Coding Pedagogy CFP [online book]

Coding/programming has found its way into the college curriculum outside of computer science, with a significant presence in departments of communication, interactive media, video game design, statistics, and English. Coding Pedagogy addresses the challenges and strategies of introducing concepts of programming within various disciplines, with an emphasis on media and the digital humanities.

The book is currently available online at http://codingpedagogy.net and distributed with a CC BY-NC-SA 4.0 Creative Commons license. The format of the book allows for additional chapters to be added over time on a rolling basis.

The chapters may range from 1,500-15,000 words, and should take advantage of its online presence, allowing authors to include functioning code examples within the text (using such platforms as Codepen).

The chapters will be peer-reviewed by participating authors. New contributors will be expected to provide timely feedback for at least one other chapter in the publication.

Chapters may be written using quantitative or qualitative methodologies or consist of case studies offering (preferably) multiple semesters of student experiences. A full guide for authors will be provided to those individuals whose proposals are accepted.

To be considered for inclusion in this publication, please submit a 250-400 word description of your chapter, including information about the topic and main theme(s).

For a research paper, describe the methodology of the research. For a case study, please provide an overview of the assignments/course to be discussed. The paper should discuss the learning goals, nature of the students' efforts, challenges, and perhaps code examples that were submitted. (The code may be written by the author as representative of the students' efforts.)

For either type of submission, a bio of 50-150 words is also required. Educators at any level are welcome to submit proposals, although the focus is on programming at the college level.

E-mail proposals or questions to Professor Jeremy Sarachan (jsarachan@sjfc.edu), chair of the Department of Media and Communication and director of the program in Interactive Media at St. John Fisher College, Rochester, NY.