

```
import java.io.IOException;

public class TomcatEmbedded {

    private static final String EMPTY = "";

    public static void main(String... args)
        throws Exception {
        File baseFolder = new File(System.getProperty("user.dir"));
        File appsFolder = new File(baseFolder, "apps");

        Tomcat tomcat = new Tomcat();
        tomcat.setBaseDir(baseFolder.getAbsolutePath());
        tomcat.setPort(8080);
        tomcat.getHost().setAppBase(appsFolder.getAbsolutePath());

        // Call
        tomcat.getConnector().setURIEncoding("UTF-8");

        tomcat.addWebapp(EMPTY, docBase ".");
        Wrapper wrapper = tomcat.addServlet(EMPTY, servletName "hello", new HelloServlet());
        wrapper.setLoadOnStartup(1);
        wrapper.addMapping( "/" );

        tomcat.start();
        tomcat.getServer().await();
    }
}
```

1st International Workshop on Games for Software Engineering Education and Training (SE-Games)

Schedule



- 1) Paper Session 1 (14:00-15:30)
- 2) Break-Out Session and Discussion (15:30-17:00)
- 3) Break (17:00-18:00)
- 4) Paper Session 2 (18:00-20:00)

Paper Session 1

(Session Chair: Joan Arnedo-Moreno)



1) Gamification to Aid the Learning of Test Coverage Concepts

(Eman Sherif, Andy Liu, Brian Nguyen, Sorin Lerner and William Griswold),

Discussant: Alexander Schneider

2) Gamified Internet of Things Testing within a Virtual Learning Environment - towards the Interactive Simulation Game

"IoTCityLab" (Thomas Auer and Michael Felderer),

Discussant: Bariş Ardiç

3) InspectorX 2.0: Developing a Multi-Device Game for Software Inspection Education

(Leonardo Andrade, Eric Grynberg, Marcelo Schots and Vera Maria Benjamim Werneck),

Discussant: Eman Sherif

Break-Out Session and Discussion: Challenges for Practice and Research



Group discussions (of about 30 minutes) on relevant topics, such as:

- Acquisition and assessment of competencies via SE games
- 3D/VR games
- Games for SE activities (such as testing, modeling, RE)
- ...

Then short presentation of **group findings** and **plenary discussion**



- 1) Programming is Fun! A Survey of the STEAM Digital Distribution Platform** (Joan Arnedo-Moreno and David García-Solorzano),
Discussant: Leonardo Andrade and Marcelo Schots
- 2) Towards an Empirically Based Gamification Pattern Language Using Machine Learning Techniques** (Thomas Voit, Alexander Schneider and Mathias Kriegbaum),
Discussant: Thomas Auer
- 3) ToolStackers: A Boardgame for SE Education** (Barış Ardiç and Eray Tüzün),
Discussant: Joan Arnedo-Moreno