

Identity perspectives for greater diversity in computing

Who do students become?

Who are they allowed and encouraged to become?



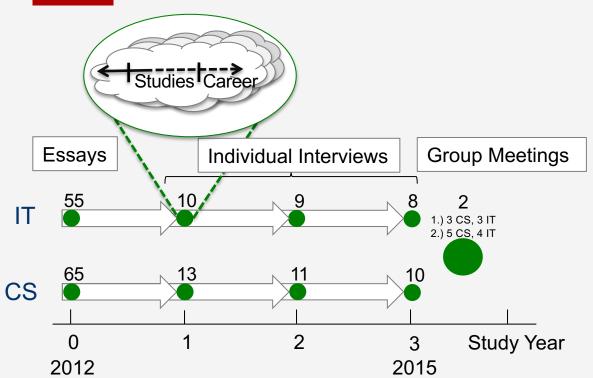


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Longitudinal Interview Study





Learning Computing at University: Participation and Identity

A Longitudinal Study

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A student example

Matthew Year 1: "The connection between Computer Science and political science comes naturally."

Matthew Year 2: I am not thinking much about politics anymore. Now I am mostly interested in back-end problem solving.

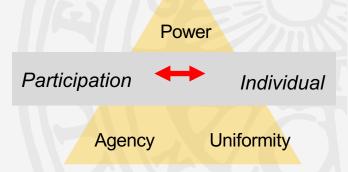
Matthew Year 3: "I think, one misses a lot when combining politics and CS. [...] Political science is about discussion without getting anywhere. The only way to come to a point of right or wrong is to look at reality. [... In CS] it often feels like I want to do a better solution. One tries: Can I do this algorithm slightly, slightly faster? As this is a theoretical, a natural science discipline, one can always test the solution [...] in a very small, secure environment."



Social Identity Theory

<u>Identity</u>: possession vs. negotiation approach (Jackson & Pozzer '15)

<u>Participation</u>: Doing, thinking, feeling, negotiated among different people (inspired by Lave and Wenger 91, 99)





Participation in CS/IT is experienced as...

	Label		
A	using	Jaylin (CS, year 3): "[As a student], you discuss [] different mini-projects that	
В	learning	you are engaged in. []	
С	creating	For example one person was doing some	
D	problem solving	kind of a blinking light-thing for a jacket, so he had a little arduino kit that he programmed."	
E	problem solving for others		
F	creating new knowledge	Future contexts	
G	contributing to societal endeav	ours Future contexts	



structures."

	Label
Α	using
В	learning
С	creating
D	problem solving
E	problem solving for others
E F	problem solving for others creating new knowledge

Amari (CS, year 3): "We have this bible, [. . .] a thick book which contains a lot of algorithms Participation in CS/IT is ex [...] and data structures. [...] it is very complete, [...] it contains only necessary text. I: "How did you use it?" Amari: "[. . .] The book contains a list of different algorithms that you can go through to see: 'That algorithm is suitable for this problem!'." *I: "How did the book get the name bible?"* Amari: "[. . .] Older students have called the book 'the bible', because for many students,

CS is all about algorithms and data



Participation in CS/IT is experienced as...

	Label
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Finley (IT, year 3): When you have managed to divide the problem into parts and merge the small solutions, and when you in the end have created something that seems to give the result that you were aiming for, when you realise that this can work, then I feel 'This is fun!' and then you become a junkie - that you want to feel this feeling again and again. And then you work towards that feeling that can exist in other situations as well.



Participation in CS/IT is experienced as...

	Label	Social Context
Α	using	Various, e.g. family, peers, school
В	learning	Finlay (CS, year 3): "[The
С	creating	HCl course was about]
D	problem solving	improving a user's
E	problem solving for others	interaction with a program. [We tried to do interviews
		with users. That was quite
F	creating new knowledge	interesting, something that I
G	contributing to societal endeavours	didn't think about earlier."



Accessibility

Chris (CS, year 3): "The teacher [of the HCI course] was very interested in HCI. [...] We thought: 'He is not a real computer scientist!' (laughs) But then it turned out that he actually could program and that he was as good as we are, [...] just that he had an interest in that which was a bit fuzzy."



Recognition & Accessibility

Included, recognised

- Backend programming
- the invisible, hardly noticable
- Technical
- Logical / Objective
- Difficult

Excluded, Marginalised

- Frontend programming
- visible

- Not/less technical
- Subjective / Emotions
- Easy



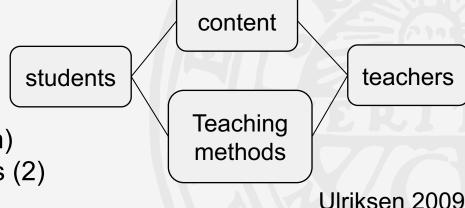
Computing identities in the classroom

Research Questions:

- How are computing identities constructed in social interaction?
- How do students, teachers, and programme coordinators view results and opportunities for change?

Research Activities:

- Participant observations: Imperative programming (26h), Human-Computer Interaction (11h)
- Workshops: students (4), teachers (2)





Participant Observations

Programming course



Human Computer Interaction course





Expert Programmer

- Programs easily, fluently
- "Talks to" other programmers through code
- Can "digg deep" in the "back-end"
- Does "magic"





Learner

Programming is difficult, requires dedication, perseverance, priorisation

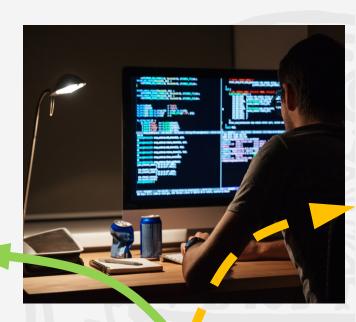
"This course is where you learn the real stuff"

"the best course ever but be careful not to fall behind!"

"Give up your hobbies during the time of the programming course"



The expert programmer



The learner



User-Dedicated Designer

- Designs work, life, the world through interactive systems
- "What a computer is is 'fuzzy'"
- Requires a 'fusion of skills'

Teacher Ed: "15 people here, nice representation!"

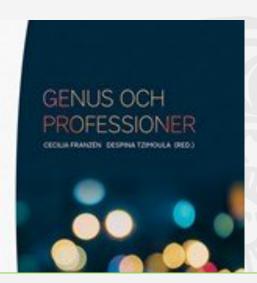
Teacher Smith: "Your study directors want you to learn this!"





Conclusion

- Education is encouraging and allowing for certain kinds of being and becoming
- Working for change is complex and important



Koch-Svedberg, Peters (2021) About the opportunities of education to change the male dominated technology culture



Thank you for listening!



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Conclusion

- Education is (re-)producing and allowing for certain kinds of being and becoming
- Working for change is complex and important







Questions for discussion

- What does being and becoming entail at your place?
- What competences are valued by the teachers and students, and assessed?

