A selection of papers accepted for publication

Garcia et al.—OpenIRS-UCM: An Integral Solution for Interactive Response Systems

Manresa-Yee and Amengual—Tailoring ISO/IEC 12207 for Usability Engineering

Gonzalez-Marcos et al.—Learning Project Management Skills in Engineering through a Transversal Coordination Model

Radant et al.—Assessment of Continuing Educational Measures in Software Engineering: A view from the industry

Gandhi—A Teaching-Learning Model for Software Engineering Courses through Sensor-Based Cognitive Approach

Adawi et al.—Characterizing Software Engineering Students’ Discussions during Peer Instruction: Opportunities for Learning and Implications for Teaching

Flores et al.—Persistent Ideas in Software Design Course: A Qualitative Case Study

Pozo-Ruz—Multidisciplinary Power Electronics Courses with On-line Simulation Tools

Chikh and Berri—A Requirements Elicitation and Specification Framework for Education Engineering

Serrano-Cámara et al.—MoCAS: A Mobile Collaborative Tool for Learning Scope of Identifiers in Programming Courses

López-Martín et al.—A Radial Basis Function Neural Network for Predicting the Effort of Software Projects Individually Developed in Laboratory Learning Environments

Hung et al.—Developing Computer Science Learning System with Hybrid Instructional Method

Jurado et al.—IMS-LTI and Web-Services for Integrating Moodle to an Eclipse-Based Distributed Environment for Learning to Program

Vazquez et al.—Are Learning Software Systems Well-Prepared to Support Self-Regulated Learning Strategies?

Sein-Echalluce et al.—Students’ Knowledge Sharing to Improve Learning in Academic Engineering Courses

Fernández et al.—Design Patterns Combination for Agile Development of Teaching/Learning Haptic Simulators

Pascual-Miguel et al.—Design and Implementation of a Business Simulation Game Tool for Services and Digital Economy Courses in Engineering Degrees

Žavbi et al.—Using Computer-Generated Design Aids to Facilitate Alternative Concept Embodiments

Abdul et al.—Comparing the Effects of Two Active Learning Approaches

Yazıcı et al.—Teaching Parallel Computing Concepts Using Real-Life Applications

Hsueh—An Interdisciplinary Course Perspective on the Decision-Making Processes in Designing Multifunctional Products

Wu et al.—Developing an iBeacon-Based Ubiquitous Learning Environment in Smart Green Building Courses

Avsec et al.—The Impact of Robotics-Enhanced Approach on Students’ Satisfaction in Open Learning Environment

Mišić et al.—A Comparison of Software Tools for Plagiarism Detection in Programming Assignments