Special Issue

Future Trends in Computer Programming Education

Message from the Guest Editor

In recent years, the educational community around the world has shown an even greater interest in teaching and learning programming as a means of promoting computational thinking, which is considered important for everyone and not just computer scientists. Today, primary school kids are educated to think computationally through specially designed programming environments, such as Scratch or the widely known "Hour of Code" games.

Another important dimension of the work around teaching and learning programming in today's world lies in the way that "digital natives" grow up and learn. Game-based learning and educational/serious games are considered a promising approach for learning programming. Pair programming and more recently distributed pair programming are other contemporary approaches that promote collaboration among students, which is also considered important.

The objective of this Special Issue is to explore recent advances and future trends in computer programming education.

Guest Editor

Prof. Dr. Stelios Xinogalos

School of Information Sciences, Department of Applied Informatics, University of Macedonia, Thessaloniki, Greece

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Editor-in-Chief

Prof. Dr. Paolo Bellavista
Department of Computer Science & Engineering (DISI), University of Bologna, 40136 Bologna, Italy

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