ABSTRACT: Pervasive computing has emerged as the next generation of computing. It envisions computing environments focusing on people, rather than machines, as it has been the case for over 40 years. It is envisaged that the boundaries between hardware and software will disappear. Today’s distributed and mobile computing’s goal of anytime, anywhere connectivity will be extended to the pervasive computing’s goal of all the time, everywhere connectivity. Pervasive computing encompasses many areas of computer science and engineering, such as intelligent systems, agent technologies, mobile computing, wireless networks, distributed systems, middleware, wearable and context-aware computing, and device technology. The article discusses the necessity of reform in software engineering education to facilitate moving pervasive computing from the laboratories into the real world. The article presents key strategies for the education reform efforts. These strategies include infusing the software engineering curriculum with a set of new topics, integrating research into education, building a solid foundation for both multidisciplinary work and life-long learning, and establishing industry-academic partnerships in research and education.