

The International Journal of
**ENGINEERING
EDUCATION**

Call for Papers

Special Issue on

Computer Engineering Education

Guest Editor

Eugenijus Kurilovas – Vilnius University Institute of Mathematics and Informatics,
Lithuania

Computer engineers develop, design, test and maintain computer hardware and software. Computer engineers create and maintain computer systems and may specialise in one aspect of computer engineering, such as hardware or software engineering. Hardware engineers design computer circuitry, disks, chips, printers and other computer devices, while computer software engineers develop computer applications and programs. Good math and analytical skills are necessary for students interested in a career in computer engineering. It is also important for computer engineers to keep up with rapid advances in technology. Therefore, many continue learning throughout their careers.

New pedagogical approaches and application of intelligent technologies in the area of computer engineering education systems have become more and more popular. Computer engineering education systems and environments allow students' access to the online resources provided by academic staff and discussions is possible with instructors in any location, at any time. Students not only download materials, but share relevant experiences and information with other classmates. Knowledge sharing is one of the most relevant issues in online computer engineering education systems. Knowledge management strategies in computer engineering education focus on the creation or acquisition of knowledge, its storage, combination, diffusion and renewal.

This special issue is focusing on developing new directions on e-education and teaching and learning, Informatics in school education and higher education in an increasingly globalised world. The goal of the special issue is to bring together researchers, involved in teaching computer engineering or using digital technologies in computer engineering teaching and learning.

In this special issue we explore the potential of new pedagogical approaches and technologies in computer engineering education. Additionally the special issue will analyse the state of the art in theoretical foundations and technological applications of these areas of research in the context of computer engineering education.

Topics of interest include

- Application of intelligent technologies in computer engineering education
- Approaches for creative learning in computer engineering
- Computer engineering education systems and environments
- Computer programming education
- Knowledge sharing and knowledge management in computer engineering education
- Mobile learning approaches in computer engineering education
- New forms of interaction in computer engineering education systems
- Promoting and supporting computer engineering education at schools
- Research in computer engineering education
- Quality evaluation and assessment in computer engineering education
- Software engineering education
- Students satisfaction and motivation with computer engineering education
- Teacher training and competencies in computer engineering

Submissions will be sent by e-mail in MSWord (.doc) to Assoc. Prof. Dr. Eugenijus Kurilovas
jevgenij.kurilov@mii.vu.lt

Important Deadlines

Submission of abstract (two pages): July 30, 2015

Notification of reviewers' feedback: August 30, 2015

Submission of manuscript: September 30, 2015

Notification of reviewers' feedback: November 30, 2015

Submission of final manuscript: December 30, 2015

Manuscripts must be written in English and limited to 12 one-sided, one-column, single-spaced pages. Manuscripts should include keywords, complete affiliation of the authors and short biographies, the citing and listing of references should be in the IJEE style. Figures and illustrations should be suitable for non-colour printing. Accepted, revised manuscripts will be copyedited and typeset.

General information and guidelines are available at the IJEE web site:

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