

1.	Record Nr.	UNINA9910151619003321
	Autore	Thompson Richard P.
	Titolo	Acts : a commentary in the Wesleyan tradition // Richard P. Thompson
	Pubbl/distr/stampa	Kansas City, Missouri : , : Beacon Hill Press, , 2015 ©2015
	ISBN	0-8341-3578-7
	Descrizione fisica	1 online resource (428 pages)
	Collana	New Beacon Bible Commentary
	Disciplina	226.6077
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references.
2.	Record Nr.	UNINA9910148826103321
	Titolo	Change : handbook for history learning and human rights education : for educators in formal, non-formal and higher education // Martin Lucke [and three others] (ed.)
	Pubbl/distr/stampa	Schwalbach : , : Wochen Schau Geschichte, , [2016] ©2016
	ISBN	3-7344-0391-X
	Descrizione fisica	1 online resource (209 pages) : illustrations
	Collana	Praxishandbuch
	Soggetti	Civil rights - Study and teaching
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Nota di bibliografia	Includes bibliographical references.

3. Record Nr.	UNINA9910767524703321
Titolo	Frontiers in Software Engineering Education : Second International Workshop, FISEE 2023, Villebrumier, France, January 23–25, 2023, Invited Papers // edited by Alfredo Capozucca, Sophie Ebersold, Jean-Michel Bruel, Bertrand Meyer
Pubbl/distr/stampa	Cham : , : Springer Nature Switzerland : , : Imprint : Springer, , 2023
ISBN	3-031-48639-0
Edizione	[1st ed. 2023.]
Descrizione fisica	1 online resource (120 pages)
Collana	Lecture Notes in Computer Science, , 1611-3349 ; ; 14387
Disciplina	005.1071
Soggetti	Software engineering Computer programming Education - Data processing Database management Computer science Software Engineering Programming Techniques Computers and Education Database Management Computer Science Logic and Foundations of Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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.
