**1. Please answer in 200 words or less: What do you like about computer science, and how would you use computer science to help solve a current world issue?**

CS is so fascinating because it meshes aspects of art with math and science. Of course styling a website or developing 3D objects involves quite a bit of art, but even simple tasks like making code more efficient or writing a program that takes up the least amount of lines is truly an art in it of itself. By balancing a very right-brained activity with a very left-brained one, CS simultaneously tests one’s creative and analytical skills. For someone who has always loved art but has never had any talent in the fine arts, computer science gives me a different outlet to express my artistic skill.

As the population increases almost exponentially, agriculture will have to increase output. Currently, many farmers don’t have access to data that could allow them to increase production—including stats about weather and crop management advice. However, localized agricultural data could be sent through the cellphone, a device that over 90% of the world’s population owns. Farmers could sign up by a texting their location to a centralized number, which would aggregate local data and send the farmers information daily. This simple service could increase production significantly and save many parts of the world from hunger.

**2. Please answer in 200 words or less: Studies show that there is a decline in younger generations wanting to study computer science.  How would you encourage a high school student to study computer science?**

My grand visions of making a game worthy of showing off to friends proved fruitless. The high school computer programming class I was taking was spent merely creating a program that mimicked a bank. I fear countless other high schoolers face the same problem. In order to get students interested in CS, it must be taught through the context of making something. Teaching by creating a web app, game, or any other interactive program is undoubtedly more fun than creating an accounting program. Studies indicate that the most worshipped companies by kids today are tech companies—including the likes of Google, Facebook, and Apple; yet simultaneously many high school students see a disconnect between CS in school and how CS is used to create some of their favorite sites. Making the CS curriculum slightly more relatable will make not only make kids more excited to learn the subject, but will also show them the endless potential that learning computer science can provide. One of the reasons I love CS is that it gives you a better sense of how the software we use everyday works. I hope that by making these types of programs in class, kids have the opportunity to appreciate this as well.