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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Preface -- Organization -- Keynotes -- SING: Greatly Expanding Software Engineering Education -- Do Software Engineers Need to Know About Social Sciences and Humanities? -- Contents -- Specializations in Software Engineering Education -- 1 Background -- 1.1 Computer Science Education -- 1.2 The Origins of Software Engineering -- 1.3 Origins of Software Engineering Education -- 2 Modern Challenges in Software Engineering -- 2.1 The Internet Changes Everything -- 2.2 Mobile Applications Change Everything Again -- 2.3 The Internet of Things and "Smart" Devices Add to Complexity -- 2.4 Artificial Intelligence Changes Everything Yet Again -- 2.5 Changes in Software Engineering Processes and Tools -- 3 The Need for Specialization in Software Engineering Education -- 3.1 Specialization in Other Professions -- 3.2 Software Engineering Specialization -- 3.3 Possible Specialization Areas -- 4 Conclusion: Future Directions in Software Engineering Education -- References -- Co-design of Modern Technology Modules with Industry and Students as Partners -- 1 Introduction -- 2 Related Work -- 3 Our Approach -- 3.1 Access to Cloud Environments -- 3.2 Solution Design of the Private Cloud -- 3.3 Implementation Details of the Private Cloud -- 3.4 Iteration and Refinement -- 4 Cloud Computing Module -- 4.1 Assessment -- 5 Discussion -- 5.1 Student Experience and Evaluation -- 5.2 Industry Experience and Feedback -- 5.3 Academic Reflection -- 6 Conclusion and Future Work -- References -- Tribal Capstone Project Course -- 1 Introduction -- 2 High-Level View -- 3 Teaching Sequences -- 4 Further Considerations -- 5 Related Work -- 6 Conclusions -- References -- Analyzing Scrum Team Impediments Using NLP -- 1 Introduction -- 2 Background -- 2.1 Agile in the Classroom -- 2.2 AI and Software Engineering -- 3 Educational Context -- 3.1 Capstone Course. 3.2 Process and Tooling -- 4 Classifying Scrum Impediments -- 4.1 Scrum Impediments Dataset -- 4.2 Scrum Impediments Categories -- 4.3 Findings -- 5 Automated Classification of Impediments with NLP -- 5.1 Overall Classification Process -- 5.2 Building a LLM -- 6 Validation by Subject Matter Experts -- 6.1 Subject Matter Expert 1 -- 6.2 Subject Matter Expert 2 -- 7 Conclusion and Future Work -- References -- Finding Behavioral Indicators from Contextualized Commits in Software Engineering Courses with Process Mining -- 1 Introduction -- 2 Related Work -- 2.1 Process Mining in Education -- 2.2 Process Mining in Software Engineering -- 2.3 Process Mining in Software Engineering Education -- 3 Empirical Study -- 3.1 Datasets Description -- 3.2 Pre-processing -- 3.3 Process Mining Analysis with BupaR -- 3.4 Results -- 4 Discussion -- 4.1 Interpretation -- 4.2 Limits -- 4.3 Script: G4S-Automation -- 5 Conclusion -- A Description of the Datasets -- References -- Education to Agile: Fostering Team Awareness with

Essence -- 1 Introduction -- 2 Literature Review -- 3 Extreme Development -- 3.1 Our Motivation -- 3.2 Fostering Extreme Development -- 4 The Role of Essence -- 4.1 Monitoring the Status of a Project -- 4.2 Retrospectives with Essence -- 4.3 Process Organization -- 5 Outcomes -- 6 Conclusions and Further Work -- References -- The Physical and Human Dimension of Communication in Distance Education -- 1 Introduction -- 2 Definitions and Theoretical Framework -- 2.1 Definitions -- 2.2 Collaborative Learning -- 3 The Proposed Approach -- 3.1 Overview -- 3.2 The Collaborative Distance Learning Meta-model -- 3.3 The Functional Architecture of the Learning Environment -- 4 Exploring Feasibility: Java Programming Lab Project -- 4.1 Instantiation of the Meta-model and the Functional Architecture -- 4.2 Results -- 5 Conclusion and Future Works -- References.

Is ChatGPT 3 Safe for Students? -- 1 Introduction -- 2 Experiment -- 3 Results -- 4 Limitations and Threats to Validity -- 5 Related Work -- 6 Conclusions and Future Work -- References -- Author Index.

Sommario/riassunto

This book constitutes invited papers from the Second International Workshop on Frontiers in Software Engineering Education, FISEE 2023, which took place at the Château de Villebrumier, France, during January 23-25, 2023. The Editorial and the 8 papers included in this volume were considerably enhanced after the conference and during two different peer-review phases. The contributions cover the main topics of the workshop: education in technology and technology for education; new (and fearless) ideas on education; adjustments in teaching during pandemic: experience reports; models for class development; how to design learning objectives and outcomes; labs and practical sessions: how to conduct them; curriculum development; course design; quality course assessment; long-life studies in education; empirical research in SE education; experiences in starting-up new educational systems; blended education. FISEE 2023 is part of a series of scientific events held at the new LASER center in Villebrumier near Montauban and Toulouse, France.
