

Educational Matters

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I have the pleasure to announce a contribution by Andreas Schwill. His paper on *Fundamental ideas of computer science* may be seen as a continuation of the column series of fundamental papers on educational matters in computing started in the last two issues by David Parnas' paper on *Mathematics of computation for (software and other) engineers* and Jacques Printz' paper on *Mathematical training for the software developers: a practical experience*. I hope that Andreas Schwill's paper will raise some discussion among the community, and I would appreciate to get the comments and reactions in written form so that I can broadcast the discussion in the column. I expect that his general thesis (saying that the fundamental ideas of the field should be core and guideline of education) will not be contradicted much. But which are the fundamental ideas? Are the examples given and discussed in the paper as fundamental as they are claimed to be? I wonder whether everybody will agree.

All comments, hints, statements, questions, and all other contributions to the educational matters column are welcome and should be sent to

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