

# Accessible PDF Content: Paper1\_1.pdf

## ***Accessibility Notes:***

Processed for: ADHD-Friendly Highlighted Key Points

## **Executive Summary:**

Teaching *Socially Responsible Computing (SRC)* in introductory courses makes students more motivated and helps them deeply understand both programming and technology's social impact. This approach goes beyond basic ethics to address power dynamics and potential for harm.

## **Key Points for Educators:**

***Socially Responsible Computing (SRC) is essential:*** It means teaching students to critically understand technology's power, social impact, and potential for injustice, going *beyond* traditional ethics.

***Integrate social issues directly into programming assignments:*** Instead of separate ethics modules, weave real-world social problems (like fair housing algorithms or equitable tip distribution) into technical projects from day one.

***This integration boosts student motivation and deepens learning:*** Students become more engaged, better understand programming's value, and improve both their technical skills and grasp of social complexities.

## ***Prepare for these key challenges and strategies:***

*Build trust* for open discussions among students and with the instructor.

*Be vulnerable* as an instructor; acknowledge there aren't always "right" answers.

*Balance* teaching core technical skills with exploring social nuances in the same timeframe.

*Engage stakeholders* (even friends/family) for real-world context, being mindful of reciprocity.

*Define project scopes* carefully to avoid overstating technology's capabilities and to highlight broader systemic issues.

*Promote critical analysis* of technology's impact, not just its positive aspects.

*Discuss corporate accountability* alongside individual responsibility to avoid "responsibilization."