Birds of a Feather:
Technology and Tools for Computing Educators

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ABSTRACT

The judicious use of technology in computing education (in and out of the classroom) can be empowering and transformative. However, it is very difficult to find out what tools are available, where they have been adopted and how successful that adoption has been. The ACM Education Council hopes to address this with a new website: "Technology and Tools for Computing Educators" that will serve to provide a central, organized collection of links of teaching resources. It will feature web 2.0-style user tagging, search, rating and commentary. The goal of this BOF is to receive small-scale feedback before it goes live.

SIGNIFICANCE & RELEVANCE

The early feedback we have received is that this collection of resources, if implemented properly and maintained, could be an important contribution. Computing educators junior and senior could use this to decide whether to adopt a new technology or tool into their teaching, based on the invaluable recommendation of others.

It is critical to get early feedback from a small, passionate and educated audience to work out the kinks before we release this to the larger SIGCSE community, and later to the world.

To give a feeling of the content of the site, all resources fall into one of two categories, **direct teaching** and **support systems**. Here are the current direct teaching (or, "on-stage") categories: *Basics*, *Presentation Software*, *Tablets for Presentation*, *Classroom Response "Clickers", Program Visualization and Algorithm Animation, Sans-Computer Activities,* and *Understanding the Limitations of Technology.* Here are the support system (or, "off-stage") categories: *Course Management Systems, Grades and Submission Management, Curriculum Repositories, Introductory Programming Instruction, Project Inspiration, Utility Computing for Virtual Labs, Video Lectures & Podcasts, Anti-Plagiarism Software,* and *Other Technology and Tools Resources*. Here's a sample of one of those categories on the actual site:

> **Introductory Programming Instruction**
>
> - Nick Parlante's JavaBat
> - Turing's Craft CodeLab and its free service Chauncy
> - ACM Java Task Force resources

Clicking on a link takes the user to a detailed description page, which provides a screenshot, a short description of the resource and a link to the primary home page for the tool or technology. There's also an area where users can tag, provide ratings and running commentary.

EXPECTED AUDIENCE

Our expected audience is computing educators at all levels that wish to contribute to this initiative by providing their feedback on the content and design.

DISCUSSION LEADER(S)

Dan, Valerie and Maggie will lead the discussion, but it is assumed that many of the members of the ACM Education Council will be in attendance and contribute.

SPECIAL REQUIREMENTS

We would like to have a projector to display the current draft of the website.