**Name of Society/Organization:** IEEE Computer Society

**URL:** www.computer.org

**What is the mission of your organization?**

To represent computing professionals globally. The IEEE Computer Society is an international organization with its membership distributed throughout the world. It is involved with conferences, journals, accreditation, curriculum development, the creation of standards, and professionalism (e.g., training, ethics).

**Please describe the membership of your organization: number of members, demographic profile, and common interests.**

The IEEE Computer Society has approximately 90,000 members worldwide and is represented in all regions of the world. Members range from students to academics and professionals; indeed the Computer Society is the world’s oldest professional organization of those involved in computing.

**How does your organization influence computing education?**

The IEEE Computer Society is actively involved in the creation and maintenance of curricula in computing. For example, the IEEE-CS has partnered with ACM for many years in an effort to develop and maintain computing curricula. As a member of CSAB, the IEEE-CS is involved with accreditation of undergraduate computing programs in the USA. The IEEE-CS is a co-sponsor of the *Frontiers in Education* conference, which is devoted to engineering and computing education. It is also a member of the *Image of Computing* effort, whose goal is to improve the image of computing as a profession among young people.

The IEEE Computer Society’s educational activities are administered by the *Educational Activities Board*; this body is responsible for creating and implementing the society’s policies with regard to education at all levels.

**What do you see as the most significant three challenges facing computing education in order to achieve the goals that your organization wants for computing education?**

1. Promoting computing as a profession to help attract new generations of students into computing.
2. Promoting diversity in computer science education (and the profession) in terms of gender, race, and geographic diversity.
3. Promoting post-university professional education and life-long learning for all members.
What are the top three things that should be done to improve computing education?

1. Improve computing education in the pre-university (K-12) sector, so that students an idea of computing as a discipline and career, beyond keyboarding skills and desktop applications.

2. Develop alternative academic paths into computing that don't begin with programming.

3. Develop computing curricula that combine computing with other disciplines.

If all the groups coming to this meeting got behind a common goal or strategy, what would you suggest that it would be?

Attracting students into computing.

What concrete outcome would you hope this meeting to achieve?

Ultimately, there are two problems to be addressed. The first is producing materials (and an environment) that makes computing attractive. The second is creating a society that is receptive to this objective – that is a matter of educating politicians and people in the media.

What would you want representatives from your organization to learn from the summit?

How they can combine their talents to work together to make the objectives possible.

What would help your organization the most at this workshop?

The creation of a common front in the promotion of computer science education.

We will be able to invite at most two representatives from each participating society/organization. Could you please provide names and short bios of two representatives from your organization?

Dr. Alan Clements is a Professor at the University of Teesside in the United Kingdom and is Vice-Chair of the IEEE Computer Society's Educational Activities Board and Editor in Chief of CS Press.

Stephen B. Seidman is dean of the College of Natural Sciences and Mathematics at the University of Central Arkansas. He has held administrative and academic posts at New Jersey Institute of Technology, Auburn University, Colorado State University,
and George Mason University. Seidman has been active in efforts to improve computing and software engineering education and professionalism, including service as the IEEE Computer Society’s Vice-President for Educational Activities (2007-2008), as a member of the CSAB Board of Directors (2006 to date), and as a member of ISO/IEC and IFIP working groups and task forces.