For Better or For Worse: Is What We Are Doing Right?

INTRODUCTION

Many initiatives have risen in response to an enrolment decrease in Computer Science. However, many questions and challenges still remain unresolved. Initiatives have been designing and deploying activities and pedagogy, but how do we know we are actually recruiting and retaining instead of dejecting students? This poster will address various issues and attempt to answer some of these issues and challenges.

WHEN?

Related Work

[Image: Diagram showing a comparison between Lego Blocks, Scratch Puzzle Piece, and Normal Java]

VS

[Image: Diagram showing a comparison between Java and Python]

Mix-Method Approach [5]

WHO?

Pilot Study: Variable Age

2 case study scenarios:
- Children learning Computer Science concepts
- Seniors learning how to use the Internet (details in [3])

Qualitative Findings:

<table>
<thead>
<tr>
<th>Variables</th>
<th>Children</th>
<th>Seniors</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attention</td>
<td>More</td>
<td>More</td>
</tr>
<tr>
<td>Reassurance</td>
<td>Less</td>
<td>More</td>
</tr>
<tr>
<td>Willingness to Explorer</td>
<td>More</td>
<td>Less</td>
</tr>
</tbody>
</table>

Outcome hypothesis:
- While the traditional form of teaching may attract the older group, the additional “fun” component may be more appealing to the younger group.

WHAT?

The Next Step

Part of the initiative should be dedicated to evaluation. More pilot case studies to look at other variables.

WHERE?

References