptance. The due date for poster submissions is February 14, 2003.

**Demonstrations** You are invited to demonstrate the software you use in your classrooms and labs to support your delivery of computer science education. Demonstrations could be used by paper authors who do not have enough time during their 20-minute paper presentation to fully demonstrate support software. Demonstrations will be presented along with posters. Each demonstration will be supported by a half-page abstract that will appear in the proceedings. This should include a title, presenter information (name, affiliation, address, email, phone), and a description of the demonstration topic and contents. The due date for demonstration submissions is February 14, 2003. Note that we will again be accepting on-site demonstration applications, but those demonstrations obviously will not receive any space in the program or proceedings.

**Tutorials** Proposals for tutorials that provide in-depth coverage of a topic of interest to computing educators are invited. A tutorial should be designed to be a thorough and comprehensive exploration of the topic. Each tutorial is classified as either half-day (three hours) or full-day (seven hours) and will be held the day before the conference. There is an additional fee for a symposium attendee to participate in a tutorial. Tutorial presenters will earn two night's accommodation at a conference hotel.

A tutorial proposal is limited to two (2) pages. It should contain the following information, in this order: tutorial title, tutorial organizer information (name, affiliation, address, email, phone), tutorial category (half-day or full-day), and tutorial description. The tutorial description should provide an introduction to the topic, a description of the tutorial activities, the background of the presenter, and a separate paragraph (max 60 words) for publication that serves as a succinct description of the tutorial for symposium attendees. You must also specify all equipment needed to conduct the tutorial (some instructional laboratories may be available). A list of tutorial titles and presenters will be published in the conference proceedings. The deadline for tutorial proposals is November 12, 2002.

**Exhibits** The conference will be accompanied by a commercial exhibition. Publishing and software houses are invited to contact the organizers at [tsadiras@uom.gr](mailto:tsadiras@uom.gr) for further information.

**Travel and Accommodation Information** Thessaloniki has its own international airport, "Makedonia". It is situated 16 kilometres (10 miles) away from the city. Car hire services, coach and taxi services are all available. Getting around the city is possible by bus and taxis, as both are easily available throughout the city.

#### **Conference Committee**

Conference co-chair: Vassilios Dagdilelis  
Conference co chair: Maya Satratzemi  
Program co-chair: Roger Boyle  
Program co-chair: Georgios Evangelidis  
Program committee member: Paul Spirakis  
Program committee member: Konstantinos G. Margaritis  
Program committee member: Charalambos Zagouras  
Treasurer and registrar: Dick Austing  
Proceedings chair: David Finkel  
Working groups coordinator: Mike Goldweber  
Posters and demos coordinator: Ingrid Russell  
Tips and techniques: Henry Walker  
Tutorials coordinator: Bruce Klein  
Web master: Theodore Kaskalis  
Exhibits coordinator: Athanasios K. Tsadiras  
Local arrangements coordinator: Rozana Semertzian

#### **Important Dates/Deadlines**

Nov. 12, 2002: Papers, panels, tutorials, working group topics due  
Feb. 7, 2003: WG topics announced and membership application opens  
Feb. 14, 2003: Tips & techniques summaries and poster/demo proposals due  
April 18, 2003: WG membership application period closes  
June 29, 2003: Tutorial sessions held  
June 29 - 3 July, 2003: Working groups meet  
June 30 - July 2, 2003: The Conference!

**Conference Web Site: <http://iticse2003.uom.gr>**