

CSEE&T 2026 Session Schedule

All the sessions are based on the daylight saving time in Florence, Italy (UTC+2)

Centro Didattico Morgagni
Viale Giovanni Battista Morgagni, 40, 50134 Firenze FI

- Opening & Keynote & Session I-A, II-A, III-A, IV-A: Room 102
- Session I-B, II-B, III-B, IV-B: Room 101
- Session I-C, II-C, III-C, IV-C: Room 106
- Conference Reception: Stellar - Piazza di Cestello 10, Florence, 50124 Italy.
- Conference Banquet: Hotel Indigo Florence - Via Jacopo da Diacceto 16/20, Florence, 50123 Italy.

Monday, July 20, 2026		
13:00 – 13:30	Registration	1 st Floor
13:30 – 13:50 (20 minutes)	<ul style="list-style-type: none"> Opening Ceremony • General Chairs <ul style="list-style-type: none"> – Professor W. Eric Wong (University of Texas at Dallas, USA) – Professor Andrea Bondavalli (University of Florence, Italy) • Program Chairs (Alphabetical Order) <ul style="list-style-type: none"> – Professor Matthew Barr (University of Glasgow, UK) – Professor Lin Liu (Tsinghua University, China) – Professor Rafal Wlodarski (Carnegie Mellon University, USA) 	Room 102
13:50 – 14:50 (60 minutes)	<ul style="list-style-type: none"> • Keynote Speech I (Chair: Matthew Barr) <li style="padding-left: 20px;"><i>Keeping It Real: Embedding Software Engineering Practice in the Curriculum</i> <li style="padding-left: 20px;">Dr. Robert Chatley Director of Software Engineering Education Imperial College London, UK 	Room 102
14:50 – 15:20 (30 minutes)	<ul style="list-style-type: none"> • Coffee Break • Poster Session[†] 	1 st Floor
15:20 – 17:20 (120 minutes) (6 papers)	<ul style="list-style-type: none"> • Session I-A: AI-Enhanced Learning, Tutoring, and Feedback Chair: Rafal Wlodarski • Session I-B: Human-AI Collaboration and AI Impact in Education Chair: In-Young Ko • Session I-C: Teamwork, Project-Based Learning, and Software Engineering Practice Chair: Peter Yau 	Room 102 Room 101 Room 106
17:20 – 18:30 (70 minutes)	• Travel from the conference venue to the reception restaurant on your own.	
18:30 – 20:00 (90 minutes)	• Conference Reception	Stellar

[†]Poster authors will be available at their posters for questions and discussion.

Tuesday, July 21, 2026		
08:30 – 09:00	<ul style="list-style-type: none"> Registration 	1 st Floor
09:00 – 10:00 (60 minutes)	<ul style="list-style-type: none"> Keynote Speech II (Chair: W. Eric Wong) <p><i>From Teaching Code to Teaching Intelligence: Integrating AI into Software Engineering Education</i></p> <p>Professor Mohammed Akour Software Engineering Department Chair Al-Yamamah University, Saudi Arabia</p>	Room 102
10:00 – 10:30 (30 minutes)	<ul style="list-style-type: none"> Coffee Break Poster Session[†] 	1 st Floor
10:30 – 12:10 (100 minutes) (5 papers)	<ul style="list-style-type: none"> Session II-A: Requirements Engineering, Curriculum Design, and Learning Assessment Chair: Andreas Bollin Session II-B: Programming Education, Debugging, and Learning Tools Chair: Ronnie de Souza Santos Session II-C: Academy for Software Engineering Education & Training I Chair: Hossein Saiedian 	Room 102 Room 101 Room 106
12:10 – 13:10 (60 minutes)	<ul style="list-style-type: none"> Lunch 	1 st Floor
13:10 – 14:50 (100 minutes) (5 papers)	<ul style="list-style-type: none"> Session III-A: Assessment, Analytics, and Repository-Based Learning Chair: Florian Leitner-Fischer Session III-B: Student Experience, Inclusion, and Engagement Chair: Tobias Fertig Session III-C: Academy for Software Engineering Education & Training II Chair: Hossein Saiedian 	Room 102 Room 101 Room 106
14:50 – 15:20 (30 minutes)	<ul style="list-style-type: none"> Coffee Break Poster Session[†] 	1 st Floor
15:20 – 17:20 (120 minutes) (6 papers)	<ul style="list-style-type: none"> Session IV-A: Software Engineering Education and Professional Practice Chair: Kevin Wendt Session IV-B: AI in Software Engineering Education Chair: Rafal Wlodarski Session IV-C: Project-Based and Experiential Learning Chair: Fatma Meawad 	Room 102 Room 101 Room 106
17:20 – 18:30 (70 minutes)	<ul style="list-style-type: none"> Travel from the conference venue to the banquet restaurant on your own. 	
18:30 – 20:00 (90 minutes)	<ul style="list-style-type: none"> Conference Banquet 	Hotel Indigo Florence

[†]Poster authors will be available at their posters for questions and discussion.

The schedule below pertains to QRS 2026 (The 26th International Conference on Software Quality, Reliability, and Security). Attendees of CSEE&T 2026 are cordially invited to join the QRS 2026 Opening Ceremony and attend Keynote Speeches I and II.

For more information about QRS 2026, please visit the conference website: <https://qrs26.techconf.org>

Wednesday, July 22, 2026		
08:00 – 09:00	Registration	1 st Floor
09:00 – 09:20 (20 minutes)	<p>Opening Ceremony</p> <ul style="list-style-type: none"> • Steering Committee Chair <ul style="list-style-type: none"> – Professor W. Eric Wong (University of Texas at Dallas, USA) • General Chairs <ul style="list-style-type: none"> – Professor Andrea Bondavalli (University of Florence, Italy) – Professor Shaoying Liu (East China Normal University, China) • Program Chairs (Alphabetical Order) <ul style="list-style-type: none"> – Dr. Felicita Di Giandomenico (Consiglio Nazionale delle Ricerche, Italy) – Professor Jin Song Dong (National University of Singapore, Singapore) – Professor Mohammad Zulkernine (Queen’s University, Canada) 	Auditorium B
09:20 – 10:20 (60 minutes)	<ul style="list-style-type: none"> • Keynote Speech I (Chair: Andrea Bondavalli) <p><i>The Computing Continuum Needs a Trust Continuum</i></p> <p>Professor Bruno Crispo Department of Computer Science and Information Engineering University of Trento, Italy</p>	Auditorium B
10:20 – 10:50 (30 minutes)	<ul style="list-style-type: none"> • Coffee Break 	1 st Floor
10:50 – 11:50 (60 minutes)	<ul style="list-style-type: none"> • Keynote Speech II (Chair: Jin Song Dong) <p><i>From Human Intelligence to Machine Intelligence: A Brain-Inspired Agentic Computation Architecture</i></p> <p>Professor Yang Liu Executive Director of Cyber Security Research Center and CyberSG R&D Programme Office Nanyang Technological University, Singapore</p>	Auditorium B
11:50 – 13:00 (70 minutes)	<ul style="list-style-type: none"> • Plenary Panel I <p><i>Open Source: A QRS Blessing or Curse?</i></p> <p>Moderator: Professor András Pataricza (Budapest University of Technology and Economics, Hungary)</p> <p>Panelists (Alphabetical Order) Professor Gergely Biczok (CrySyS, Hungary) Professor Juan Boubeta-Puig (University of Cádiz, Spain) Professor Francesco Flammini (University of Florence, Italy) Dr. Fabio Martinelli (National Research Council, Italy) Professor Elena Troubitsyna (KTH Royal Institute of Technology, Sweden)</p>	Auditorium B
13:00 – 14:00 (60 minutes)	<ul style="list-style-type: none"> • Lunch 	1 st Floor
14:00	<ul style="list-style-type: none"> • CSEE&T 2026 Adjourn 	

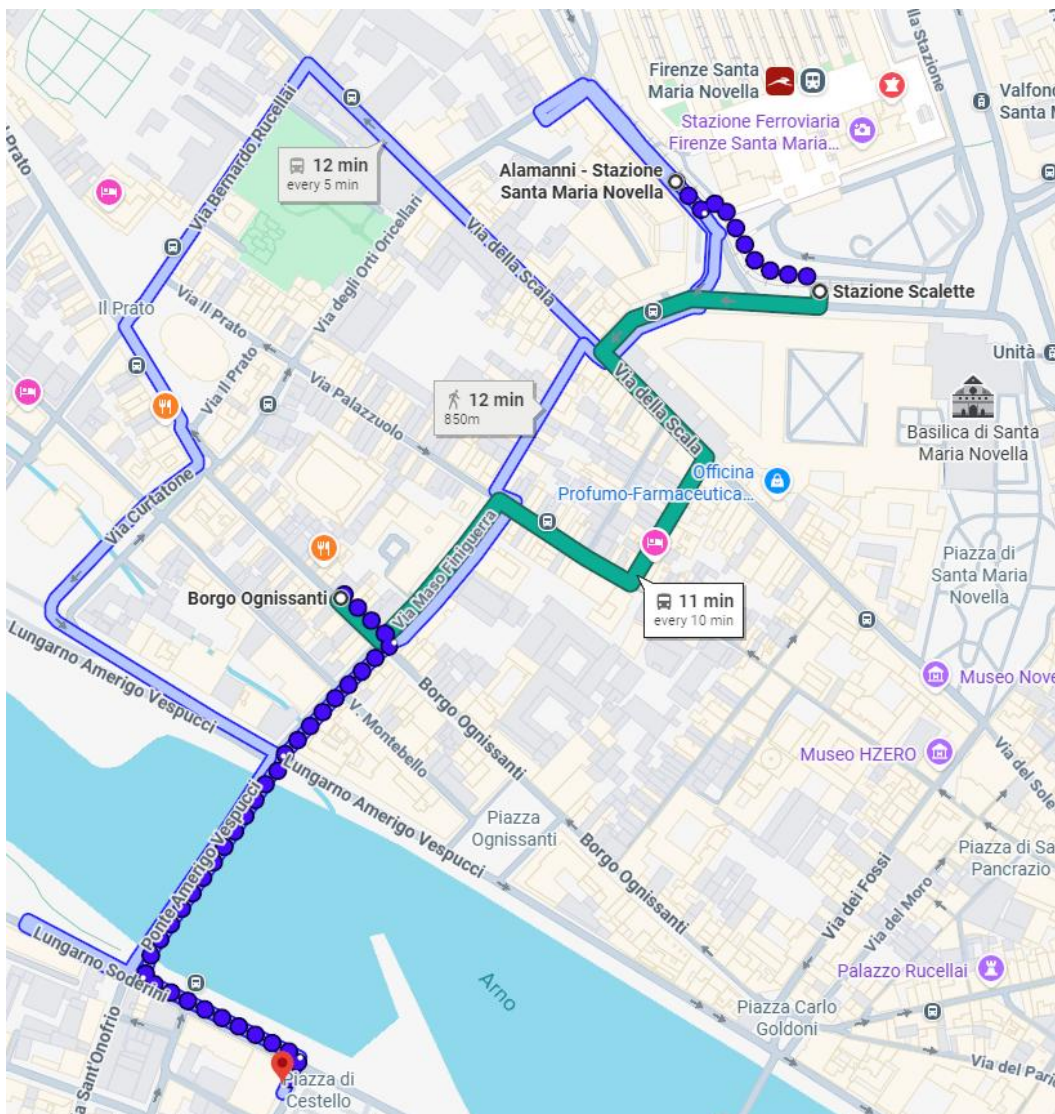
Directions to Stellar from Centro Didattico Morgagni (by Tram)

- Walk to the Morgagni – Università tram stop
- Take Tram T1.3 toward Villa Costanza.
- Ride for approximately 17 minutes (9 stops) and get off at Alamanni – Stazione Santa Maria Novella.
- From the tram stop, walk approximately 12 minutes (850 m) to reach Stellar.

Map: <https://maps.app.goo.gl/6utzu3wJgKNwLnyu7>

Note:

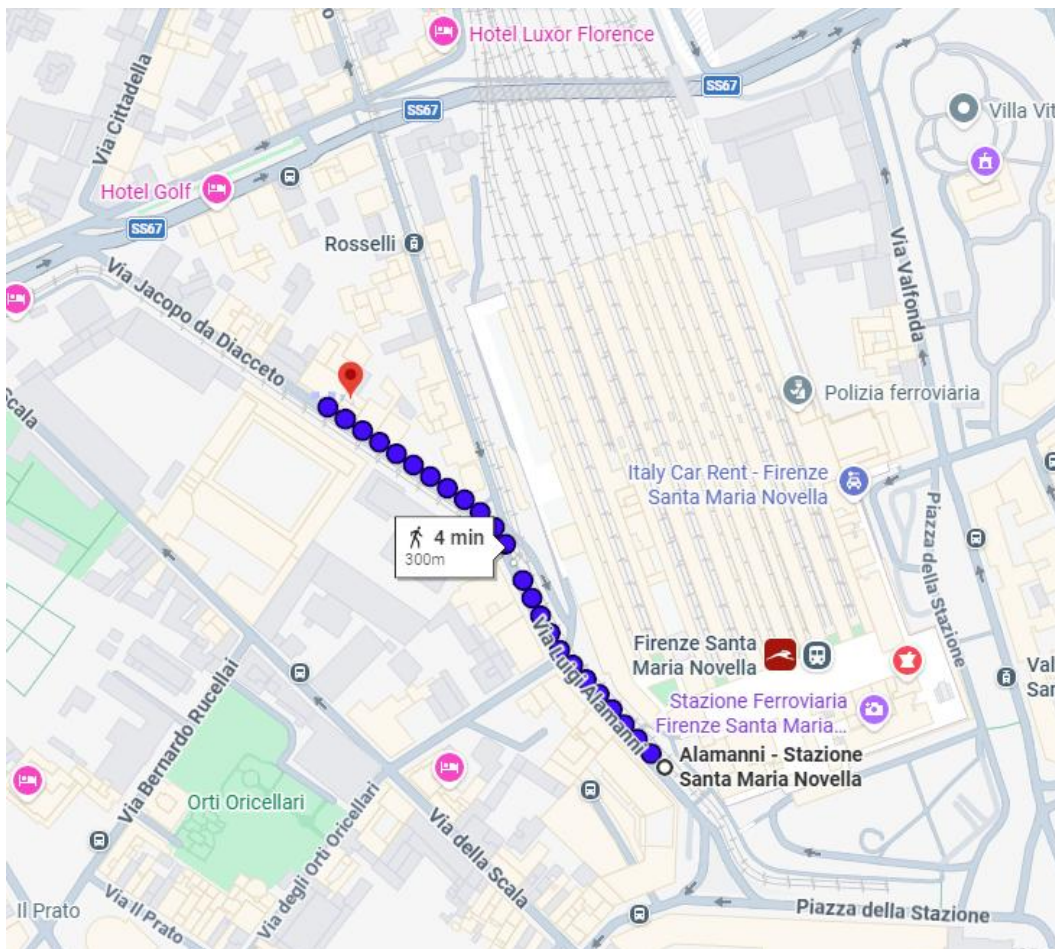
From Alamanni – Stazione Santa Maria Novella, alternative routes to Stellar using additional tram lines are also available. Please refer to the map below for details.



Directions to Hotel Indigo Florence from Centro Didattico Morgagni (by Tram)

- Walk to the Morgagni – Università tram stop
- Take Tram T1.3 toward Villa Costanza.
- Ride for approximately 17 minutes (9 stops) and get off at Alamanni – Stazione Santa Maria Novella.
- From the tram stop, walk approximately 4 minutes (300 m) to reach Hotel Indigo Florence.

Map: <https://maps.app.goo.gl/z19YomMm3XSFjhoK9>



CSEE&T 2026 Detailed Presentation Schedule

All the sessions are based on the daylight saving time in Florence, Italy (UTC+2)

Monday, July 20, 2026 (15:20 – 17:20) (120 minutes)

Session I-A: AI-Enhanced Learning, Tutoring, and Feedback

Location: Room 102

Chair: Rafal Wlodarski

- R016-Exploring the Use of Generative AI Reading Scaffold in Software Engineering Education
Nuno Pombo, Aazaade Faraji, and Sofia Ouhbi
- R041-CAPRA: Scaling Feedback on Software Architecture Deliverables with a Multi-Agent LLM System
Marco Becattini, Niccolò Caselli, Matteo Minin, Roberto Verdecchia, and Enrico Vicario
- R060-Competence-Aware Retrieval-Augmented Generation for AI-Driven Tutoring in Software Engineering Education
Niklas Meissner, Lukas Trautwein, Moritz Dallinger, Sandro Speth, and Steffen Becker
- R064-Integrating AI into Requirements Quality Learning in Software Engineering Education: A TPACK-Guided Empirical Study
Hansika Samanmalee Ekanayake Ekanayake Mudiyansele, Rohan Jai Dharmaraj, Malik Abdul Sami, and Zheyang Zhang
- R076-Evaluating the Usefulness of Large Language Models in Learning Agile Coaching
Satwik Ghanta, Ehikioya Obode, Lin Luo, Chris Hall, and Tim Storer
- R063-LLM-Generated Process Feedback for Students' Short-Answer Responses in Software Engineering Education
Jayeong Song and Gunnar Rye Bergersen

Session I-B: Human-AI Collaboration and AI Impact in Education

Location: Room 101

Chair: In-Young Ko

- R044-Mission SPACE: A Pilot Study of a Productivity Diagnostic Tool in Software Engineering Education
Michael Sampson, Maria Angela Ferrario, and Austen Rainer
- R062-Multi-Semester Analysis of AI Error Feedback in Introductory Programming: Effectiveness, Error Types, and Longitudinal Patterns
Eunsang Eom and Jongkook Kim
- R072-The Impact of Generative AI on Students' Career Perceptions in Software Engineering
Isabella Grassl
- R080-Academic Integrity and Emotional Responses to Inappropriate LLM Use in Software Engineering Education
Ronnie de Souza Santos, Italo Santos, Giuseppe Destefanis, Cleyton Magalhaes, and Mairieli Wessel
- R085-Construction and Practice of Human-AI Collaboration Competence in Software Engineering Teaching in the Era of Large Models
Yichen Wang and Yu Yang
- R088-Human-AI Grading Agreement in Computing Education: A Question-Level Reliability and Calibration Study
Cemil Emre Yavas, Lei Chen, Nancy R. Mead, and Christopher Kadlec

Session I-C: Teamwork, Project-Based Learning, and Software Engineering Practice

Location: Room 106

Chair: Peter Yau

- R009-Exploring Interventions for Student Project Planning Action Formulation
Diana Kirk, Tyne Crow, Asma Shakil, Anna Trofimova, and Yi-Chien Vita Tsai

- R010-Human and AI Strategies in Software Project Management: A Large-Scale Simulation Study in Software Engineering Education
Andreas Bollin and Markus Alfred Wieser
- R040-Beyond Models: Reflections on Engineering AI-enabled Systems in a Project-Based Course
Amir Mashmool, Kishan Ravindra Sawant, Mojtaba Shahin, Nico Hochgeschwender, and Rainer Koschke
- R065-Team Composition and Teamwork Outcomes in a Large Software Engineering Capstone Course: A Longitudinal Case Study
Viktoria Stray, Marthe Berntzen, Yngve Lindsjorn, Camilla T. Kielland Lund, and Idunn Stabell
- R077-Experience Heterogeneity and Team Performance in Distributed Software Projects
Igor Čavrak, Ivana Bosnić, Malvina Latifaj, and Matteo Camilli
- R078-Improving Communication in Software Engineering Teams Through Visualizations in Project Management Tools
April Clarke, Antonija Mitrovic, and Fabian Gilson

Tuesday, July 21, 2026 (10:30 – 12:10) (100 minutes)

Session II-A: Requirements Engineering, Curriculum Design, and Learning Assessment

Location: Room 102

Chair: Andreas Bollin

- R034-Suitability of Tool-Supported Prioritization of Software Requirements for Students
Reinhold Ploesch, Michael Schimpelsberger, and Christian Koerner
- R039-Teaching Requirements Engineering for AI-Based Systems: A Structured Educational Approach
Bruna Santos, Marcia Sampaio Lima, Ana Oran, and Tayana Conte
- R054-A Formal Mastery Model for Competency-Based Software Engineering Education
Maximilian Anzinger, Matthias Linhuber, and Stephan Krusche
- R058-Comparative Analysis of Student Requirements Specifications Before and After the Widespread Availability of Generative AI Tools
Dijana Peras and Zlatko Stapić
- R069-How Do You Know What Your Students Actually Learned? A Teaching Case on Using Bloom's Taxonomy in Software Engineering Education
Eriky Rodrigues, Nabson Silva, Marcia Lima, and Tayana Conte

Session II-B: Programming Education, Debugging, and Learning Tools

Location: Room 101

Chair: Ronnie de Souza Santos

- R004-Exploring Student Perceptions of the Code Style Model in an Introductory Computer Science Course
Koutaro Yumiba, Diana Kirk, Ewan Tempero, and Andrew Luxton-Reilly
- R027-Development of a 2D Dungeon-Crawling RPG Game for Facilitating C Language Comprehension through Debugger Integration
Gaku Takahashi, Kinari Nishiura, and Osamu Mizuno
- R029-An Interactive Tutorial for Systematic Debugging in Scratch
Florian Obermüller, Florian Spieleder, and Gordon Fraser
- R030-CodeOwl: Automatic Generation of Tiered Parsons Problems for Introductory Programming
Luca Cisternino, Florian Obermüller, and Gordon Fraser
- R084-Hybrid Intelligent Tutoring System for Programming Exercises in Control Engineering Courses
Jens Daniel Simon Ahlers, Robert Göllinger, Anastassiya Zabudkina, and Sebastian Stemmler

Session II-C: Academy for Software Engineering Education & Training I

Location: Room 106

Chair: Hossein Saiedian

- Beyond the Coding Debate: Building AI-Integrated Learning Ecosystems for IT and Software Engineering Education
Lei Chen
- Allowing Students to Use ChatGPT? Whether, When, and How through the Lens of Programming Cognition
Fuqun Huang
- To Teach Coding, or Not to Teach: The CS Dilemma
In-Young Ko

Tuesday, July 21, 2026 (13:10 – 14:50) (100 minutes)

Session III-A: Assessment, Analytics, and Repository-Based Learning

Location: Room 102

Chair: Florian Leitner-Fischer

- R013-Reconciling DORA Metrics for Educational Projects on GitHub
Kevin Buffardi and Aviral Kumar Srivastava
- R033-What Makes a Good Commit? A Delphi Study
Phillip T. Conrad, Aileen Tang, Christopher Hundhausen, Kevin Buffardi, and Summit Haque
- R038-Research Computing Exemplars in Action for Research Software Engineering Practices
James DesLauriers, Chris Cooling, John Pinney, Liam Gao, and Katerina Michalickova
- R057-Storyline-Based Visualization of Software Repository Evolution for Transparent Student Project Assessment
Manuel Stöger, Daniel Kaufmann, Johann Grabner, Mario Bernhart, and Thomas Grechenig
- R090-Teaching OSS Contribution Through a GitHub Bot
Misan Paul Etchie, Marco A. Gerosa, Igor Steinmacher, and Karissa Smallwood

Session III-B: Student Experience, Inclusion, and Engagement

Location: Room 101

Chair: Tobias Fertig

- R018-Seeing Through Users' Eyes: Teaching Human-Centric Software Engineering Through Immersive VR
Ruchi Sembey, Roberto Martinez-Maldonado, and John Grundy
- R035-Keeping Students on Track: Portfolio Exams and Badges in an Asynchronous Software Engineering Course
Tobias Fertig and Isabel John
- R052-To Mars and Back: Experiences from Running a Space-Themed Hacking Event for Students
Josef Philipp Ruffer, Steven Arzt, and Dominik Marszk
- R070-Humor in Software Testing Education
Isabella Grassl and Benoit Baudry
- R071-A Critical Discourse Analysis of Gender Representation in Software Engineering Education Videos on YouTube
Isabella Grassl, Alexander Serebrenik, and Giuseppe Destefanis

Session III-C: Academy for Software Engineering Education & Training II

Location: Room 106

Chair: Hossein Saiedian

- Build the Factory First: Teaching Students to Engineer Their LLM Workflows
Scott Pavetti
- PatchDB After Five Years: Experiences and Lessons Learned in Building a Dataset for AI-Enabled Software Vulnerability Research and Education
Xinda Wang

Tuesday, July 21, 2026 (15:20 – 17:20) (120 minutes)

Session IV-A: Software Engineering Education and Professional Practice

Location: Room 102

Chair: Kevin Wendt

- JF003-Challenges and Feasibility of Multimodal LLMs in ER Diagram Evaluation
Mojdeh Rahmanian, Ashkan Sami, and Yanchao Yu
- JF005-Therac-25 Accidents: We Keep on Learning from Them
Natalia Silvis-Cividjian
- IER020-Bridging the Academic Island: A Collaborative Laboratory Model for Industry-Aligned Software Engineering Education
Leonardo da Silva Gomes, Tiago Santos Bittencourt, Isaque Alves de Lima, and Carla Silva Rocha Aguiar
- IER022-Exploring Correlation Between Teaching Methods and Learning Attainment in Software Engineering Education
Eleanor Leist, Kazhan Misri, and Jaejoon Lee
- IER004-Bridging Disciplines: A Studio Model for Multidisciplinary Teaching in App Development and Embedded Systems
Jaejoon Lee, Stuart Nicholson, Srilatha Narayanagari, and Kay Bond
- IER023-Students' Reflections on the Development of Professional Dispositions in a Software Engineering Project Course
Usman Nasir, Adnan Ashraf, and Muhammad Usman

Session IV-B: AI in Software Engineering Education

Location: Room 101

Chair: Rafal Wlodarski

- IER008-Practical Implementation Report on Introducing Spec-Driven Development Using AI Agents in Software Development PBL
Hidetake Tanaka, Hiroshi Igaki, Kazumasa Shimari, Kiyoshi Honda, and Naoki Fukuyasu
- IER010-Integrating Virtual Reality into SE Classrooms: Practical Educator and Researcher Insights
Ruchi Sembey, Roberto Martinez-Maldonado, and John Grundy
- IER011-A Contract-Driven Pedagogy for Software Engineering in the Generative AI Era
Fatma Meawad
- IER013-How Software Engineering Students Use LLMs to Write Research Papers: An Experience Report
Ronnie de Souza Santos, Maria Teresa Baldassarre, Cleyton Magalhaes, and Italo Santos
- IER016-We Used It Anyway: Low Trust and High Adoption of Large Language Models in Requirements Engineering Education
Riccardo Coppola, Giacomo Garaccione, Stefano Mancini, and Luca Arditto
- IER017-From Code to Contract: Insights for Software Engineering Education from a Standards-Driven Design Workshop
Basem Suleiman, Jinglin Sun, and Fethi Rabhi

Session IV-C: Project-Based and Experiential Learning

Location: Room 106

Chair: Fatma Meawad

- IER005-From Classroom to Space: An Authentic Software/Hardware Project Course for Embedded Systems Education
Florian Leitner-Fischer and Stefan Wertheimer
- IER007-Learning Critical Testing Literacy Through Puzzles: An Experience Report
Niels Doorn, Bart Th. Knaack, Tanja E. J. Vos, and Beatriz Marin
- IER014-The Human Errors in Software Engineering Course
Fuqun Huang

- IER019-From Software Delivery to Entrepreneurial Product Judgement: Designing a Software Product and Project Management Module
Abd Alsattar Ardati
- IER018-Bridging Software Engineering Education and Industry Practice Through a Simulated Industry Model: Experience from an Overseas Transnational Computing Program
Peter ChunYu Yau
- IER024-Matching Personality-Aware Software Engineering Education with Industry Pathways: An Industrial Experience Report from a Transnational Computing Program
Peter ChunYu Yau

CSEE&T 2026 Organizing Committee

- General Chairs
W. Eric Wong
University of Texas at Dallas, USA

Andrea Bondavalli
University of Florence, Italy
- Program Chairs
Matthew Barr
University of Glasgow, UK

Lin Liu
Tsinghua University, China

Rafal Wlodarski
Carnegie Mellon University, USA
- Publication Chair
Zizhao Chen
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University of Florence, Italy
- Webmaster
Chih-Wei Hsu
University of Texas at Dallas, USA

CSEE&T 2026 Keynote I

Keeping It Real: Embedding Software Engineering Practice in the Curriculum

Dr. Robert Chatley
Director of Software Engineering Education
Imperial College London, UK

Abstract

Software engineering is best learned through practice, yet much of that practice in higher education remains artificial. Students work on isolated assignments, in short-lived codebases, with little sense of how software is sustained, shared, and evolved. While such approaches make learning easier to scope and assess, they fall short of representing real engineering work.

This talk proposes a shift in how we structure learning environments. Rather than relying on discrete academic assignments, we aim to embed real engineering activity within the curriculum: building and maintaining systems for genuine use, supported by professional tools, infrastructure, and workflows. In this setting, students are not only learners but contributors, engaging with shared codebases and participating in ongoing development as partners in a broader engineering effort.

Speaker Bio

Dr. Robert Chatley is Director of Software Engineering Education for the Department of Computing at Imperial College London, where he teaches and researches modern software engineering practice. His work focuses on how developers design, build, and evolve software systems, and how these practices can be taught effectively to students. He leads the Computing EdTech Lab at Imperial, developing tools and platforms that support hands-on learning in software engineering.

Before joining academia, Robert spent many years working in industry as a professional engineer, including roles as a software engineer, engineering manager/director, consultant and trainer, working with organizations from startups to multinational corporations. His teaching and research draw heavily on this practical experience, exploring topics such as agile development, continuous delivery, cloud-native architecture, and the use of modern tools to help teams build and evolve software more effectively.

CSEE&T 2026 Keynote II

From Teaching Code to Teaching Intelligence: Integrating AI into Software Engineering Education

Professor Mohammed Akour
Software Engineering Department Chair
Al-Yamamah University, Saudi Arabia

Abstract

The speaker will discuss the impact of artificial intelligence on software engineering education, with a specific focus on the need to move beyond the education of programming activities and instead develop intelligent judgment. This is particularly important, as artificial intelligence continues to play an increasingly important role in the development, testing, and deployment of software. This presentation will use examples of intelligent judgment through the context of artificial intelligence-based testing workflows, with a specific focus on improving quality, efficiency, and conceptual understanding. It also presents a framework for transforming the education curriculum through a multi-level framework.

Speaker Bio

Prof. Mohammed Akour is a Software Engineering Professor and industry-focused academic leader with broad experience in software testing, quality assurance, agile development, and engineering education. He combines strong academic credentials with hands-on experience in mentoring teams, leading programs, and improving engineering practices across multiple institutions.

Prof. Akour earned his Bachelor's (2006) and Master's (2008) degrees in Computer Information Systems from Yarmouk University with honors and completed his PhD in Software Engineering at North Dakota State University (NDSU), also with honors. His career spans both academia and applied software engineering, starting as a Lecturer at Yarmouk University in 2008, then rejoining in 2013 as a faculty member after completing his PhD.

Across his roles, Prof. Akour has contributed to building high-quality, industry-relevant software engineering programs, strengthening accreditation and quality assurance processes, and supporting the adoption of modern engineering practices — including automated testing and agile methodologies. He served for two years as Head of Accreditation and Quality Assurance at Yarmouk University and was appointed Director of the Computer and Information Center in 2017. He later served as Vice Dean of Student Affairs in 2018.

In 2019, he joined Al-Yamamah University (Riyadh, Saudi Arabia) as an Associate Professor and Software Engineering Program Coordinator, where he actively led curriculum modernization, industry partnerships, and student mentoring. In 2021, he moved to Prince Sultan University as Professor of Software Engineering, serving as Chair of the Computer Science Department (2023–2024) and Chair of the Software Engineering Department (2024–2025), leading major improvements in teaching quality, research productivity, and experiential learning initiatives. He rejoined Al Yamamah University in 2025.