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A Quantitative Usability Assessment Method for Inclusion in Software Engineering Courses
Bonnie E. John — IBM Research, Watson, USA

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Sarah Heckman, Thomas B. Horton, and Mark Sherriff — North Carolina State University, USA; University of Virginia, USA

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Mehdi Jazayeri — University of Lugano, Switzerland

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Nikolai Tillmann, Jonathan de Halleux, and Tao Xie — Microsoft Research, USA; North Carolina State University, USA

SLPC++: Teaching Software Engineering Project Courses in Industrial Application Landscapes - A Tutorial
Bernd Bruegge, Helmut Naughton, and Michaela Glachow — Technische Universität München, Germany

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Mission to Mars: An Agile Release Planning Game
Philippe Kruchten and James King — University of British Columbia, Canada; Software Education, Australia

Hard Choice: A Game for Balancing Strategy for Agility
Nanette Brown, Robert L. Nord, Ipek Ozkaya, Philippe Kruchten, and Erin Lim — SEI/CMU, USA; University of British Columbia, Canada

Using Games in Software Engineering Education to Increase Student Success and Retention
C. Shaun Longstreet and Kendra M. L. Cooper — University of Texas at Dallas, USA

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Gerald Goh, Xiaoni Lai, and Damith C. Rajapakse — National University of Singapore, Singapore

A Proposal for an Educational System Service to Support Teaching/Learning Process for Logic Programming
Eric R. G. Dantas, Ryan R. de Azevedo, Cleiton M. O. Rodrigues, Silas C. Almeida, Fred Freitas, and Vinicius C. Garcia — Federal University of Pernambuco, Brazil

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Wajee Chookittikul, Peter E. Maher, and Janet L. Kourik — Phetchaburi Rajabhat University, Thailand; Webster University, USA

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Woei-Kae Chen and Pin-Ying Tu — National Taipei University of Technology, Taiwan