ACM COMPUTE 2019
10th - 12th October 2019
Goa, India

Programme Committee:
Sridhar Iyer (IIT Bombay)
Venkatesh V. Kamat (Goa University, Goa)
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Steering Committee:
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Abhiram Ranade (IIT Bombay)
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Important Dates:
Submission Deadline - June 10, 2019
Notification to Authors - July 31, 2019.

Website and Submission information:
Website URL –
www.acm-compute.in/2019

Abstract Template -
http://tinyurl.com/y45naw25

Easychair -
http://tinyurl.com/ACMCompute2019

COMPUTE 2019
October 10 - 12, 2019
Goa, India

ACM-India announces the 12th annual COMPUTE conference at Goa, India from October 10th to 12th, 2019. Since 2018, ACM-India has decided to focus the theme of COMPUTE towards improving the quality of computing education in the country. In this second year of this thematic symposium, the first day overlaps with CC2020, a joint project sponsored by ACM and IEEE-CS Society to provide comprehensive curricular guidelines for academic programs granting degrees in computing.

The symposium will bring together a large number of national and international invited experts to present and critique detailed proposals related to the symposium theme.

We invite Abstracts for the following two tracks:

Track A: Research in Computing Education:
We invite researchers (faculty and PhD students) to submit Abstracts (1,000 word maximum) that describe research in one of the following broad areas:

- Computing education research in India (any education level, from school to higher education).
- Educational Technology research with clear applications to computing education in India (at any level, from school to higher education).

Track B: Innovative Pedagogy for Computing:
We invite teaching faculty from Indian institutions teaching computing and related disciplines in all programmes (including B.Tech/BE, BCA, B.Sc./M.Sc, M.Tech/ME and MCA) to submit Abstracts (1,000 word maximum) that clearly describes innovative pedagogy for teaching computing courses. Areas of interest include (but are not limited to):

- Incorporating learner-centric techniques (e.g., active learning) into the classroom
- Strategies for explaining computing concepts in multiple Indian languages
- Physical and game-based demonstrations of computing concepts
- Creative assessment strategies for computing courses
- Rigorous institutional quality-assurance processes (e.g., related to examination design and evaluation).

Note: It is highly desirable (but not necessary) for the abstract to include a link to a short video (maximum 10 minutes) that demonstrates the innovative pedagogy. The video medium allows faculty to powerfully demonstrate their innovations -- it is not intended to simply re-state the written abstract.

Submissions must not exceed 1000 words and should be according to the template provided at the link mentioned below. Abstracts that have already appeared in some other conference or journal are also allowed as long as it is mentioned clearly.