

The Benefits of Socially Responsible Computing in Early Computing Courses

A Multi-Institutional Study at Primarily Undergraduate Hispanic-Serving Institutions

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Motivation

The CSU system serves close to **half a million** undergraduate students.

48% of them identify as Hispanic/Latino.

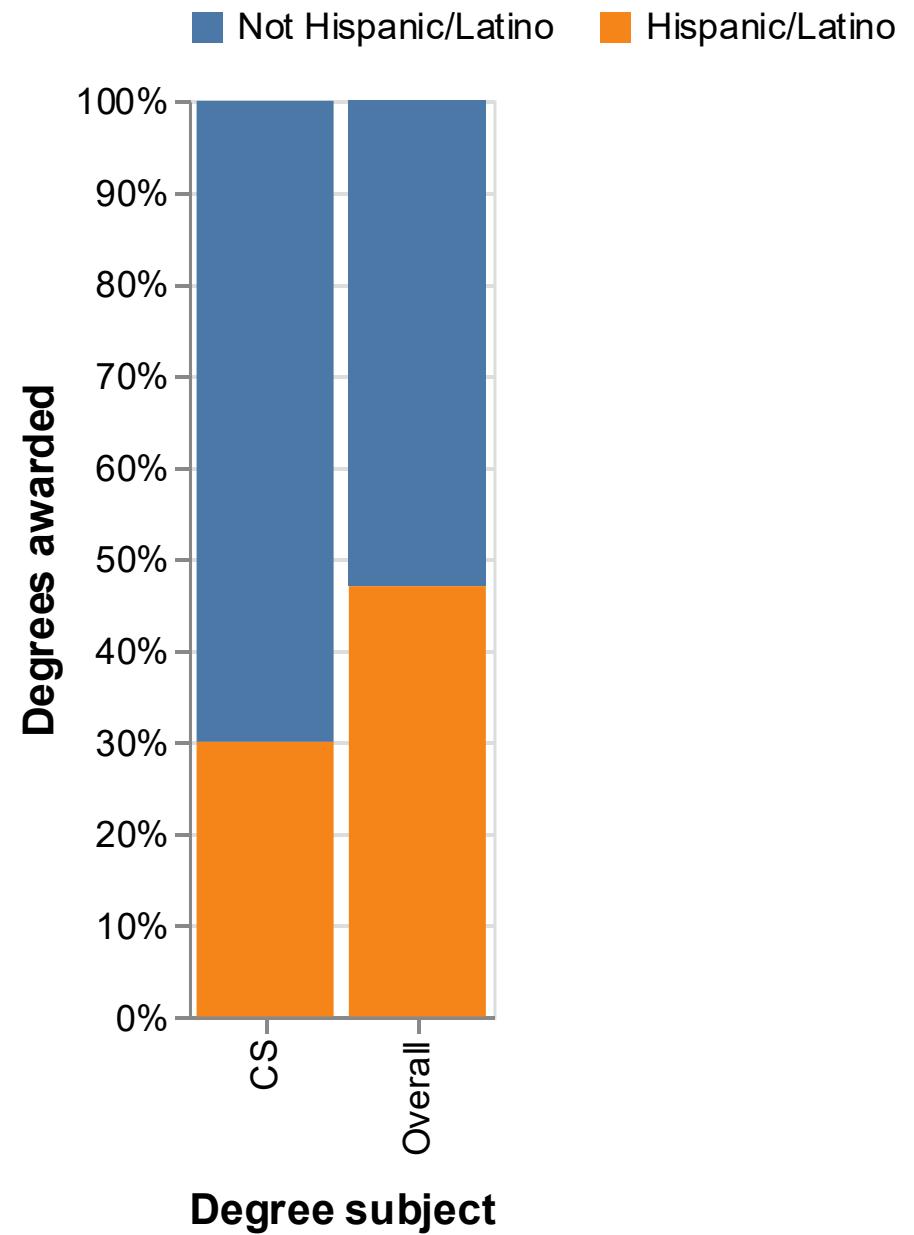


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The CSU system serves close to **half a million** undergraduate students.

48% of them identify as Hispanic/Latino.

30% of CS degrees were awarded to students identifying as Hispanic/Latino in 2024–2025.



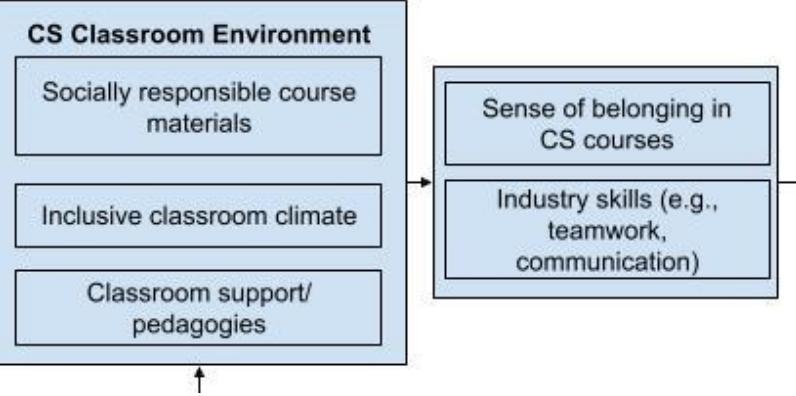
Source: [Institutional data](#)

Our goals

Regional, institutional, departmental factors

Student Characteristics

- Gender
- Race/ethnicity
- Interests
- Communal/Agentic goal expectations



FLC



To provide opportunities for students to succeed in Socially Responsible Computing assignments that draw on **diverse backgrounds and interests**, and to measure associated changes in students' **sense of belonging** in early CS courses.

Session 1: What the Students Think

ICER '19, August 12–14, 2019, Toronto, ON, Canada

Alignment of Goals and Perceptions of Computing Predicts Students' Sense of Belonging in Computing

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ABSTRACT

The lack of diversity has been a troubling issue for the field of computing. As the industry continues to expand, it is imperative that diversity levels in computing fields increase to fill the ever growing demand for computing professionals. This study explores how well students understand the various issues plaguing society [6, 31].

Dickinson and colleagues have argued that women are less interested in computing because they do not feel that they belong in the field [7]. They also argue that women are less likely than men to believe that they do not belong computing will allow them to meet their personal goals [7, 13, 15, 16]. They have developed an empirical basis for this argument by examining the relationship between gender and their perceived ability to fulfill those goals within the field (i.e., goal affordances) need to be aligned in order for student to be interested in computing [13].

Students have varying levels of communal values, which, depending on how much they value the offering of computing to these values, predict their sense of belonging in computing, which is an important predictor of student retention.

KEYWORDS

belonging, diversity, inclusion, social impact, communal goals

ACM Reference Format:

Colleen Lewis, Jonathan Raygoza, and Julia Wang. 2019. Alignment of Goals and Perceptions of Computing Predicts Students' Sense of Belonging in Computing. In *International Computing Education Research Conference (ICER '19)*, Lori Postner, Heidi J. C. Ellis, Gregory W. Hislop, Wesley Shumar, and Lori Postner (Eds.). ACM, New York, NY, USA, 3 pages. <https://doi.org/10.1145/3291279.3339426>

1 INTRODUCTION

Computing fields suffer from a lack of diversity [10, 19, 20, 22, 26, 28, 37]. This lack of diversity is problematic for a number of reasons. First, the computing industry is one of the fastest growing industries in the world [10]. Second, the computing industry in 2020 the U.S. will only be able to fill 30% of domestic computing jobs with U.S. graduates [8]. Making computing more accessible to individuals from a wider range of backgrounds will increase the

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*Of course, these groups are not independent; students may have several intersecting identities at once (e.g., women of color).

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The Potential of Humanitarian Applications to Increase Interest and Motivation of Underrepresented Student Groups

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ABSTRACT

This study investigated whether humanitarian applications of computing were more interesting and motivating to women and other traditionally underrepresented groups of students [1]. The authors' prior work looked at students taking upper-level computing courses. This research extends the scope to include students who are interested in humanitarian applications of computing, such as those related to humanism and one non-humanitarian. Students were also asked to rate how motivating they would find working on a collection of humanitarian applications of computing.

376 introductory computing students from four institutions completed the survey and 340 students responded were analyzed based upon their self-reported race/ethnicities. Students in all race/ethnic groups found the humanitarian applications of computing more appealing than non-humanitarian options. Black, Latinx and White students chose humanitarian applications more often than Asian students. Women chose humanitarian applications more often than men. All four groups rated humanitarian applications statistically higher than non-humanitarian at the p<.001 level.

RQ Do students across race/ethnic groups prefer humanitarian applications of computing?

Interest has long been known as a motivational variable and is defined as "the state of engrossing or the predisposition to engage with an object or activity" [1]. Interest is critical to academic success as it stimulates students to engage in thinking about a topic, to understand and organize information, and to apply knowledge to solving these problems. This persistence can lead to effective problem solving [7]. Stimulating interest leads the potential to increase persistence of underrepresented students in computing.

1 INTRODUCTION

A review of the survey used in prior work [2] concluded that the technologies implied by the survey choices might be encouraging faculty. As a result, the survey was revised to make the technologies used more representative. The instrument used in this study included questions from CRA's Data Buddies Survey [3] and demographic information and details are provided in [4]. Part 1 of the survey focused on the interest in computing for social good. This section contains the feelings of effort devoted to solve problems and increases the possibility of successful problem solution [7]. Stimulating interest holds the potential to increase persistence of underrepresented students in computing.

RQ Do students across race/ethnic groups prefer humanitarian applications of computing?

Interest has long been known as a motivational variable and is defined as "the state of engrossing or the predisposition to engage with an object or activity" [1]. Interest is critical to academic success as it stimulates students to engage in thinking about a topic, to understand and organize information, and to apply knowledge to solving these problems. This persistence can lead to effective problem solving [7]. Stimulating interest leads the potential to increase persistence of underrepresented students in computing.

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Postner et al.

Broader project context

Alliance of six CSU campuses



Broader project context

Alliance of six CSU campuses



Broader project context

Alliance of six CSU campuses



High variance in:

- Acceptance rates
- CS enrollment policies
- Student demographics
- Student socioeconomic backgrounds
- Class sizes



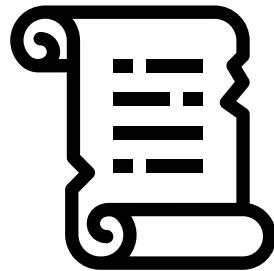
Socially Responsible Computing

Coursework that encourages students to consider the social and ethical implications of their work, and to bring their own cultural assets into the classroom.

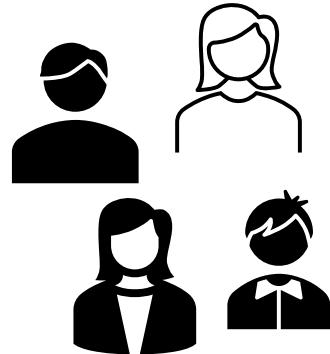
Example 1: Tip Allocation Assignment

- **Target CS Topic:** Conditional control flow.
- **Real-World Context:** American practice of tipping at restaurants; a diner leaves a tip and the employees pool tips and allocate the pool by job title.

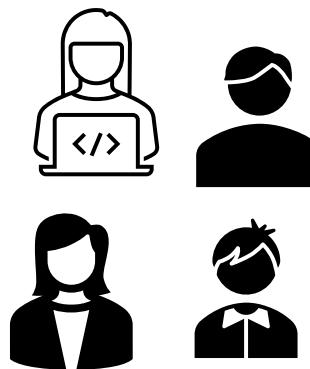
Pre-reading about tipping and “power to/power over”.



Group worksheet analyzing different tip allocation algorithms.



Students designed their own algorithms to be more fair.



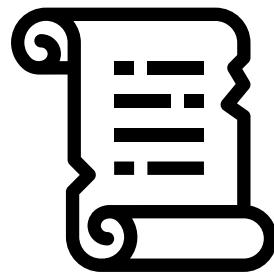
Reflection and discussion



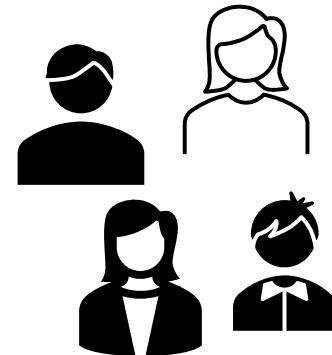
Example 2: Data-centric Intro to Computing

- **Target CS Topic:** Data-centric computing assignments in TypeScript, including a significant data visualization component.
- **Real-World Context(s):** CS education access in California, data from local non-profit organizations, project topics chosen by students.

Pre-readings based on
the chosen topic



Group work involving data
analysis and interpretation



Final report and class
presentation



And more (<https://curriculum.bpcsrc.org>)

Socially Responsible Curriculum Viewer

Search for specific keywords

Select Course Level Select CS Topics Select Learning Objectives Select Domain/Societal Factor Select Campus

15 results Newest to Oldest Oldest to Newest 0 Reviews

Air Pollution in Los Angeles

Elaine Kang; Jung Soo Lim (eykang@calstatela.edu; jllim34@calstatela.edu)
A Java project for CS3 covering En

The "Socially Responsible Computing" assignments are designed to introduce ethics and social impact topics broadly to students so that students are familiar with these concepts when you are eventually faced with ethical design decisions further down your CS journey.

In computer science, we mainly concentrate on goals like system performance, scalability, response time, and throughput to provide the best experience to the user without considering other factors such as safety, inclusivity, and justice.

However, consider the societal factors for air pollution issues in our environment. Air pollution causes serious health problems, and local air quality affects our daily lives significantly.

In this assignment, I would like you to consider ways in which a computer program publishing Daily Air Quality information could help society.

This assignment addresses the following learning objectives:

- L2. Students can evaluate computational artifacts to maximize beneficial effects and minimize harmful effects on society.
- L3. Students should be able to evaluate the ways computing impacts personal, ethical, social, economic, and cultural practices.
- L7. Students should be able to reflect on the ways that computing can offer opportunities for achieving communal goals (and be able to define the ways computing can be used to reach these goals).

Interacting classes (OOP)

Zoë Wood (zwood@calpoly.edu)
A Java assignment for CS2 covering L7

For this lab students will implement a program that simulates a community of people playing the lottery over a period of time. It plots out their (pocket) cash over 80 years of behavior given a rough model of the lottery. Students will create multiple classes with public methods that interact with each other.

Some background: Lotteries were introduced by states as a way to raise money for education. Although, they seem like a good idea, in many ways, they can be very unfair. We will explore and demonstrate that the Georgia model for lottery winnings unfairly redistributes money from lower income community member to wealthier community members. For the purpose of this assignment, people are designated as WELL_PAID or POORLY_PAID, although income inequities are a complex and important topic, we are using a simple labeling and focus on the computation necessary to simulate lottery playing and show whether the lottery acts as a regressive tax .

Algorithms Have Political Power

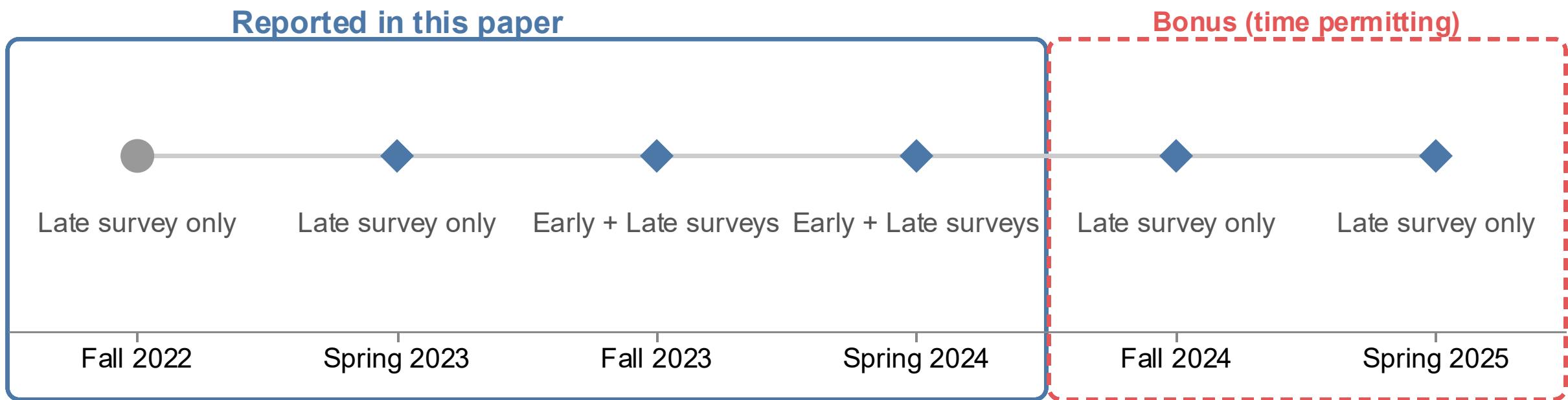
Aakash Gautam (aakash@sfsu.edu)
A Java project for CS0, CS1 covering L2, L6

This project involves developing an application to manage restaurant checks, focusing on the calculation of total sales and pooled tips. The challenge is to create a fair algorithm for distributing tips among workers, reflecting the broader goal of socially responsible computing. This project serves as a practical example of how computer science students can engage with ethical considerations in algorithm design, emphasizing the need for transparency, 

Study overview

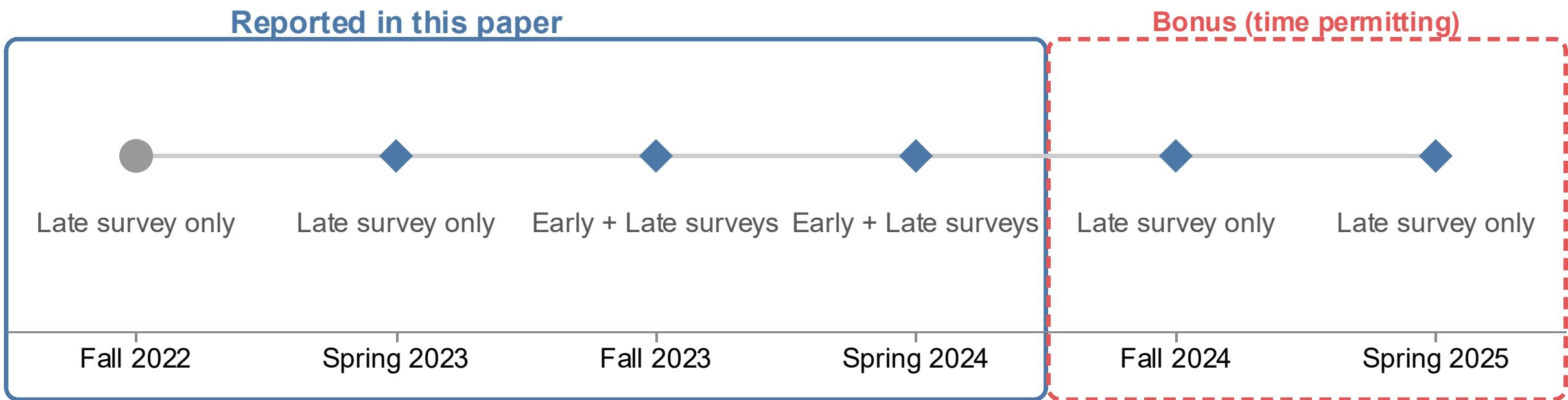
Phase

● Control ◆ Treatment



Phase

● Control ◆ Treatment

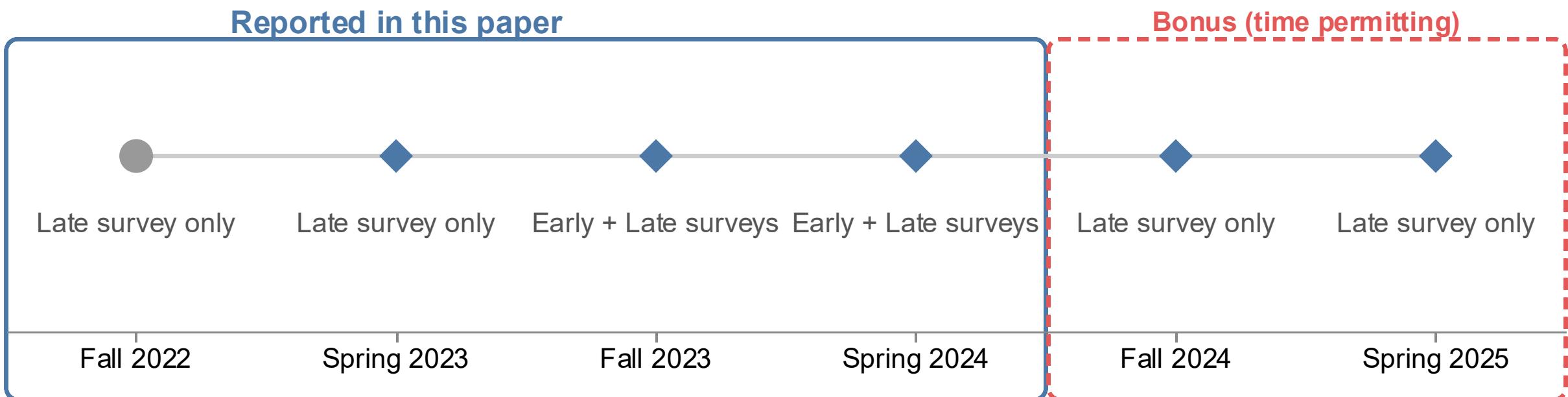


Survey questions about

- Demographic information
- Communal goal endorsement
- Perceived learning and agency from SRC assignments
- Sense of belonging in computing
- Interference in learning from external factors

Phase

● Control ◆ Treatment



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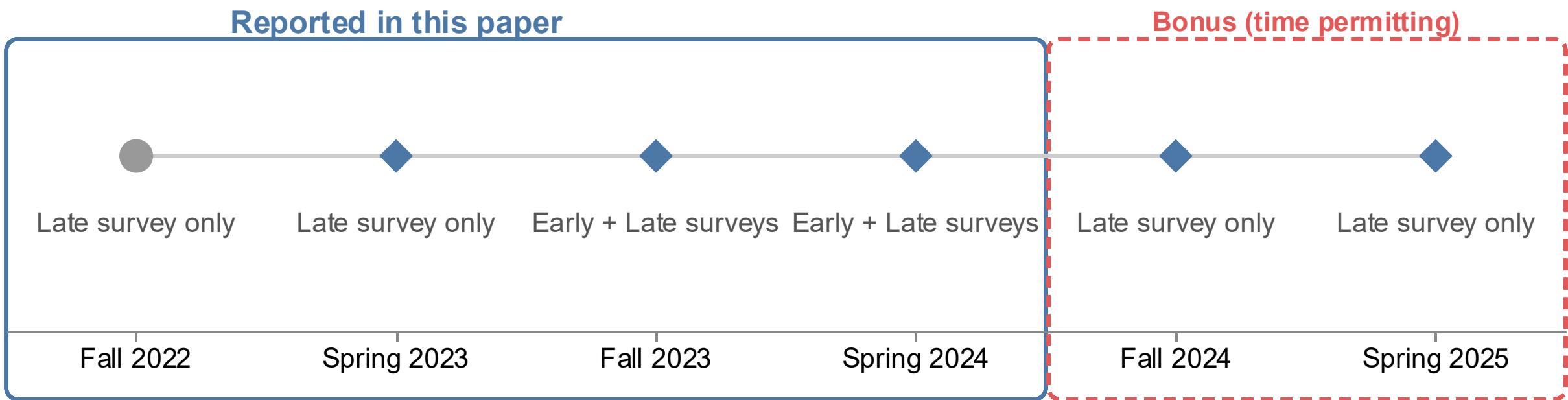
No significant difference between Hispanic/Latino students and other students.

But generally high endorsement overall.

[Koli Calling '25](#)

Phase

● Control ◆ Treatment



Survey questions about

- Demographic information
- Communal goal endorsement
- Perceived learning and agency from SRC assignments
- **Sense of belonging in computing**
- **Interference in learning from external factors**



*Rest of this talk (but happy to answer
questions about the rest!)*

Sense of belonging

Between-Term Analysis

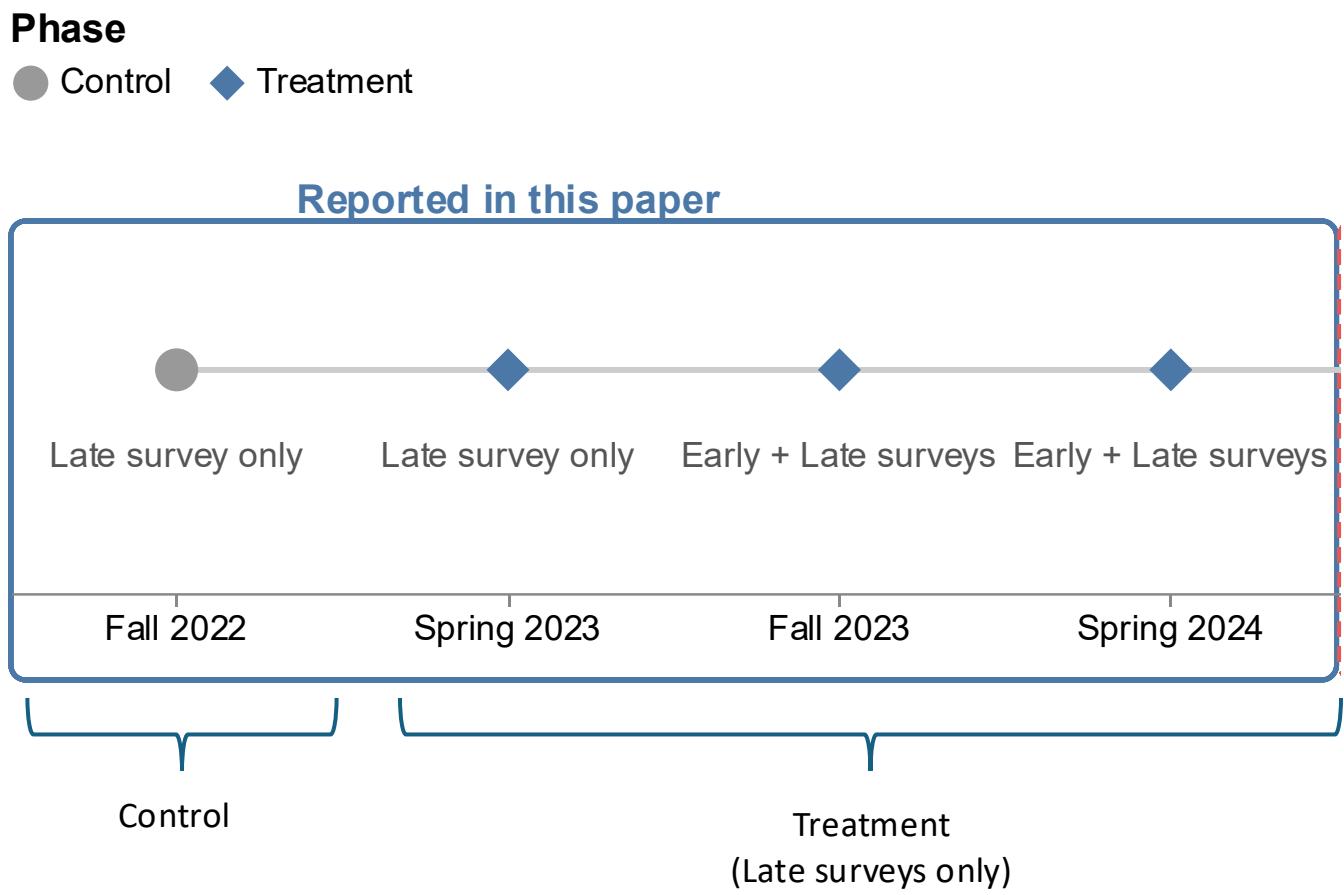
Control group: Fall 2022

Treatment groups:

Spring 2023, Fall 2023, Spring 2024

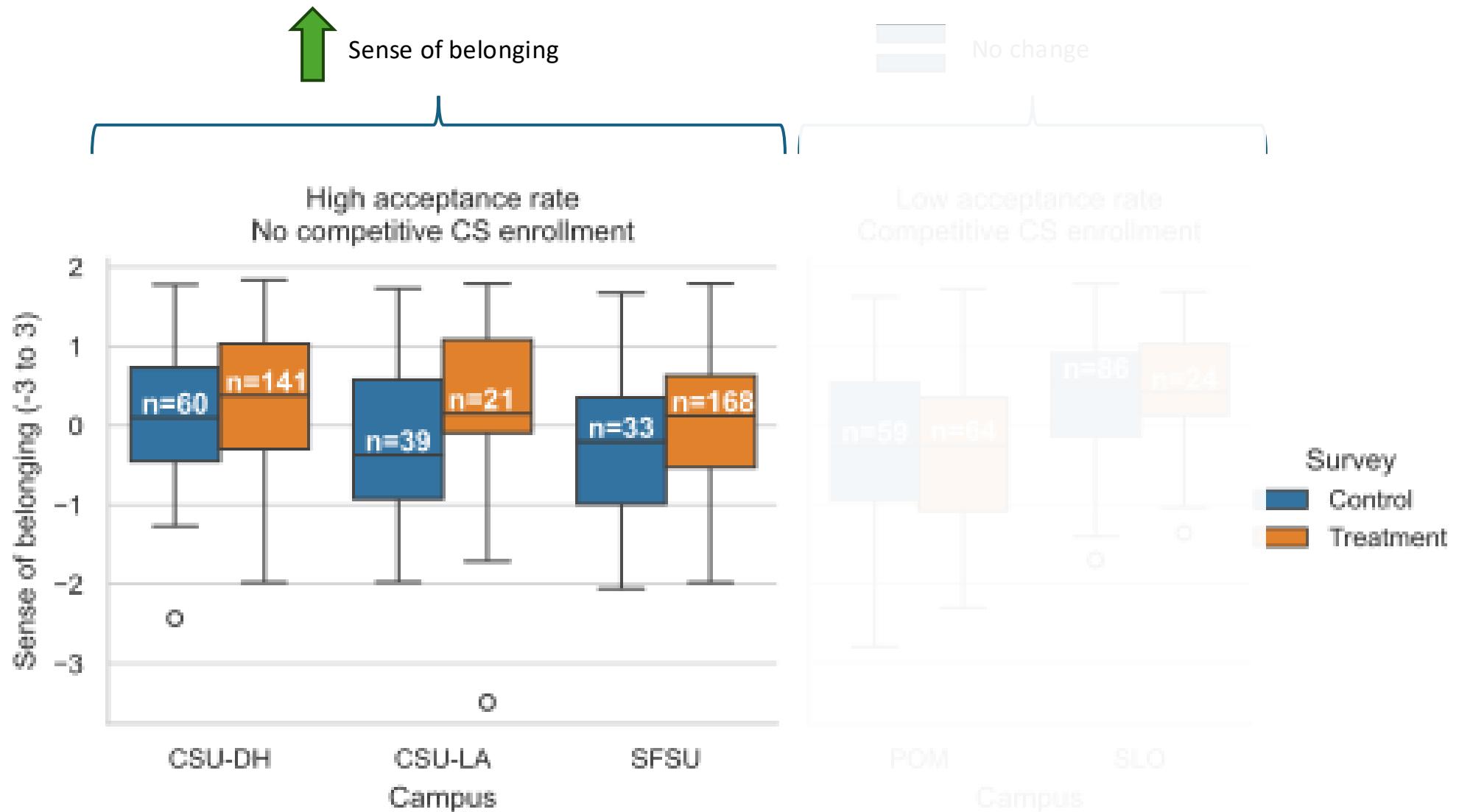
Only **Late** surveys were considered for the sake of comparison.

Only courses that had
respondents in both groups.



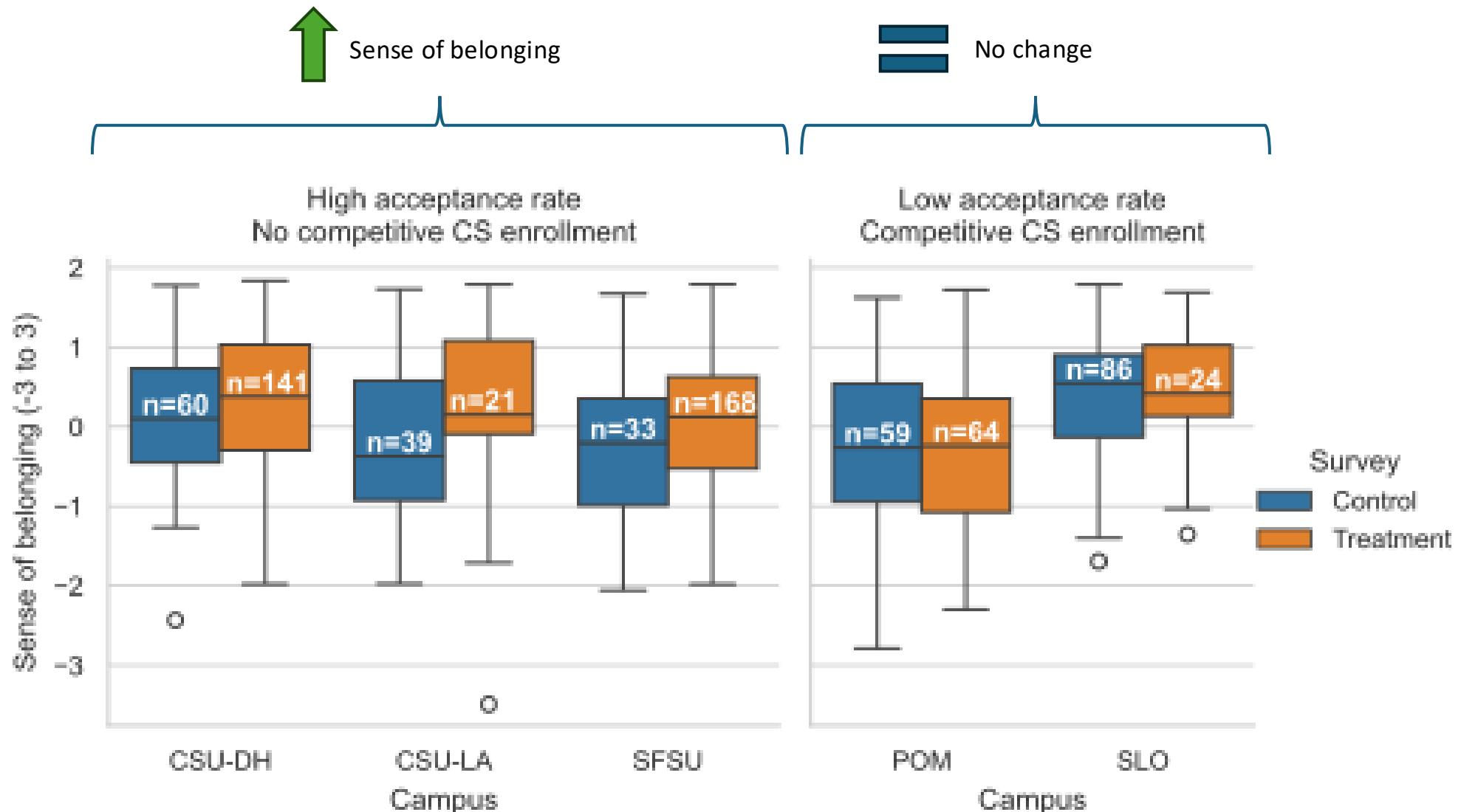
Survey questions source: Moudgalya et al.

Result: Between-Terms (only CS 0/CS 1)



Note: Sense of belonging scores were adjusted based on a CFA. Details in the paper.

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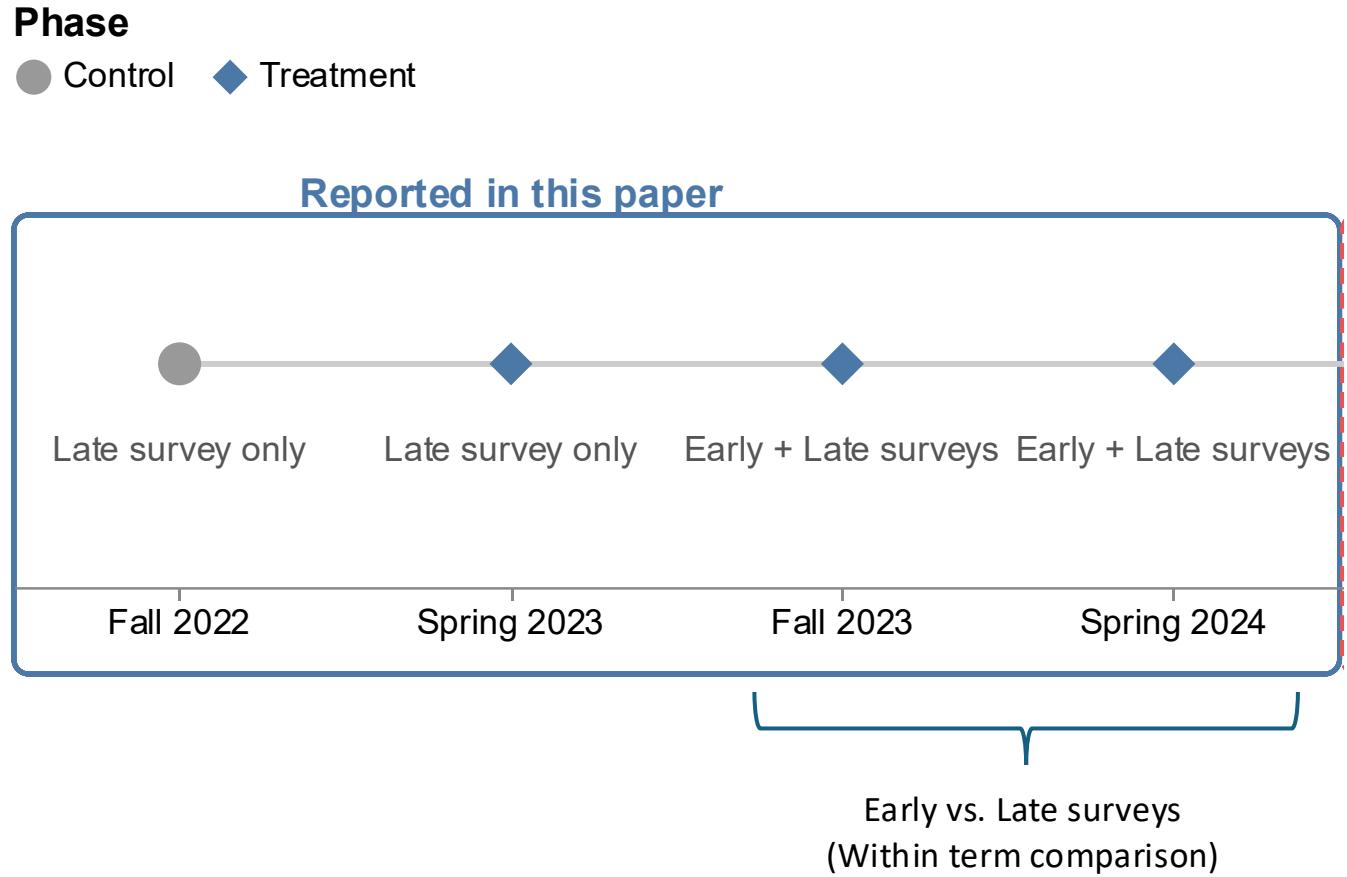
Within-Term Analysis

Studied terms that had an Early and Late survey.

Fall 2023 and Spring 2024

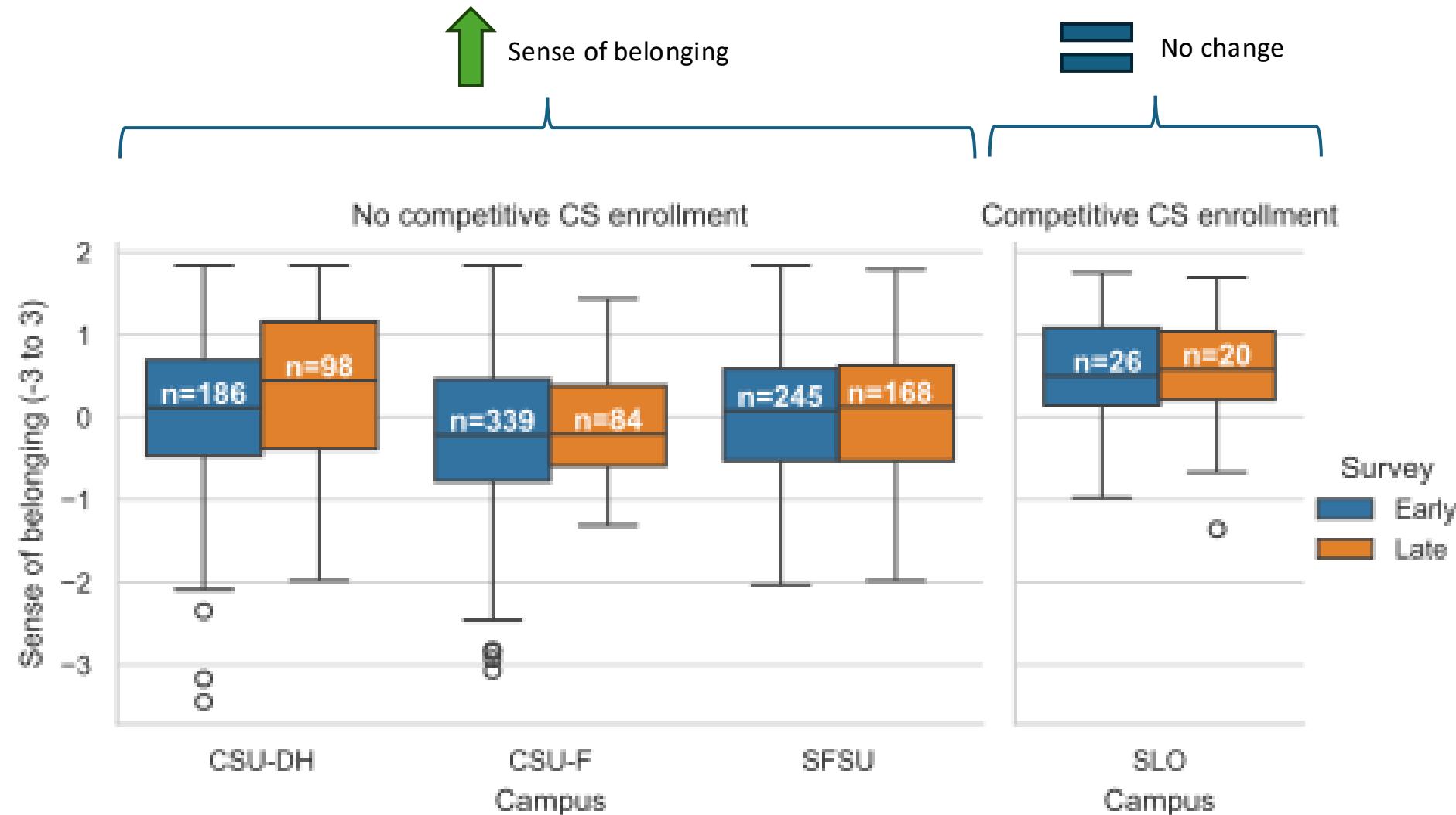
Only courses that had respondents in both groups.

* *Not a pre/post analysis!*



Survey questions source: [Moudgalya et al.](#)

Result: Within-Treatment Terms (only CS 0/CS 1)



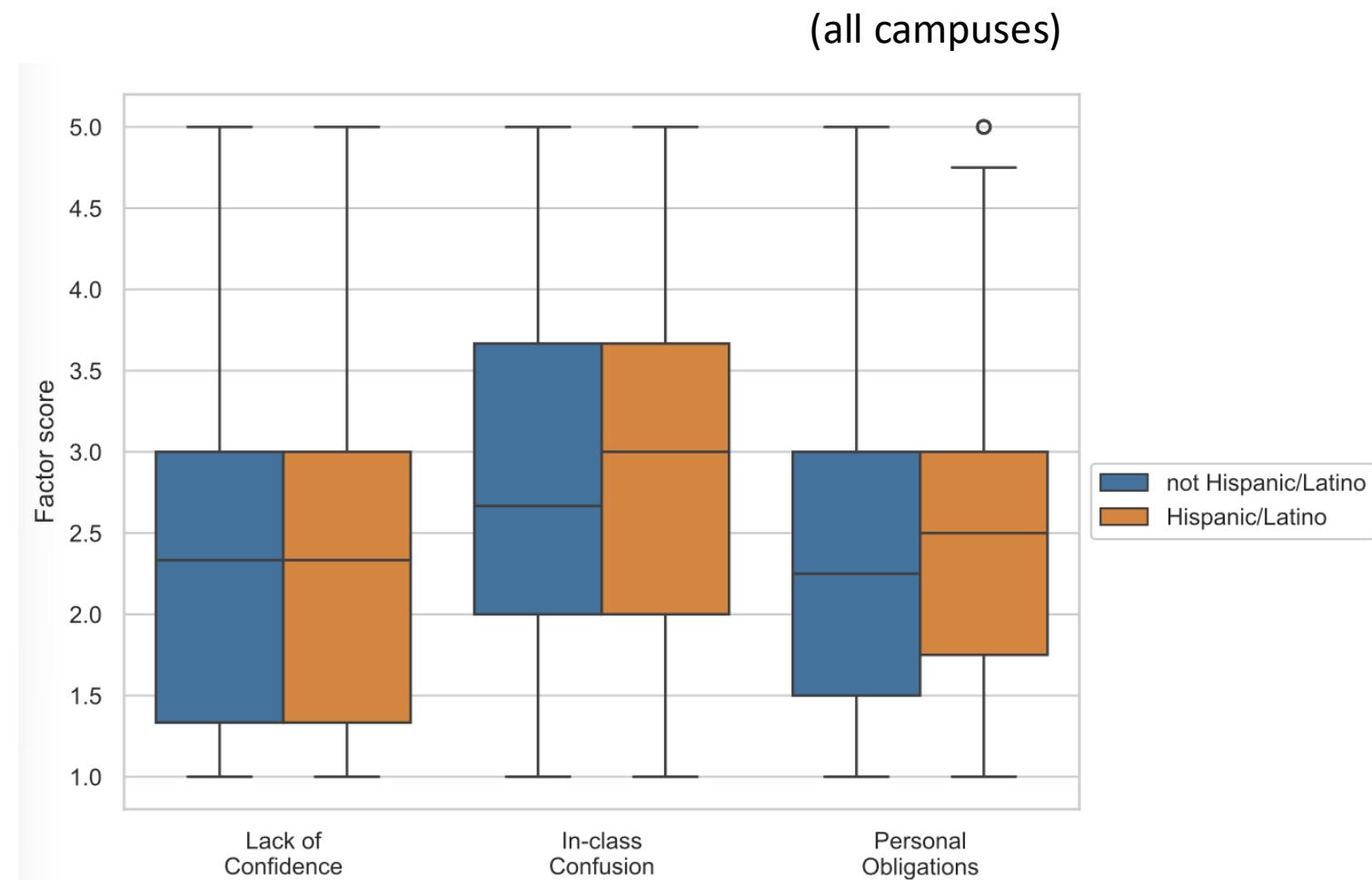
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Interference from external factors

Interference from external factors

Hispanic/Latino students were more likely than others to report that **work or family obligations** interfered with their learning.

This effect was **not** present at the two campuses with restrictive enrollments (SLO and Pomona).

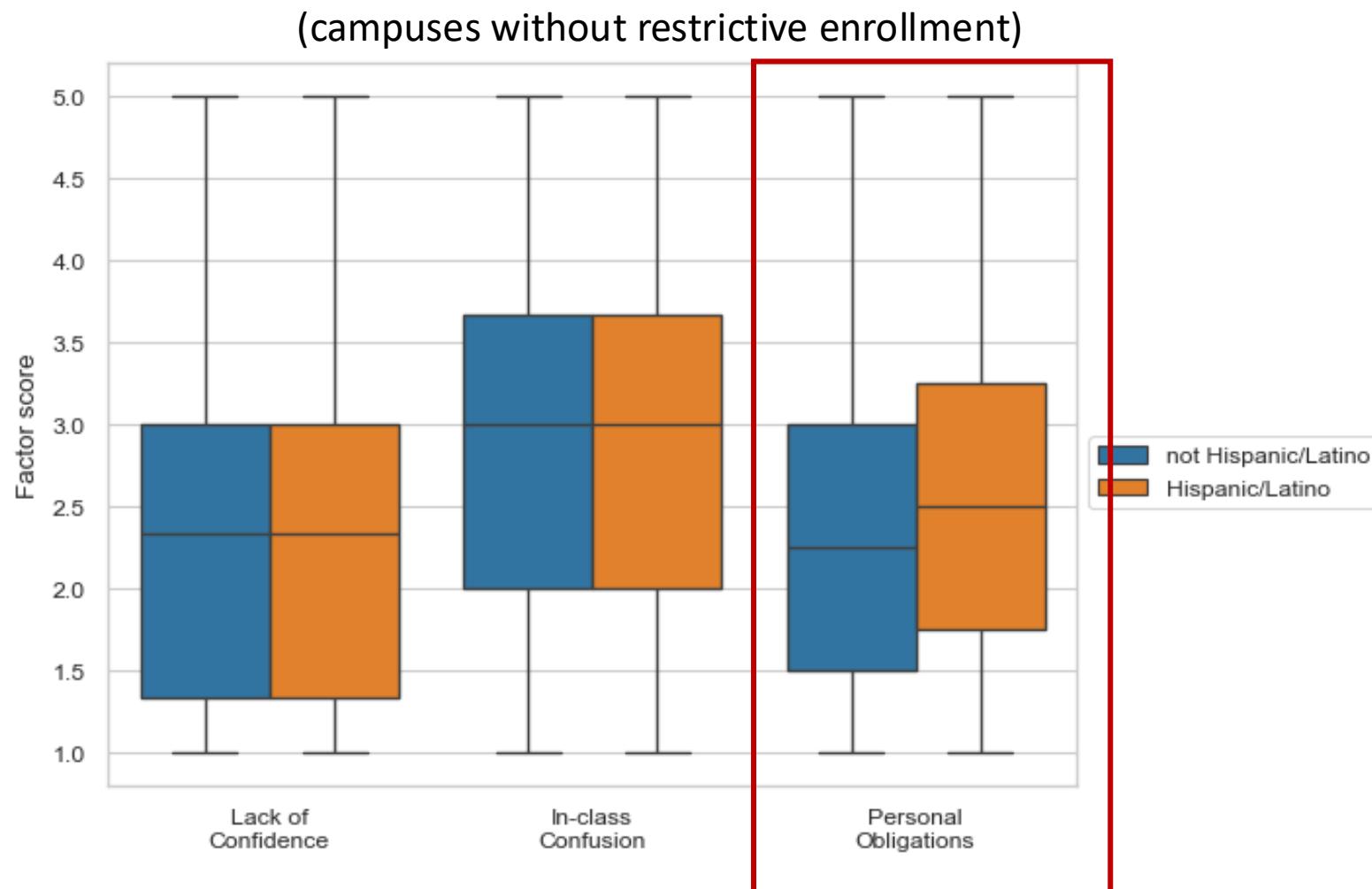


Survey questions source: [Salguero et al.](#)

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Survey questions source: [Salguero et al.](#)

Conclusion

Coursework focused on Socially Responsible Computing was associated with an **increased sense of belonging...**

- ...in first-year CS courses
- ...at campuses without restrictive CS enrollment policies

Research outcomes were mediated by broader institutional contexts.
Variations in campus policies and student experience were mirrored in our results.

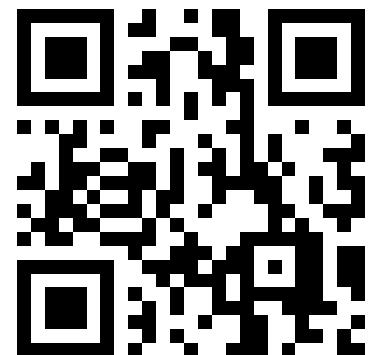
Project website
bpccsrc.org

Thanks for listening!

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Aleata ahubbar@wested.org

Zoë (project lead) zwood@calpoly.edu



Extra slides for questions

Data from 2024–2025 (not in paper)

Slight increases evident at CSU-LA and SFSU.

At Cal Poly Pomona, an increase that was not seen in Year 2 data.

As before, no change at Cal Poly SLO.

Baseline and Year 3 Belonging Scores by CSU Campus

Distributions of belonging scores comparing control responses (Fall 2022) to year 3 responses (Fall 2024–Spring 2025) across California State University campuses in CS 0 and CS 1 courses. Boxes display the number of responses for each grouping.

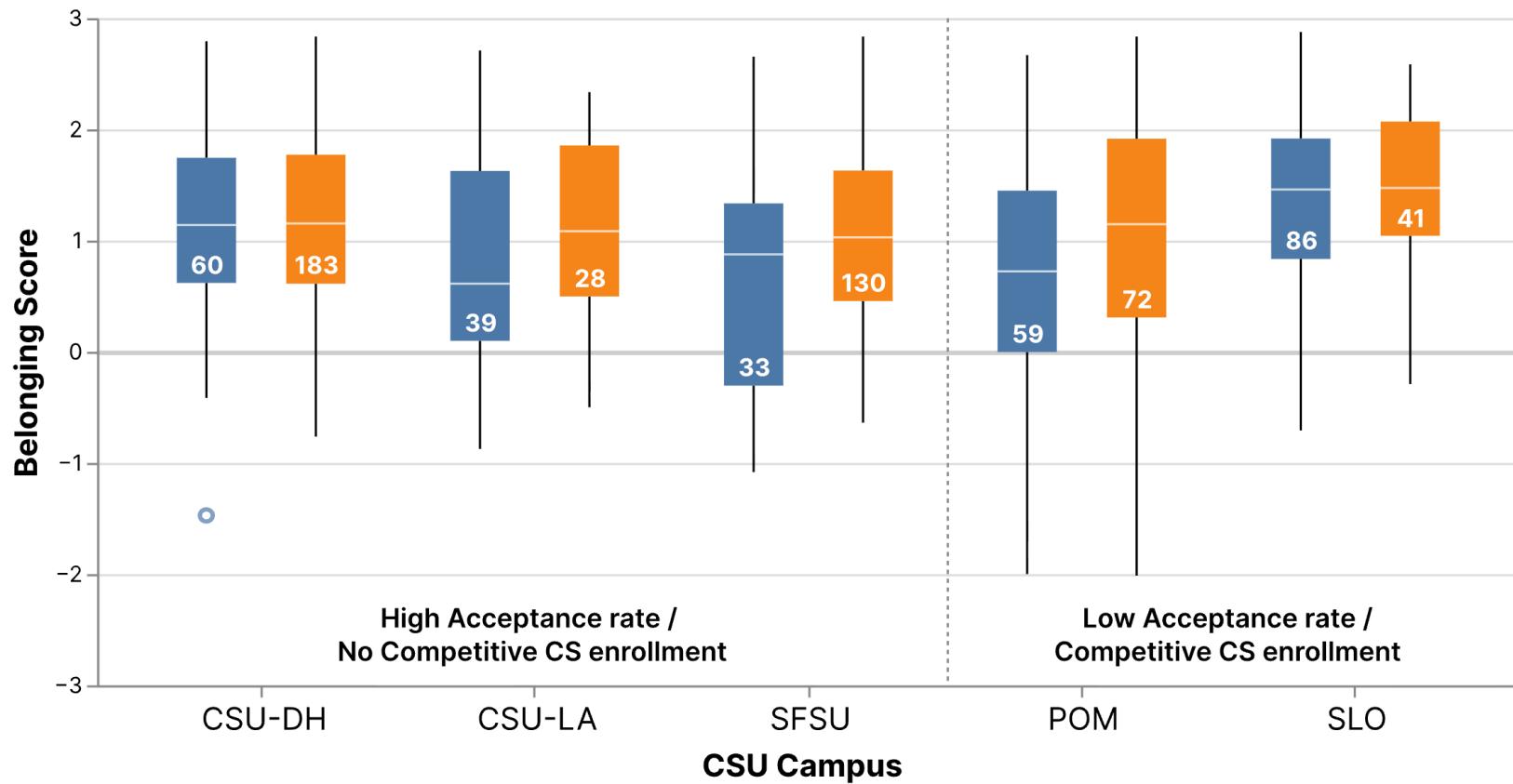


Table 1 — Site variance

Attribute	Campus					
	DH	LA	FULLERTON	SF	POMONA	SLO
Had pre-college CS education	21%	38%	43%	23%	65%	47%
% Hispanic/Latino (University)	69%	75%	52%	37%	53%	23%
% Hispanic/Latino (CS Majors)	63%	54%	27%	26%	27%	11%
% of students who leave CS who have an “URM” identity	42%	45%	30%	45%	26%	18%
% Receiving Pell grant	61%	66%	47%	43%	46%	18%
% First-generation students	46%	57%	32%	32%	55%	17%
University acceptance rate	86%	91%	59%	93%	44%	33%
Has competitive CS enrollment?	No	No	No	No	Yes	Yes

All sites have between 1,000 and 2,000 CS majors in total. Campuses are identified as having a competitive enrollment policy if their identifiers are *italicised* (i.e., POMONA and SLO). Prior experience in CS was measured through survey questions (Section 5) and may suffer from selection bias. Other attributes are based on institutional data.

To what degree did your assignments or projects help you do the following?

Comparing answers to questions about SRC assignments and non-SRC assignments.

	CS 0 / CS 1 courses	CS 2 courses
Develop technical vocabulary	SRC	
Develop programming skills	SRC	
Understand how CS can help solve concerns in society	SRC	SRC
Use real-world data to solve CS problems	SRC	SRC
Communicate with real community members		SRC
Design a CS solution for a real community	SRC	SRC
Use CS to solve problems you find interesting	SRC	
Use CS to solve problems you find interesting Give you choice in what to focus on or how to approach assignments		