

# WCCE 2017 – Draft Programme

July 3rd	Room 1	Room 2	Room 3	Room 4	Room 5
930	Welcome and opening				
1000	Keynote: What does PISA say about digital technologies and skills in schools? - Andrea Schleicher, OECD				
1130	Coffee				
1200	Symposium: From Curriculum Visions To Computer Science and Computational Thinking in the Curriculum in Practice	Symposium: Mining for Deep Learning in Minecraft™	Full paper session: Developing countries	Full paper session: Online teaching and learning	Full paper session: School learners ICT
1300	Lunch				
1400	Presentation and foresight session: Inspiring Tomorrow's Leaders: moving from a Computing to a Digital Media curriculum	Presentation and foresight session: Construction and Computing in Primary School	Presentation and foresight session: Teacher's preparation for using ICT		
1500	Symposium: From Curriculum Visions To Computer Science and Computational Thinking in the Curriculum in Practice	Symposium: Approaches to teaching "Computer Science" in England and Ireland	Full paper session: Educational management	Full paper session: Mobile learning	Full paper session: Online teaching and learning
1600	Afternoon break				
1630	Symposium: From Curriculum Visions To Computer Science and Computational Thinking in the Curriculum in Practice	Symposium: ICT4D, Education and Sustainable Development Symposium	Full paper session: Educational management	Full paper session: Social implications and industry education links	Full paper session: Online teaching and learning
1730	End of Day's Proceedings				
1800	Welcome Reception				

July 4th	Room 1	Room 2	Room 3	Room 4	Room 5
900	Keynote: Stealth assessment — what, why, and how? - Prof Valerie Shute, University of Florida				
1030	Coffee				
1100	Symposium: Rethinking learning in a digital age: Connecting research, practice, and policy making	Symposium: Apps for All: Using tablet technology with child-centred apps to raise learning standards worldwide	Full paper session: Computing education	Full paper session: Digital stories and pedagogy	Full paper session: Online teaching and learning
1300	Lunch				
1400	Presentation and foresight session: RoboBraille SMART Alternative Media	Presentation and foresight session: Digital Schoolhouse powered by PlayStation	Presentation and foresight session: "ICTs in the Air"		
1430	Symposium: Game-based learning and gamification of learning and instruction	Full paper session: Computing education	National directions session: - Finland - Ukraine - Developing Nations	Full paper session: School learners ICT	Full paper session: Software development
1600	End of Day's Proceedings	End of Day's Proceedings	End of Day's Proceedings	End of Day's Proceedings	End of Day's Proceedings
1630				WG3.1 AGM	WG3.1 AGM

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July 5th	Room 1	Room 2	Room 3	Room 4	Room 5
900	Learning with digital technologies is our future - Lord David Puttnam				
1030	Morning break	Morning break	Morning break	Morning break	Morning break
1100	Symposium - Boundary Crossing - Home, School and digital competence	ICT and Education interventions in India: Challenges in implementation in government schools	eExam symposium: design decisions and implementation experience	Full paper session: Software development	Full paper session: Teacher education ICT
1220					
1300	Lunch				Author drop-in session
1400	Keynote: YouthMobile – an initiative to support developing countries- TBC - Davide Storti, UNESCO				
1500	Presentation and foresight session: Developing the TEL Framework for FET	Presentation and foresight session: The Micool Project	Presentation and foresight session: MusicKit		
1530	Coffee	Coffee	Coffee	Coffee	Coffee
1600	Symposium: Bridge21 - a pragmatic approach to 21C teaching & learning	Short paper session: Assessment and learning SP	Short paper session: Digital stories, school learners and pedagogy SP	Short paper session: Computing education SP	Short paper session: Computing education and pedagogy SP
1630	End of Day's Proceedings	End of Day's Proceedings	End of Day's Proceedings	WG3.3 AGM	WG3.7 AGM

July 6th	Room 1	Room 2	Room 3	Room 4	Room 5
900	Developing OERs - implications for future use - TBC - Indrajit Banerjee				
1030	Morning break	Morning break	Morning break	Morning break	Morning break
1100	Symposium: Leading change to future-focused learning involving everyone	Full paper session: Computing education	Full paper session: School learners and social implications ICT  Short paper session: School learners and social implications ICT	Full paper session: Mobile learning, software development and teacher education  Short paper session: Mobile learning, software development and teacher education	Short paper session: Virtual learning environments and teacher education ICT SP
1300	Lunch	Lunch	Lunch	Lunch	Lunch
1400	Panel session: Active learning through creative inquiry: What are the challenges?				
1430	Symposium: Initiatives to Promote and Develop Students' Computing Skills	Symposium: Optimising the use of Learning Technologies in Science Education	Full paper session: Game development	Full paper session: Assessment and learning	Full paper session: Computing education
1600	Closing Session	Closing Session	Closing Session	Closing Session	Closing Session
1600	End of Conference Proceedings				

July 2 - Doctoral Consortium
Math Go: Augmented reality for learning mathematics in an outdoor setting
Our students give us all this data, but do we use it or do we even care?
How challenges to internationalization of Higher Education manifest in uses of university portals
Creating an Appropriate ICT Pedagogical Workflow in the Classroom
Primary school teachers' views of computer science as a discipline and school subject in primary education
Personal Data and Informed Consent in E-assessment: Legal and Usability Requirements
Exploring AFL teachers' needs using TPACK
Extended Abstract: 3D Learning in a Rich Cooperative Haptic Environment
Analysing, using and developing Part-Whole-Thinking in Computer Science Education
Data Management as a Topic for Secondary CS Education
Shakespeare, Tablets, and Bridge21: A 21C Approach to Engage Students in English
From Embedded Systems to Physical Computing: Innovations of CS in School