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**5 CS Perspectives and TEL**

1 Roles of Computer Science in TEL
   1.1 Creating Novel Possibilities for Supporting Human Activities
   1.2 Elaborating Powerful Abstractions
   1.3 Implementing Specified Models and Processes on Computers
2 Engagement of Computer Scientists
   2.1 TEL as a Place for Clever CS Applications
   2.2 TEL as a Field Where Some CS Problems Arise
   2.3 TEL as a Proper Field
3 Conclusions

**6 Educational Software Engineering**

1 Engineering and Research
2 Educational Software Engineering as a Scientific Field
   2.1 Educational Software as Complex Artificial Objects
   2.2 Definition and Matters of Concern
   2.3 Transversal Efforts to Clarify Issues
   2.4 Specific Efforts to Build Engineering Methodologies
   2.5 Conducting Projects as Vectors for Knowledge Development
3 Reconsidering the CS-TEL Relationship
   3.1 Educational Software Engineering and Research
   3.2 Educational Software Engineering and CS Research
4 Conclusions

**7 Characterizing the Design Context and the Software Artifact**

1 Introduction
2 Characterizing the Design Context
   2.1 Research/Development Nature of the Work
   2.2 Theoretical Background
   2.3 Nature of the Targeted Outcome
   2.4 Rationale for Designing Software
   2.5 How Software Is Considered Within the CBPS
   2.6 Design Approach
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