Aloha and welcome to the 19th Conference on Software Engineering Education & Training, and welcome to Hawaii!

Last year our conference theme was “Assessment of Software Engineering Education: Are We Making the Grade?” where we took a critical look at ourselves in light of the needs and demands of software engineering education for the 21st century. This year’s theme “21st Century Software Engineering Education” expands on this by exploring innovative techniques, curricula, and methodologies that address educating students for software engineering careers relevant for the next 40 years.

The program includes several exciting new elements and a few special “this year only” items.

We have:
- Keynotes by Barry Boehm, Dave Budgen, and Linda Northrop
- A special presentation on software engineering education theory by Vic and Pat Basili
- A special track dedicated towards the contributions of Barry Boehm to computer science education
- The first Academy of Software Engineering Education and Training (ASEE&T 2006)
- 26 paper presentations, 5 workshops, 2 panels, 2 tutorials, 2 course materials presentations

The paper presentations and our distinguished keynote speakers offer their perspectives on various aspects of our conference theme. Barry Boehm will discuss educating students to appreciate and make practical use of value-based methods. David Budgen will explore the non-determinism in our field and the move towards evidence-based software engineering while Linda Northrop will speak on architecting software for high quality. In a rare, unique event this year, “Team Basili,” Vic Basili and his wife Pat, will offer a dialog on software engineering instruction and educational theory. Another unique event is the special track in honor of Prof. Barry Boehm whose diverse collection of works has inspired virtually every software engineering course taught at any university, anywhere in the world. A special program committee was convened to gather experiences and reflections within six of Prof. Boehm’s most notable contribution areas.

We are extremely excited to offer for the first time this year the Academy of Software Engineering Education and Training (ASEE&T 2006). This new program was established in response to the many requests in previous years by attendees to include more “take home” materials for people new to software engineering education and training. We are fortunate to have Koji Tori (Nara Institute of Science and Technology) as our keynote speaker, Barry Boehm (USC), Watts Humphrey (CMU-SEI), and Philippe Kruchten (UBC; formerly Rational) form this year’s panel of distinguished educators and professional trainers who have generously provided their materials and will mentor attendees in the practical implementation of software engineering course development and delivery. More seasoned education professionals will also benefit from attending ASEE&T especially in
combination with our two course materials presentations that will be presented at the main conference. Full travel and registration fee support for a number of new software engineering faculty and soon to graduate students has been generously provided through a grant from the National Science Foundation.

The quantity and quality of the conference submissions continues to improve. Twenty-six papers were selected by the program committee from 70 submissions, which represents quite a respectable acceptance rate. We have continued to improve the standard of excellence in research and writing for our conference via our “Brief Guide to Researching and Writing for CSEE&T” which was discussed and improved after last year’s workshop on the subject.

Our many stimulating workshops and tutorials are open to all, however please pre-register so we can ensure we have enough capacity in the rooms. Please note that some workshops require submission of a position paper.

Following Hawaiian tradition, our conference reception will be a buffet style “luau” and entertainment to be held at the nearby Polynesian Cultural Center. We hope you will take advantage of the special discount that enables attendees and travel companions to visit the Center for any three days (within or outside the conference dates) and catch their renowned night show.

We also hope you will take advantage of our beautiful location here in the North Shore of Oahu, known the world over for its monster wave surfing competitions and string of gorgeous beaches. There are plenty of breathtaking swim and sunbathing locations, beachside sunsets, snorkeling, and of course surfing. For those less beach inclined are plenty of other adventures – hiking in the botanical gardens of Waimea, visiting historic Haleiwa town, golfing at Turtle Bay, horseback riding along sun drenched shores, tropical fruit farms, lei making, fishing, shrimping, and more!

We do hope the weather remains good while you are here. Oahu is known for its very stable temperatures, usually between 75-86F during the day and 70-75F at night. Ocean temperatures are also quite comfortable and range from 74-78 degrees.

We would like to thank the IEEE Computer Society and Microsoft for sponsoring the conference.

Dan Port, General Chair
Laurie Williams, Program Chair