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Hiroyuki Morikawa, U of Tokyo, Japan
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Aaron Quigley, U College Dublin, Ireland

IMPORTANT DATES AND INFORMATION
- Submission deadline: June 25, 2009.
- Acceptance decision: July 20, 2009.
- Final Manuscript due: August 1, 2009.

See web site for more information:
www-cse.ucsd.edu/users/wgg/PerEd2009/

Call for Submissions

PerEd 2009

Second Workshop on Pervasive Computing Education
September 30, 2009
http://www-cse.ucsd.edu/users/wgg/PerEd2009/

Held in conjunction with **Ubicomp 2009**
Eleventh International Conference on Ubiquitous Computing
Orlando, Florida USA

PerEd'09 brings together educators, researchers, and practitioners to discuss the latest advances in the educational aspects of the pervasive (ubiquitous) computing field.

Featured Presentation:

Leah Buechley of the MIT Media Lab on Computational Textiles in Education

Motivation. There is a growing need to better prepare students for graduate research and for positions in industry and government. Teaching the subject of ubiquitous computing requires innovation, however. It is truly a multidisciplinary field that includes aspects of human computer interaction, low-power system design, networking, wireless communication, computer architecture, operating systems, embedded system design, sensors and actuators, and, no doubt, other topics. Teaching such a multidisciplinary field and offering compelling design and research experiences to students in classes offers challenges to those in academia. Ubiquitous computing technology also presents new opportunities for improving teaching and learning.

Scope. The Second Workshop on Pervasive Computing Education will provide a forum to discuss requirements, barriers, and approaches to pervasive computing education and to present innovative courses and design projects in pervasive computing and communications, mobile computing and communications, wearable computing, ad hoc networking, and related topics. The workshop will be organized around the following themes:

- Course content and approaches to teaching classes on pervasive computing and related topics;
- Lessons learned from relatively mature course offerings;
- Teaching materials, including textbooks and web-based content;
- The integration of research and teaching through projects;
- The use of pervasive computing tools, toolkits, and technology in education.

The all-day workshop will include invited talks, peer-reviewed papers, technology demonstrations, and work-in-progress presentations. The workshop will have an open format to encourage extended discussion of the presented works and emergent topics.