

- Develop effective problem-solving skills which are situated in a real world context
- Helps students to better connect theory and practice
- Enhance cooperative learning skills in the class

IV. WHAT SHOULD WE DO AS A COMMUNITY?

In order to drive the case method in computing education, as a community involved in teaching computing courses [4], we need to:

- Develop a set of sample cases that can be used in teaching specific computing courses, for example, object oriented design, enterprise integration, software testing, etc., and share them with other faculty.
- In order to enable sharing, we need to develop an online repository where faculty can submit teaching cases and also search and download teaching cases.

To drive the above actions, we intend to run Case Method for Computing Education (CMCE) workshops in major computing education conferences.

REFERENCES

- [1] Garvin, David. 2003. "Making the case: professional education for the world of practice". Harvard Magazine, September-October 2003.
- [2] Judith H. Shulman. 2002. "Happy Accidents: Cases as Opportunities for Teacher Learning". American Educational Research Association April 2002, New Orleans, USA.
- [3] Salamah Salamah, Massood Towhidnejad, and Thomas Hilburn. 2011. "Developing Case Modules for Teaching Software Engineering and Computer Science Concepts". 41st ASEE/IEEE Frontiers in Education Conference.
- [4] IEEE and ACM. "Computing Curricula 2005-The Overview Report". IEEE and ACM, September 2005.