CCSCNE 2012
QUINNIPIAC UNIVERSITY
April 27-28, 2012
Call for Papers and Proposals
http://www.ccscne.org/2012

The CCSCNE (Consortium for Computing Sciences in Colleges in the Northeast Region) 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 21, 2011)

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 5, 2011)

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 5, 2011)

A demo provides an opportunity to present a pedagogical tool, a class activity or assignment, or courseware that support learning in computing. A demo should consist of a 10-minute presentation that describes the item, experiences using it as well as a quick demonstration of the item itself. Demos are easily adaptable by participants and are supported by handouts or links to supporting material.

Tutorials and Workshops (Deadline: December 5, 2011)

A tutorial involves instruction rather than discussion. Tutorials are 75 minutes long and are held during one of the conference sessions. A workshop is more in-depth than a tutorial, preferably involving active learning activities (hands-on or "pen-and-paper" exercises). Attendees will bring their own computers to workshops having such exercises. Workshops are 3 hours long, are held before the conference, and require a separate registration. In both tutorials and workshops the presenter is an "expert" in the field. Proposals will clearly indicate if the content is intended for novices or for more experienced attendees.

Faculty Posters (Deadline: January 20, 2012)

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.

Undergraduate Student Posters (Deadline: March 6, 2012)

Student posters are presentations on research projects. Each project must have a faculty sponsor.

Conference Chairs

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