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*It is observed that in many countries not enough FEMALE students are choosing to study software engineering. What are causes? And what will be effects on society?*

So far many, if now not all, western countries have accepted gender equality. Today, women can do anything from sports activities to engineering, to teaching, or maybe going to the military.

Job isn’t limited to women as it was before as far as you’ve got the experience or skill. In some countries, there are still old-fashioned laws that permit women from doing certain work, but in some more developed countries studies are showing that not enough female students are choosing to study software engineering, and many ask the question why is that? Is it because now not many girl college students spend their time at the pc? Or, is it because they may be not interested in that line of work? We need to look from a different perspective when we’re approaching this matter so that we can answer these questions.

Professor Dame Wendy Hall, a director of the Web Science Institute at the University of Southampton, points to the wide version of gender ratios in computing internationally, which she argues might no longer be seen if there had been a widely widespread biological difference in capacity among the genders. Hall believes that the gender gap and the “male computer geek” stereotype may be dated back to the advent of the home computer in the early 80s when the machines were marketed heavily as gaming systems for guys. She suspects that this might be guilty of women’s low participation than men having evolved a mindset better suited to writing lines of code.

One of the reasons why not enough female students are choosing software engineering is as Prof Hall said, computers have been a market for the boys. But that isn’t entirely true, there are many female students who are choosing that in different countries like India or Malaysia. You can find in the class more than 50% of female students learning software engineering.

My thought on this is that many male students begin operating with computer systems at a very young age, in which they discover themselves and pursue the career of a software engineer. Nowadays it’s normal for a person to stay indoors 24/7 doing nothing but learning how to code and all of that starts with a video game. First, you play video games then you want to learn how to make them, which opens a whole new world of programming and computer science.

Today it’s the same with female students. They are playing video games nowadays, and it’s slowly becoming more appealing to girls which may lead to pursuing a career in some kind of computer science.