EAAI-11 provides a venue for researchers and educators to discuss pedagogical issues and share resources related to teaching AI and using AI in education across a variety of curricular levels (K-12 through postgraduate training), with a natural emphasis on undergraduate and graduate teaching and learning. The symposium seeks contributions showing how to more effectively teach AI, as well as how themes from AI may be used to enhance education more broadly (for example, in introductory computing courses or as a means for teaching computational thinking). We encourage the sharing of innovative educational approaches that convey or leverage AI and its many subfields: robotics, machine learning, natural language, computer vision, and so on.

The EAAI-11 proceedings will be published by AAAI Press.

Paths for Participation
EAAI-11 provides several paths for participation, including the following:
- Full-length papers (6 pages) and presentations for the symposium
- Extended abstract/poster contributions (2 pages) highlighting preliminary or ongoing work, or describing an educational innovation proposed to be presented in a demonstration session
- A Model AI Assignments session highlighting innovative, ready-to-adopt materials
- A workshop for mentoring new faculty, instructors, and graduate students on teaching
- An Educational Video Track within the AAAI-11 Video program
- A Student/Educator Track within the AAAI-11 Robotics Exhibition and Workshop

Submission Topics
EAAI-11 welcomes paper submissions on a variety of topics, including, but not limited to the following:
- Educational resources, including syllabi, assignments, project ideas, and pedagogical strategies, related to teaching AI
- Multidisciplinary curricula highlighting the application of AI in other contexts (computational biology, algorithmic game theory, computational economics, and so on) and / or foundational concepts of AI in other fields (philosophy, cognitive science, linguistics, psychology)
- The use of robotics and other tangible media both in AI courses and elsewhere in the curriculum
- Software that assists the teaching / learning process — everything from software to help visualize search spaces and search algorithms, to software substrates that can be used by students to do projects
- Resources and strategies for teaching specific AI subareas or topics: machine learning, robotics, computer vision, natural language processing, game playing, and many others

Ideally, full-length submissions to EAAI-11 should describe well developed ideas and/or pedagogical examples, and should include an evaluation of the work. Papers describing the use of robotics in the classroom should focus on evaluable pedagogical benefits of their use, and should be clearly differentiated from papers in the AAAI Robotics program.

EAAI-11 Model AI Assignments Session
As previously noted, EAAI-11 will feature a special session on Model AI Assignments suitable for use in a variety of class settings. The Call for Assignments for the Model AI Assignments special session is available at modelai.gettysburg.edu.

EAAI-11 Organizing Committee
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Additional Information
Additional information about the symposium is available on the supplemental website (eaai.stanford.edu).