Software Engineering is the field which studies the ways programs are written. A sub-field of SE research is developer tools, which are based on both Programming Languages theory (the field which studies classes of programs in order to analyze them, verify their properties, manipulate, and generate them) and Human-Computer Interaction principles.

In this seminar we will examine recent developments in bringing both theories into developer tooling, covering tools ranging from the simple and elegant to the deeply theoretical. We will understand how impact on software engineering processes is measured, and how tools can be evaluated in a lab setting.

The course will combine lectures by the instructor with independent reading in a seminar format. The students will read important papers in the field and will present them in class along with their background.

- Attendance is mandatory. Classes will be held according to the Technion’s instructions (physical/online/hybrid) at the start of the semester.
- Students are expected to familiarize themselves with each paper prior to class and answer a brief questionnaire about each paper.
- Undergraduate students will present papers in pairs. Graduate students will present one paper each.
- There is no exam.

Please request registration via the form: https://forms.office.com/r/n07EMR5qqq
Requests via other methods will not be considered.