

The value of globally available tools

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OUTLINE

The value of globally available tools

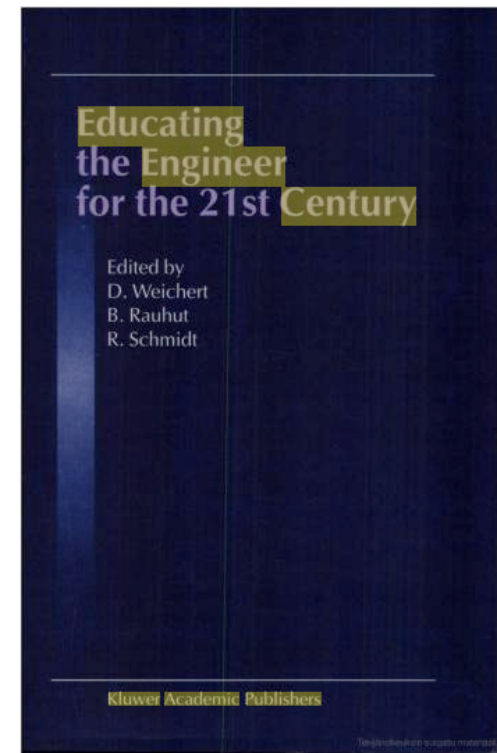
- Skills of the global engineer
- Educating the global engineer
- Engineering education research
- Case: Computing education research
- Koli Calling conference
- Dissemination of best practices and tools
- Discussion



Global engineer

“What can the universities do to make of a student a successful global engineer?” - Bernold Richerzhagen in [1]

- **Knowledge of foreign cultures**
- **Practical experience in manual capabilities**
- **Professional experience**
- **Health**
- **Economical knowledge**
- **Technical knowledge**



[1] Educating the Engineer for the 21st Century, Kluwer Academic Publishers, 2001

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“An international study would open the horizon of the engineer which is an important benefit.”



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“A short practice in a workshop before the start of the study would be very useful to avoid having two left hands.”



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“Regular visits of manufacturing companies would be an enormous enrichment of the study. This aspect cannot be valued highly enough.”

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“The importance of the skill to maintain good health is underestimated. Today's 40-years old manager show illnesses as 60-year old counterpart in the past.”



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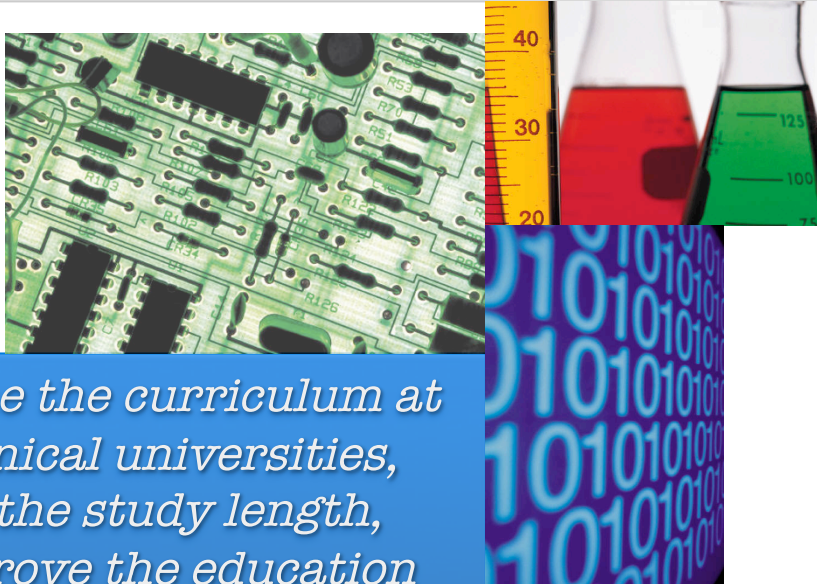
“Not learning by heart of definitions but economical basic knowledge from the practice allowing the engineer to find his way in the jungle of the economic world.”

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“Redefine the curriculum at the technical universities, shorten the study length, and improve the education capabilities among the university teachers.”

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“Redefine the curriculum at the technical universities”

■ ACM curricula recommendations

“In the decades since the 1960s, ACM, along with leading professional and scientific computing societies, has endeavored to tailor curriculum recommendations to the rapidly changing landscape of computer technology.”

“Redefine the curriculum at the technical universities”

Computing Curricula 2005: The Overview Report

CC 2005 provides undergraduate curriculum guidelines for five defined sub-disciplines of computing: Computer Science, Computer Engineering, Information Systems, Information Technology, and Software Engineering.

Computer Science

CS2008 Curriculum Update: The Computing Curricula Computer Science Volume is complete and approved.

CC 2001: Curriculum Guidelines for Undergraduate Degree Programs in Computer Science

Computer Engineering

CE 2004: Curriculum Guidelines for Undergraduate Degree Programs in Computer Engineering

Information Systems

IS 2002: Curriculum Guidelines for Undergraduate Degree Programs in Information Systems

MSIS 2006: Model Curriculum and Guidelines for Graduate Degree Programs in Information Systems

IS Curriculum Development Wiki: A wiki supporting the ongoing development of Information System undergraduate curriculum is now available.

Information Technology

IT 2008: The Computing Curricula Information Technology Volume is complete and approved.

Software Engineering

SE 2004: Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering

“Redefine the curriculum at the technical universities”

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Information Technology

IT 2008: The Computing Curricula Information Technology Volume is complete and approved.

Software Engineering

SE 2004: Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering

Engineering education research

“shorten the study length, and improve the education capabilities among the university teachers”

■ Dissemination of Best Practises in Engineering Education

- Objectives,
- Content,
- Methods and
- Tools

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- Content,
- Methods and
- **Tools**

*“Such tools include, for example, automatic assessment, visualization, simulation and course management tools, as well as **dedicated learning environments** or learning objects.”*

AlgoViz-project (NSF)
- Cliff Shaffer

Koli Calling
Call for Tools
for computing
education

EU funding?
- Ludek Kucera

Finnish network
project on basic
programming
studies - Korhonen



Kolin Kolistelut - Koli Calling

- **Dissemination of teaching and learning practice**
- **Solid, theoretically anchored research conference in computer science education**
- **Moderate size, intimate atmosphere, and lively discussions**
- **Call for Papers**
- **Call for Tools**



Kolin Kolistelut - Koli Calling

Call for Tools: orientation & motivation

■ Engineering education research

- software tools to assist students' and/or teachers' work
- research papers may describe the rationale for the new tool
- present its functionality
- evaluate the impact of the tool on students' learning process, learning outcomes or teacher's work

■ Tools

- requires a major effort
- rarely given proper credit in scientific evaluations



Kolin Kolistelut - Koli Calling

Call for Tools: implementation

- **Rigorous evaluation process**
- **Presentations of accepted peer-reviewed tools**
- **Goal**
 - Merit comparable to research papers
 - High quality educational software
 - Promote research, development, and dissemination of educational tools
 - Discussions on relevant directions of future tools research

Kolin Kolistelut - Koli Calling

Call for Tools: 2008 (<http://cs.joensuu.fi/kolistelut/tools/>)

PeerWise
Ask | Share | Learn

Welcome

PeerWise supports the construction, distribution, and contributed assessment questions.

Students of a participating course develop associated explanations and contribute them. These are then available to other students in the system for revision purposes, critiqued and discussed. The system adds functionality to commercial products and student and instructor-friendly aspects. Examples of products not found in these products such as state-machine and truth table editors, extensive error checking, and multiple simulation-result views.

PatternCoder: Award Winner!

PatternCoder for BlueJ

Select design pattern (Step 1 of 5)

Select the design pattern you wish to adapt. Click next.

Pattern Options

Pattern Information

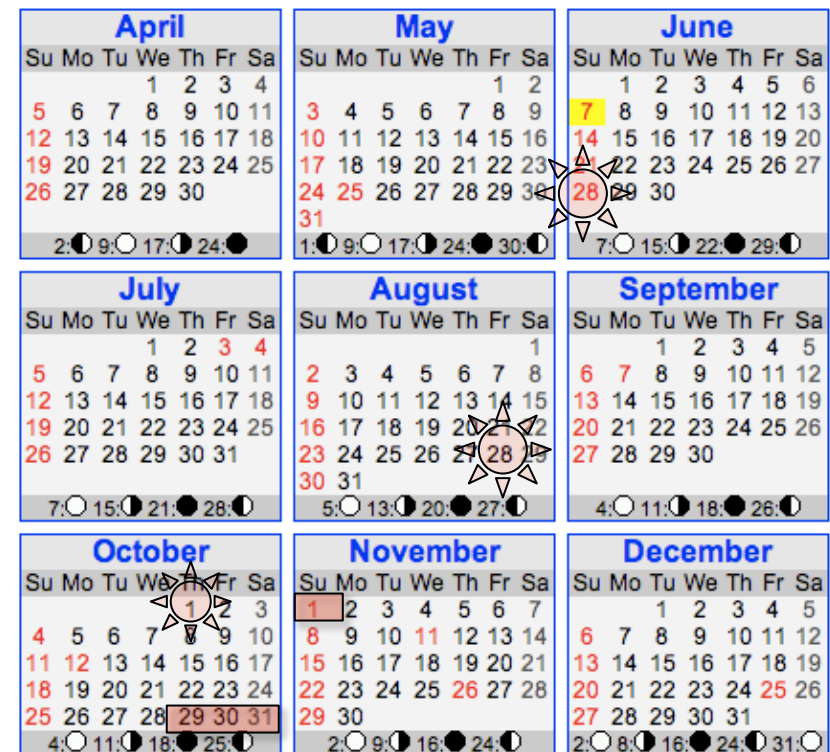
Adapter is sometimes called a wrapper pattern, and is used to adapt one interface for a class into another interface. The Adapter is sometimes incompatible with the Target interface, requiring the Adapter to implement its own Target interface. The Adapter achieves its objective by using a different technique to adapt one interface to another. The Adapter inherits the Target interface that the Client expects to see, while it holds an instance of the Adaptee. When the client requests a method on its Target object (the Adapter), the request is translated into the Adaptee's method.

Kolin Kolistelut - Koli Calling

Call for Tools: 2009

- **Submissions due June 28th 2009**
- Notification of acceptance, August 28th
- Early Registration deadline October 1st
- Registration deadline, October 30th
- **Workshop, October 29th (evening) - November 1st (lunch-time)**

Thank You!



Discussion

- **"Call for Tools" in general, i.e. In other engineering disciplines?**
- **Engineering education research**
 - Disseminating best practices vs. research?
- **Role of IEEE Nordic Education Society Chapter?**