

- **Observation:** The traditional learning/teaching process (lectures) are not suitable for the millennial generation which has a preference for environments that support multitasking, use new technologies, are challenging and fun, promote group work and facilitate engagement through the interactivity and social aspects of learning.
- **Insight:** The use of serious games, simulations, gamification strategies and social networks could be a potential solution to motivate, engage and get the interest of the millennial generation within the software engineering learning/teaching process.
- **Topics on interest:** Use of serious games, simulations, gamification strategies and social networks to teach, assess and motivate in software engineering, software project management and software process.