Name of Society/Organization:

ACM Special Interest Group on IT Education (SIGITE)

URL:

www.sigite.org

What is the mission of your organization?

“To provide a forum for the interaction of practitioners, educators and others in the field of Information Technology Education to exchange ideas and engage in activities that advance the knowledge of its members, the curriculum and teaching of Information Technology and the development and transfer of innovative concepts and applications in teaching and pedagogy.

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

SIGITE has approximately 450 members, most of whom are faculty members at institutions of higher education in the United States. What binds them together is a desire to improve the quality of IT programs. More recently, the membership has also expressed an interest in IT research.

How does your organization influence computing education?

In addition to providing its members the opportunity to share best educational practices in IT through its publications and its annual conference, SIGITE has also been instrumental in establishing accreditation criteria for programs in IT (working in collaboration with the Computing Accreditation Commission of ABET Inc, and CSAB) and in completing an IT model curriculum (working with ACM).

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. Enrollments that are insufficient to meet the demands for computing professionals in the workplace.
2. More and more students appear to be starting their academic careers at community and technical colleges and the articulation between such programs and 4-year programs is not always as smooth as it could be. At the same time, student demographics are changing with an increasing number of working adults seeking degrees. It is not clear to me that computing education has kept up with these demographic trends.
3. Computing curricula have not always kept up with the changing face of the computing discipline. For example, few undergraduate programs have fundamentally changed their approach to teaching programming, even though the emergence of outsourcing as a business strategy has meant that the nature of programming work in the US has changed significantly for most computer programmers. At the same, issues to do with information assurance and security have taken on a greater significance.
What are the top three things that should be done to improve computing education?

1. **The wider computing education community should develop a comprehensive strategy to attract more students into 4 year computing programs.** This strategy should include
   a. A marketing strategy that stresses the breadth of computing and computing education (Computing is more than just Computer Science, which in turn is more than just computer programming)
   b. Novel approaches to articulation between different types of institutions which do not necessarily depend on a course-by-course articulation but which takes a competency based approach.

2. **Individual institutions should be encouraged to develop educational programs that are aimed at non-traditional students and that may involve non-traditional delivery methods.** Where such programs meet acceptable standards (for example as laid down by the Computing Accreditation Commission of ABET Inc), their quality should be publicly acknowledged.

3. **Organizations with responsibility for formulating model curricula, such as ACM, should be encouraged to critically review their curriculum recommendations in light of the changing face of the computing profession.**

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

*Increasing enrollment*

What concrete outcome would you hope this meeting to achieve?

*A plan to formulate and implement the marketing strategy mentioned above.*

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

*How SIGITE can work with other organizations to attract more students into the computing field, and what contributions SIGITE can make to help the wider computing education community achieve its goals.*

What would help your organization the most at this workshop?

*Assistance from marketing and enrollment specialists.*

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?

*Han Reichgelt is Dean of the School of Computing and Software Engineering at Southern Polytechnic State University in Marietta, GA. He is chair of ACM SIGITE. He serves on a variety of committees set up by ABET CAC to look at*
accreditation criteria for programs in computing and the possibility of accrediting fully online programs in computing.

Sample bios of meeting PIs:

**Dr. Mark Guzdial** is a Professor at Georgia Tech's School of Interactive Computing and is Vice-Chair of the ACM Education Board. He is a member of the leadership team for NCWIT and of the advisory board for the Anita Borg Institute.

**Dr. Jane Prey** is a Senior Research Program Manager in the External Research group at Microsoft Research and is a member of the ACM Education Board. She spent 11 years as a faculty member in the Department of Computer Science at the University of Virginia. She served a two year rotation as a program officer in the National Science Foundation's CCLI program.

**Dr. Heikki Topi** is an Associate Dean at Bentley College and is a member of the ACM Education Board. He was one of the leaders in developing the ACM/AIS Information Systems undergraduate curriculum. He is a Senior Editor for *Information Systems Management*. 