# SECM 2017 - Néstor Cataño's Position Slide

**Premise:** Computer Science students struggle to understand the actual underpinnings of mathematical models of software systems. Students often find the exercise of undertaking hand-written mathematical proofs boring and frustrating.

**Question:** How can educators help students improve their understanding of software models? How can we pinpoint common errors made when carrying out deductive proofs? How can we provide feed-back.

**Tactics:** Working with software systems rather than with programs. Working with models of everyday lives software. Using tools like code generators and proof assistants that provide continuous feed-back.

**Interests:** Continuous feed-back, model animation.