Content I/II (27th November 2014)

Article	Page
Developing Software Engineering Education as a Didactical Discipline in its own right Paula Figas, Susanne Knörl, Stefanie Mörtlbauer, Yvonne Sedelmaier and Irmgard Schroll-Decker	1-15
The Relationship between Immediacy, Trust and Students' Choice of Supervisors in the Software Engineering Context Cigdem Gencel, Johan Holmgren and Kai Petersen	17-29
Fostering Creativity of Software Engineers through Instructional Tasks? Paula Figas and Georg Hagel	31-44
Notations for Modeling Educational Goal Profiles Michael Koch and Dieter Landes	45-58
Use and evaluation of simulation for software process education: a case study Nauman Bin Ali and Michael Unterkalmsteiner	59-73
KAI ³ ROS – Competence-oriented Adaptation Innovative, Interdisciplinary and Individually Orientated Teaching-Learning Process Support and Degree of MatuRity Evaluation of an Outcome- oriented Study Program Martina Müller-Amthor and Georg Hagel	75-92
Analyses and Evaluation of Educational Data Gained from a Learning Management System Carolin Gold, Jörg Abke, Nina Kälberer and Martina Kuhn	93-107
Software Engineering Education: approaches to learning the craft Jocelyn Armarego	109-123
Devising and Producing a Teaching Video for Just-in-Time-Teaching Veronika Thurner and Axel Böttcher	125-141
Video killed the radio star - lecturing using new media - a case study Jörn Schlingensiepen	143-153



Content II/II (28th November 2014)

Article	Page
Teaching Cultural Aspects of Global Software Engineering: A Virtual Mexican-German Team-Teaching Experience Markus Harrer, Patricia Brockmann and Jesus-Manuel Olivares-Ceja	155-165
Using a Scenario-Based Approach for Learning Software Engineering Alexander Bartel, Paula Figas and Georg Hagel	167-179
Finding Improvement Opportunities by Evaluating Students' Learning Experience Reimer Studt and Florian Weiß	181-190
BREW: A Breakable Web Application for IT-Security Classroom Use Christoph Pohl, Kathrin Schlierkamp and Hans-Joachim Hof	191-205
Teaching methods for current software development methods in the automotive sector using AUTOSAR Christian Klingen, Florian Pramme and Günter Kircher	207-216
Bringing VECS to the World - Challenges and Accomplishments in Teaching of Formal Model Analysis Michael Lipaczewski, Marco Filax and Frank Ortmeier	217-228
Smartphone as a Teacher: Towards Interactive Game-Based Learning using Mobile Devices in Introductory Programming Education Amelie Scherer, Erica Janke and Philipp Brune	229-233
A Board Game for Education Purposes in Software Engineering Alexander Nassal and Marcel Dausend	235-239
A New Conceptual Contribution for Serious Games in Academic Software Engineering Education Alexander Soska and Juergen Mottok	241-254
The Academy is the Bazaar: On Education in Software Engineering David Bleicher, Greg Knight and Nasseh Tabrizi	255-268
Shared Concept for Teachings in Universities and Trainings in the Industry - A Case Study for Teaching the Unified Modeling Language Arne Noyer, Joachim Engelhardt, Padma lyenghar, Florian Pramme, Elke Pulvermueller and Gert Bikker	269-28 3