Contents

SESSION: WORLDCOMP/FECS KEYNOTE

WORLDCOMP/FECS Keynote: Computing with Words and Perceptions - A Paradigm Shift
Lotfi A. Zadeh

SESSION: TEACHING METHODS

Teaching Databases with Google Platforms
Susan Loveland

Using the Tracing Method and Random Linearizer for Teaching C++
Tom M. Warms

The Mythical Creature Approach - A Simulation Alternative to Building Computer Architectures
Peter Jamieson, Darrel Davis, Brooke Spangler

Embrace Wholeness in Teaching Methodology for Computer Scientists and Engineers
John Hadjilogiou, Samuel Kozaitis, Pattarapong Rojanasthien, Abhijit Chakravarty, Ramakanth Subbagari

Graphical Examples for Teaching Fundamental CS1 Concepts
Michael Main, Elliot B. Koffman

Algoritharium: Facilitating an Early Focus on Algorithms in an Objects-Early CS1 Course
Sridhar Narayan, Jack Tompkins, Gene Tagliarini

A Distributed Expertise Model for Teaching Computing Across Disciplines and Institutions
Thomas Way, Lillian Cassel, Kim Pearson, Ursula Wolz, Deborah Tatar, Steve Harrison

Teaching Pedagogy for Guiding Female Students Succeed in Computer Science
Huiqing Yang

Using a Game-Based Approach to Teach Computing Concepts
Brian Scheffey, Mohammed Ketel

Improved, Reliable Control Statements for Teaching Programming
John Minor, Laxmi Gewali

On Developing Professional Competences in Engineering Education - A Pilot Experience in Computer Engineering
Raquel Lacuesta Gilaberte, Guillermo Palacios Navarro, Cristina Martínez
Teaching Robotics to Freshman Students
Pedro Diaz-Gomez, Johnny Carroll

The Art of Classroom Teaching in the Context of General Computer Science Education
Ling Liu, Jianqiu Cao, Xian Luo

SESSION: PROGRAM, CURRICULUM, AND COURSE DEVELOPMENT

Component-Based Professional Science Master in Bioinformatics
Kevin Daimi, Gregory Grabowski

Converting a Graduate Computer Science Program into Software Engineering
Kevin Daimi, Katy Snyder

Zero To Two Hundred In Two Years: Launching A New Program
William Stapleton

Integrating Research Paper Writing Into a Computer Science Undergraduate Program at a Caribbean University
Paul Walcott, Adrian Als

Sustainable Development: Educational Programs Assessment as a Component of Simulation-Based Technology
Anatoly Kurkovsky, Thomas Mundie, David Pursell

Merkle-Hellman Knapsack Cryptosystem in Undergraduate Computer Science Curriculum
Yana Kortsarts, Yulia Kempner

Effect of Technology in Computer Literacy Courses
Nasser Tadayon, Connie Nyman, Nathans Barker

Bounded Rationality in Computer Science Curricula
Constantin Oprean, Claudiu Kifor, Boldur E. Barbat, Adrian Brasoveanu, Ralf D. Fabian

Designing an Undergraduate Cryptography Course
Chung-Han Chen, Hira Narang

Developing Undergraduate Bioinformatics Programs
Jaime Seguel

Creating a Technically-oriented Course in Web Services and SOA: Successes, Failures, and Lessons Learned
John Coffey, Norman Wilde, Sharon Simmons, Anthony Pinto, Eric Daniels
Graduating Engineers in the U.S.: Bridging Engineering and Entrepreneurship for African-American High School Students
A. Nicki Washington, Kenneth Anderson, Grant Warner, Legand Burge

SESSION: CASE STUDIES AND PROJECTS

A Case Study on a Student Relationship Management Approach Supported by a Knowledge Management Tool
Fabio Perez Marzullo, Jano Moreira de Souza, Marcelo Rezende de Fazio, Leonardo Santoro Nunes

Using Collaborative Learning Methods in Teaching Computer Science Capstone: A Case Study
Amir Zeid

Virtualization, is it worth it? A Technical Approach
Errol Blake, Victor Clincy

Autonomous Vehicles: A Culminating Design Experience
Doran Wilde, James Archibald, D. J. Lee, Spencer Fowers

A Case Study in the Design of a Restaurant Management System
Wesley Williams, Devon Simmonds

Constructing Distributed Computations in an Undergraduate Grid Computing Course
Clayton Ferner, Barry Wilkinson

SESSION: PROJECTS AND SOFTWARE ENGINEERING + PROGRAMMING

Distributed Laboratories: A Finite State Machine Module
Bonnie Ferri, Jill Auerbach, Hongyi Qu

Incorporating Service Learning into Capstone/Software Engineering Group Projects
Donald R. Schwartz

Critical Areas of Focus in a First Graduate Software Engineering Course
Stuart Steele, Keni Yip, Xinfeng Li

Teaching Parallel Programming with Multi-core Computers
Jie Liu, Feng Liu
Dealing with Experience Imbalance in Introductory Computer Programming Courses
Daniel Joyce

Some 'Lost' Computational Language
Ken Riggs

The Acantelys Model for to Build Effective Partnerships Between Industry and Academy using Real Work Situations in the Designing of Virtual Labs and Simulations
Juan José Martínez Castillo

Integration of OO & FP Programming in Computing Curricula and their Roles in Modern Software Development
Mathias Fonkam

Virtualization Technologies in Computer Science/Information Technology Education
Mohammed Ketel, Erin Lynn Golis

A New Process for Selecting a Term Project
Hassan Pournaghshband, Shahriar Movafaghi, J. Stephanie Collins, Tom Chan

SESSION: RECRUITMENT AND RETENTION METHODS + ASSESSMENT
Math Bridge Bootcamp: A Strategy for Facilitating Undergraduate Success in STEM Courses
Rachel Best, David Russomanno, Stephanie Ivey, John Haddock, Donald Franceschetti, Anna Bargagliotti, Regina Hairston

Comparing Assessment Instruments: Measuring Growth in Middle School Students' Knowledge of Technology
William McCollom, Barbara Moskal, John Jackson

Assessing CS1/2 with the SCJP Exam
Susan Loveland

Assessment Methodologies in Information Structures Online Course
Suresh Kalathur

Offering Game Development Courses to Enhance Enrollments in College Computer Programs
Wayne Machuca

SESSION: LEARNING METHODS AND TECHNIQUES + TUTORING
Service-learning and Active-learning: An Experience-based Comparison
Sukhamay Kundu
Introducing STEM Concepts to Nintendo Generation  
Giti Javidi, Ehsan Sheybani

SocialCalc: A Spreadsheet Activity for Computer Supported Collaborative Learning  
Manu Sheel Gupta, Preeti K. S., Vijit Singh

Best Practices of Blended Learning with Screencasts  
Rui Jesus, Fernando Moreira

From the Algebraic Specification to the Real Implementation: An Educational Environment for the Interactive Learning of Data Structures and Algorithmic Schemes  
Rafael del Vado Virseda, Luis Jimenez Paniagua, Jose Marcos Barrio, Ruben Fuentes Iglesias

Implementation of e-Learning Contents for Understanding Fuzzy Logic Controllers  
Dongsik Kim, Sunghwan Kim, Kwansun Choi, Jongsik Lim, Changwan Jeon

Impact of Alternative Teaching on Computer Science Education in the Freshman Year  
Lethia Jackson, Velma Latson, Monika Gross

Broadening Information Assurance Awareness by Gaming  
Hongmei Chi, Edward L. Jones, Jude Desti

Technological Advances to Distance Learning  
Victor Clincy, Makbule Ozturk

SESSION: SOFTWARE TOOLS AND SYSTEMS + WEB USAGE METHODS

GradeViz: Interactive Visual Representation Of Student Grades  
Amit Sawant

A Web Tool for Active Code Reading  
Daniel Hoffman, Ming Lu

Are American College Homepages Accessible? Does It Matter?  
Robert M. Siegfried, Joseph DiLallo, Patrick J. Breitwieser, Merry Christien Enriquez, Robert Stoll

Implementation of a Web-based Remote Laboratory for 80196KC Microcontroller  
KwanSun Choi, SaeRon Han, Sunghwan Kim, Jongsik Lim, Dongsik Kim, ChangWan Jeon, Sunheum Lee, YeonSan Woo, HeungGu Jeon
SESSION: EDUCATIONAL SOFTWARE, CS EDUCATION, E-VOTING, MULTIMEDIA, TEACHING METHODOLOGIES, RELATED ISSUES

ESRATEA Educational Software for Recursive Algorithm Time Efficiency Analysis 367
Irena Pevac, Tommy Carpenter

Work in Progress: Are We Teaching The Right Stuff? 374
Ken Ferens

Attention and Learning in the Computer Science Classroom 383
Karina Assiter, Durga Suresh

Improving the Thesis Writing Process 389
Anne Hakansson

Development of a system for teaching CS1 in C/C++ with Lego NXT robots 396
Amy Delman, Adiba Ishak, Lawrence Goetz, Mikhail Kunin, Yedidyah Langsam, Theodore Raphan

Converting Computer Science Educational Applets to Mobile Devices 401
Dino Schweitzer, Scott Teel

Andragogy and Technology Supported Learning of Multimedia Software Design Course 406
Aris Baharuddin

Lessons Learned from Archiving Student Projects in an Introductory Computer Graphics Course 411
Florante Salvador

DRO Secure E-Voting System 416
Shantee Davis, LaToya Rich, Felicia Osborne, Luay Wahsheh

A Feasibility Study of Integrating Computational Thinking into Alabama’s Black Belt High Schools 422
Cassandra Thomas, Chia Chen