

Computing Education (ITU)

The recruitment to and education in computer science is critical for society.

ITU research interests include

- the background, motivation, interests, competencies, and ability to complete among computer science students and pupils in secondary school
- the best methods of teaching programming and other IT aspects in schools as well as higher education
- lifelong learning and how education can blend academic rigor with current and future needs of employers and society in general

	Henrik Hillestad Løvold Universitetslektor	+47 22852437 +47 47810167	henrihlo@ifi.uio.no	
	Siri Annette Moe Jensen Universitetslektor	+47 22840884	siriamj@ifi.uio.no	
	Ragnhild Kobro Runde Førsteamanuensis	+47 22840144 +47 94436221 (mob) +47-94436221	ragnhilk@ifi.uio.no	
	Odd Petter Sand Førstelektor		oddp@ifi.uio.no	Undervisning, forståelse, programmering, matematikk, undervisningsforskning
	Dag Sjøberg Professor	+47 92604578 (mob)	dagsj@ifi.uio.no	Software engineering, systemutvikling, IT-systemer, programmering, programvarekvalitet, utviklingsprosesser, prosessforbedring, smidige metoder, Lean, endringshåndtering, forskningsmetoder, eksperimenter, samfunnsnytte, industrirelevans, offentlige IT-prosjekter, IT-skandaler, IT-kompetanse, programmeringskompetanse
	Sindre Mathias Strømnes Nordvoll Stipendiat	+4741046096	smnordvo@ifi.uio.no	

SCHOOL OF COMPUTING SCIENCE

PROFESSOR QUINTIN CUTTS

• Professor of Computer Science Education (Computing Science)

telephone: 0141 3501619
email: Quintin.Cutts@glasgow.ac.uk

Room S141, School of Computing Science, Sir Alwyn Williams Building, 18, Lilybank Gardens, Glasgow, G12 8RZ

 [import to contacts](#)

 <https://orcid.org/0000-0002-6368-9912>



Examples of past thesis titles and available topics

- Helping CS1 Students Help Themselves Using GenAI
- Abstraction in Programming Education
- Spatial skills in computer science in Norway
- Code reading skills
- Exploring learners' transfer from Python/Java to a functional programming language
- Exploring learners' transfer from Scratch to Python
- Gamification in learning tools
- Fra informatikkstudent til utvikler
- Mental models in programming
- Visualisation in programming education
- Programming students struggling to understand the machine model
- Studenters forståelse av referanser (pekere)