WiPSCE 2018

13th Workshop in Primary and Secondary Computing Education
4-6 October 2018, Potsdam, Germany
www.wipsce.org

All photos by Karla Fritze

Call for Papers and Participation

We invite you to submit a paper, report, or poster for the 13th Workshop in Primary and Secondary Computing Education (WiPSCE 2018) and join us in Potsdam, Germany, in October 2018.

Research in primary and secondary computing education is a young field with strong ties to national educational systems. Nevertheless, its theories, methods, and results are internationally applicable and of interest to researchers and practitioners in the field. WiPSCE aims at improving the exchange of research and practice relevant to teaching and learning in primary and secondary computing education, teacher training, and related research.

WiPSCE is a single-track workshop with keynotes, research and practice presentations, panels, and discussion sessions. The workshop language is English. The workshop is known for its moderate size and lively discussions.

Important Dates

- Submission deadline: May 11, 2018.
- (*) Re-submission deadline: May 18, 2018.
- Submission deadline for poster/demo abstracts: June 15, 2018.
- Notification of acceptance: July 16, 2018.

(*) We offer a re-submission slack. This means that title and abstract of papers must be submitted by the first deadline, but it will be possible to upload the full versions of papers until the second deadline. Paper abstracts that are not submitted by the first deadline will not be considered - we need the information to assign the submissions to the reviewers.

Original submissions related to primary and secondary computing education are invited in the following categories:

- Full Paper (6-10 pages) – either empirical research papers or theoretical and philosophical research papers
- Work in Progress (3-4 pages) – unpublished original research in progress
- Practical Report (4-6 pages) – unpublished, original projects in the field of primary and secondary computing education
- Posters (2 page abstract).

Topics of interest include, but are not limited to research on:

- **Learning & Teaching**: student motivation and engagement, attitudes and beliefs, misconceptions and learning difficulties, educational approaches, methods, technologies and tools

- **Foundations of CSEd**: competence modelling and measurement, assessment, curricula and standards, emerging topics for computing education, contests
- **Teacher education & Institutional aspects**: pck in computing, establishing and enhancing computing education, (continued) professional development, communities of practice

Special Theme: Beyond programming

This year we particularly invite submissions that present work regarding CS education in primary and secondary education that is not focused on programming. Programming is a central part of many CS curricula around the world. However, CS is more than programming and our curricula typically also reflect this. Relevant work may deal with different ways of integrating programming into a broader CS curriculum, or simply with other interesting facets of CS education in schools.