EWME 2016 is the 11th European Workshop on Microelectronics Education, and the first time that it has been held in the UK. EWME 2016 is organized by the Department of Electronics and Computer Science at the University of Southampton. The workshop will take place in Southampton, a vibrant and well-connected coastal city, which is home to 250,000 people. As a historic medieval city, Southampton is blessed with a number of museums, unique buildings and award-winning green spaces. A number of nearby places can be easily visited by public transport, including the New Forest National Park, Winchester, the Isle of Wight, Bournemouth beach, Portsmouth's Historic Dockyard, and London.

The purpose of the workshop is to provide a forum to exchange ideas and to discuss developments and challenges in research and education on microelectronics, microsystems and related areas. Topics of interest include (but are not limited to):

**Innovative Course Design Development:**
- Novel courses, laboratories and design projects
- Globalization and international education
- The future of microelectronics education
- Use of multimedia in education
- Long-distance and continuous education
- Massive Open Online Courses (MOOCs)
- Exchange programs (compatibility of curricula, etc.)

**Enhancing Student Experience**
- Innovative assessment approaches
- Novel feedback methods
- Innovative teaching for multi-cultural cohorts

**Industry Collaboration Technological Advances**
- Industrial roadmaps & electronics education
- Entrepreneurship in micro- and nano electronics
- Innovation in microelectronics
- Emerging fields in microelectronics technology
- Industry-university educational collaboration

EWME 2016 features two Special Themes which will run throughout the programme. Authors are invited to submit contributions to these (submissions are expected to also cover one-or-more of the topics above):

**Special Theme A: Multi/Many-Core Systems**
- These computing systems, which contain more than one processing element, are becoming widespread. Graduates need to be appropriately educated on design techniques, parallel software and programming models, computer architecture etc.

**Special Theme B: Internet of Things (IoT)**
- The IoT is a computing paradigm where embedded electronic devices are internetworked with each other. The design of these systems requires a wide range of skills including low-power design, software, security, communications etc.

**Submission Instructions**
High quality technical articles are solicited, describing previously unpublished work that is not currently under review. Submission instructions can be found on the EWME 2016 website. Accepted papers will be submitted for inclusion in the IEEE Xplore® Digital Library. The workshop is Technically Co-Sponsored by the IEEE UK and Ireland Section. IEEE reserves the right to exclude a paper from the IEEE Xplore® Digital Library if not presented by the author.