

Welcome to the ACET Journal of Computer Education and Research!

The Value of Computer Education

The Association for Computer Educators in Texas is a non-profit, tax-exempt corporation formed for the purpose of promoting the exchanging and sharing of ideas, techniques, materials and procedures related to computer education. This publication extends that purpose to a journal format for the purpose of making research available to the broad community of computer educators.

Our mission as computer educators from elementary through doctoral programs has enormous implications for society. What Latin was for past generations of scholars as the *lingua franca* has now been replaced by computer education. Computer science and technology encompasses programming, use of applications software, web design, networks (both hardware and software), computer based communications systems, computer architecture, systems architecture and a myriad of technology that has literally changed every single academic discipline. Computer-based technology has permeated all aspects of our lives from eating genetically modified foods to making phone calls to using the internet. Computer education is not strictly for the technically inclined, but is a necessary component of all education at all levels.

There is no discipline that has not been seriously impacted by computer technology. Music is created on computers and exchanged through the internet. Digital art pervades all aspects of our society from animated movies to multimedia entertainment to commercial advertisements. Medical research has reached new levels of sophistication with the mapping of the human genome as but one example of what would not be possible without complex algorithms and extraordinary super computing power. Even our personal security and perhaps our privacy are affected by the application of computer technology to all aspects of travel from reservation systems to detection systems both active and passive.

The Mission of this Journal

The role of this journal is to share research findings among computer educators and scholars. The format of this journal recognizes that the field of computer science is changing even faster than Congress can change tax regulations! Therefore, we have adopted a unique set of requirements for this peer-reviewed journal. Rather than extremely long and meticulously documented discussions of methodology, this Journal requires that our contributors quickly introduce their topic and its significance and immediately reveal major findings all in less than five pages. As email addresses are provided for each researcher/author, further inquiry is welcomed and invited. We will publish as frequently as we can justify an edition, but most certainly once a year.

Guidelines for authors are very simple. They are published as the last two pages of our journal. Our reviewers are charged with simply determining if the research has potential value to our readership. As computer technology has permeated all disciplines, we welcome contributions regardless of discipline so long as the findings have relevance for computer educators. And we solicit your feedback on improving this journal. Please send your comments to me at robbinsr@uhd.edu.

Finally, we extend a thank you to our reviewers who have agreed to assist the Journal in selecting a fine collection of worthy articles and to you, our readers for caring enough about your students to continue your professional growth. Please consider sharing your research with us. We accept manuscripts at any time and will publish when we have enough to justify an edition. We also encourage you to attend our annual conferences. Information on our meetings is posted on our web site at www.texasacet.org . We are in a very exciting field that provides the tools for mankind to create wonderful art and entertainment, to improve communication among diverse peoples, to hopefully be kinder to our environment, to pioneer new frontiers of knowledge, and to foster a greater appreciation of life!

Enjoy!

Dr. Ruth R. Robbins, Editor