The Symposium Computer Science and Education (SCSE)

We welcome scientific research papers on Computer Science in Education. Also, papers on subjects related to both Computer Science and Education are welcome. The topics range from introduction and evaluation of undergraduate and graduate programs in Computer Science, curricula, and online courses, to syllabi, laboratories, teaching and learning, assessment, etc.

Therefore, the topics of interest include, but are not limited to, the following:

- Creativity in Computer Science Education;

- Teaching and Learning Mathematics for Computer Science Students;

- Online Collaborative Learning;

- Challenges of teaching and learning Computer Science;

- Trends in Computer Science Study Programs;

- Quality Assurance in Education - Standards in Romania and Abroad;

- Intelligent Tools in Computer Science Education;

- Computer Science Curriculum;

- Carriers in Computer Science.

The Symposium will be held on **May 4 - May 5, 2022,** at **UPG University of Ploiesti, Department of Computer Science, Information Technology, Mathematics, and Physics.**

The program will be available at https://timf.upg-ploiesti.ro/SCSE/

Scientific Committee:

Co-Chairs Monica Vlădoiu, Gabriela Moise

Simona Nicoară, Marinoiu Cristian, Zoran Constantinescu

The papers should present original scientific work in the above mentioned areas. All papers will be blindly reviewed by two members of the scientific committee. The papers will be written in English and should have between 4 and 6 pages. They will be submitted to scse@unde.ro. The deadline for abstracts is April 8, 2022. A generous time will be allocated for discussions and debates.