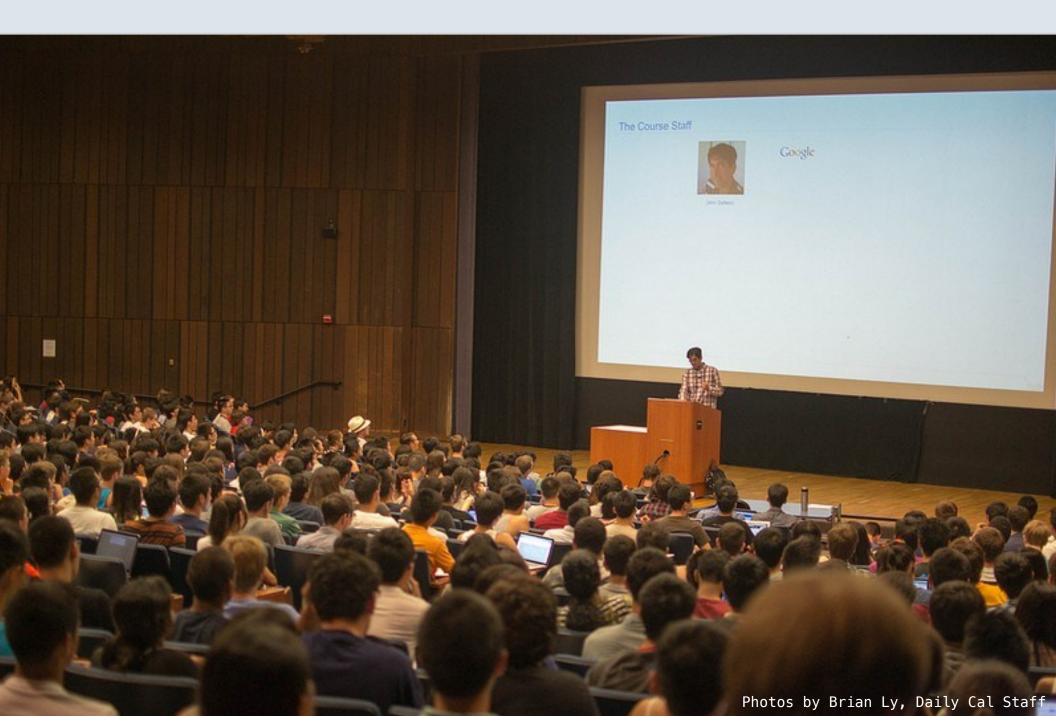
Student-Computer Interaction Design for Introductory Computer Science

John DeNero

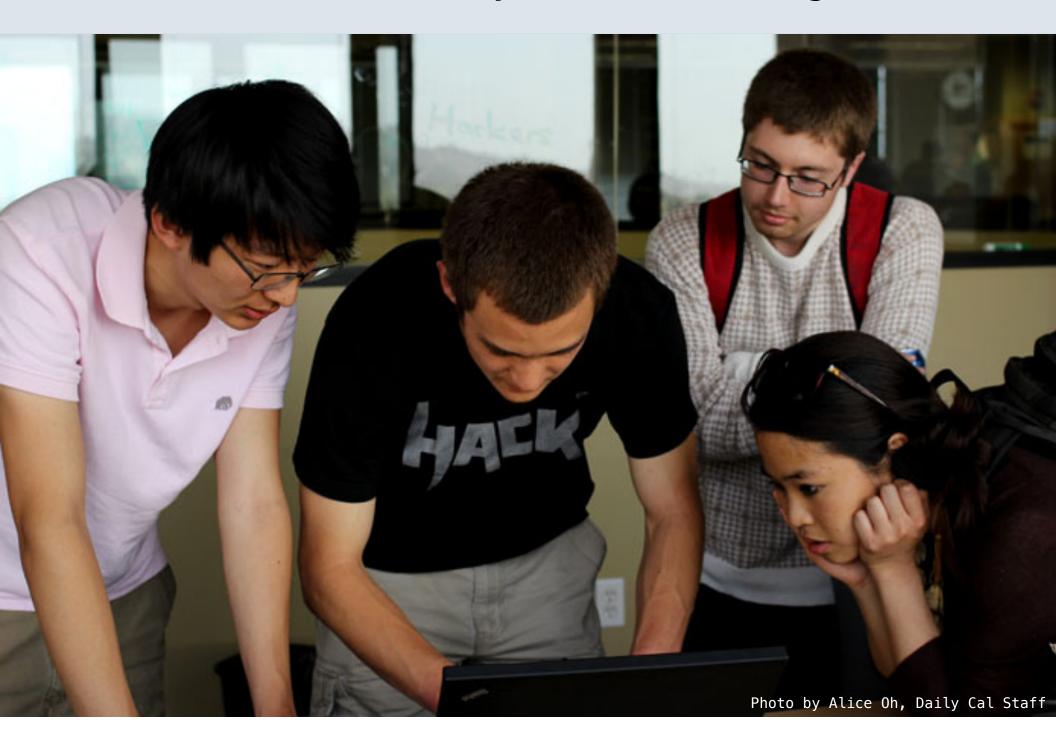
How A Computer Science Course Begins



How A Computer Science Course Begins



How Students Actually Learn to Program



Projects Lab Lecture Question & Assignments Discussion Reading Answer

Design Principle: Create interactions that are consistently productive and challenging.

• No prolonged periods of frustration or confusion

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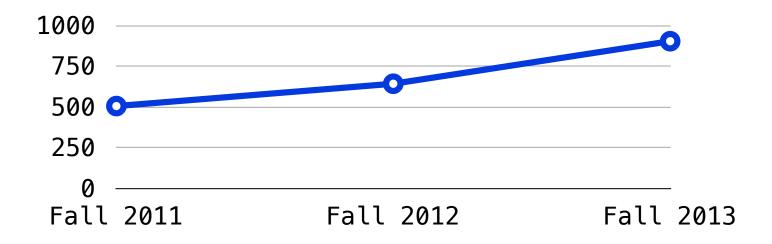
Design from the Student's Perspective

Projects Lab Lecture Question & Assignments Discussion Reading Answer



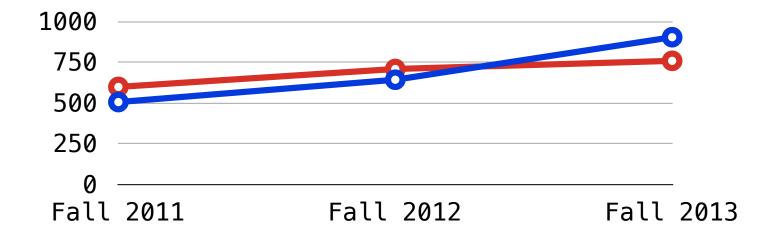
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Students who passed CS 61A (D- or better)



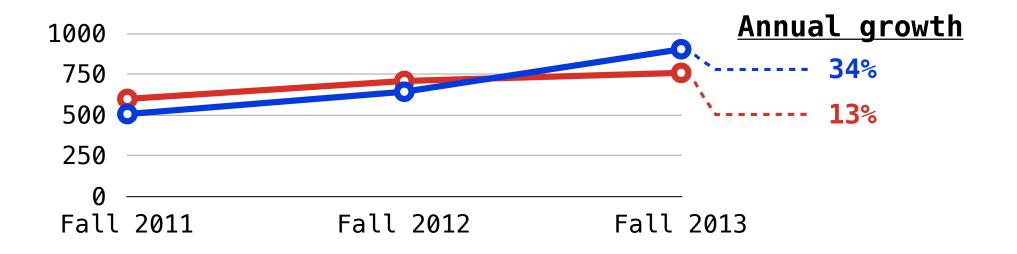


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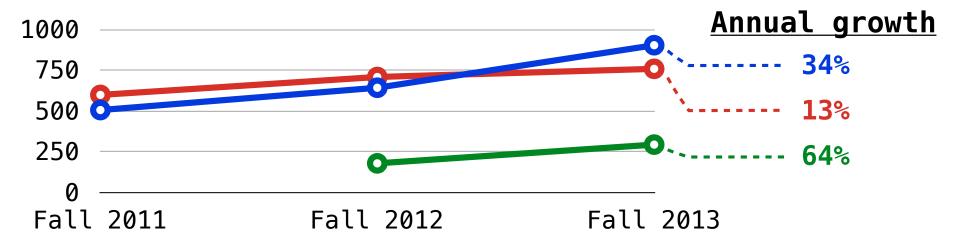


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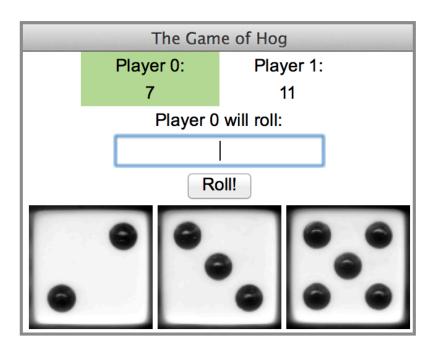
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- ◆ CS 61A students with no prior programming experience

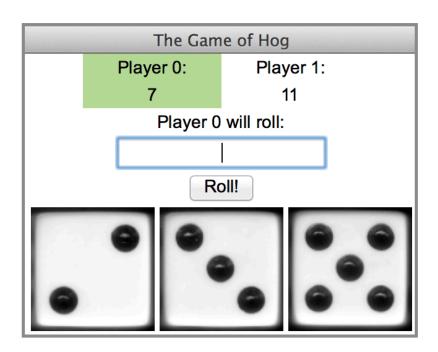


Programming Projects

Fill-in-the-blank starter code and a full test suite

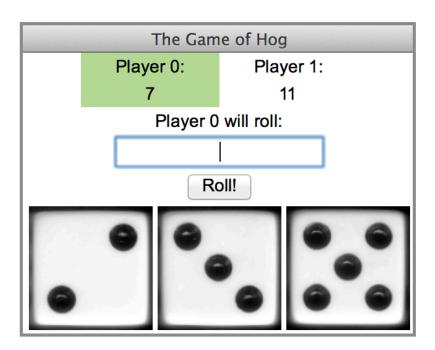
Fill-in-the-blank starter code and a full test suite





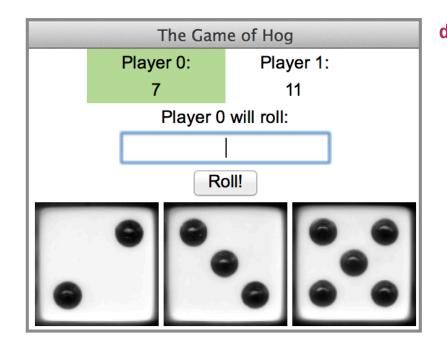
Fill-in-the-blank starter code and a full test suite Advantages of scaffolding:

Modular design taught by example



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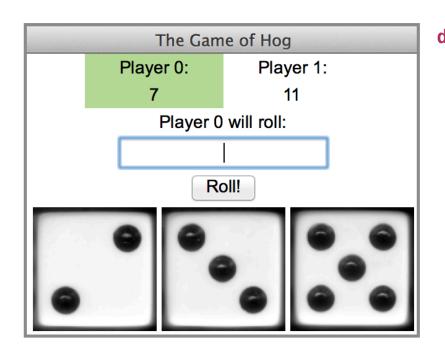
Modular design taught by example



```
def make_averaged(fn, num_samples=1000):
    """Return a function that returns the average
    return value of FN called NUM_SAMPLES times.

>>> dice = make_test_dice(3, 1, 5, 6)
    >>> averaged_dice = make_averaged(dice, 1000)
    >>> averaged_dice()
    3.75
    """
    "*** YOUR CODE HERE ***"
```

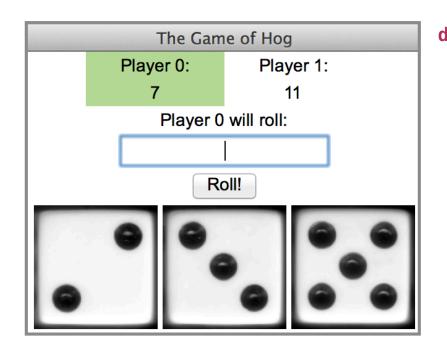
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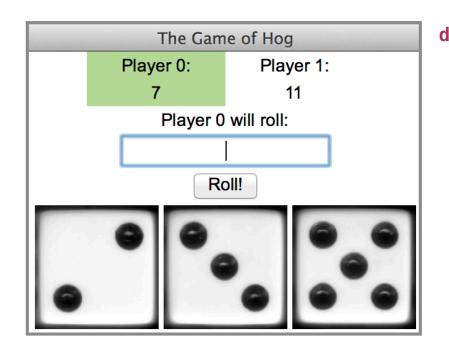
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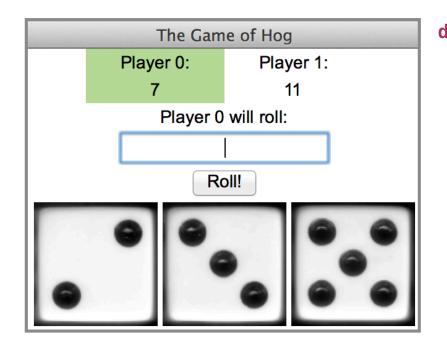
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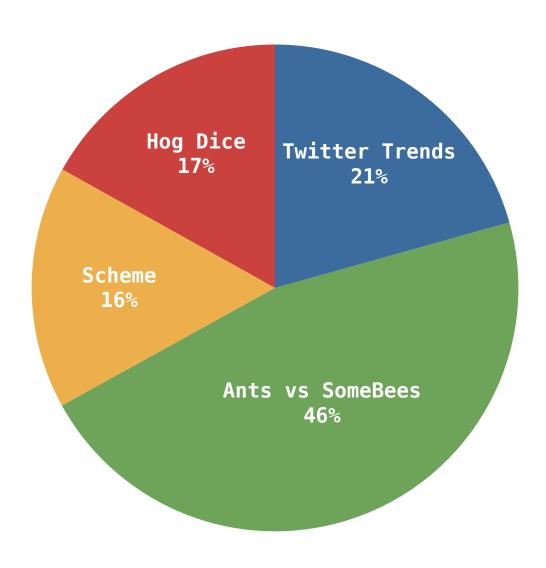
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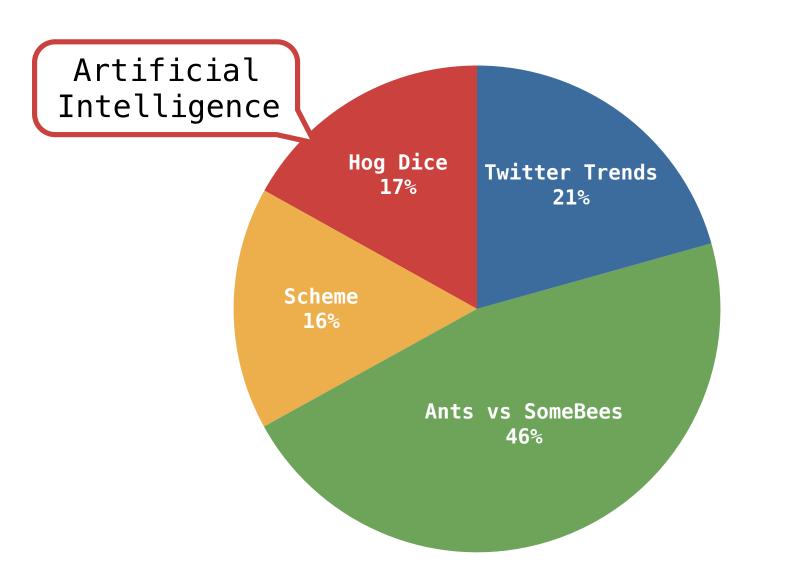


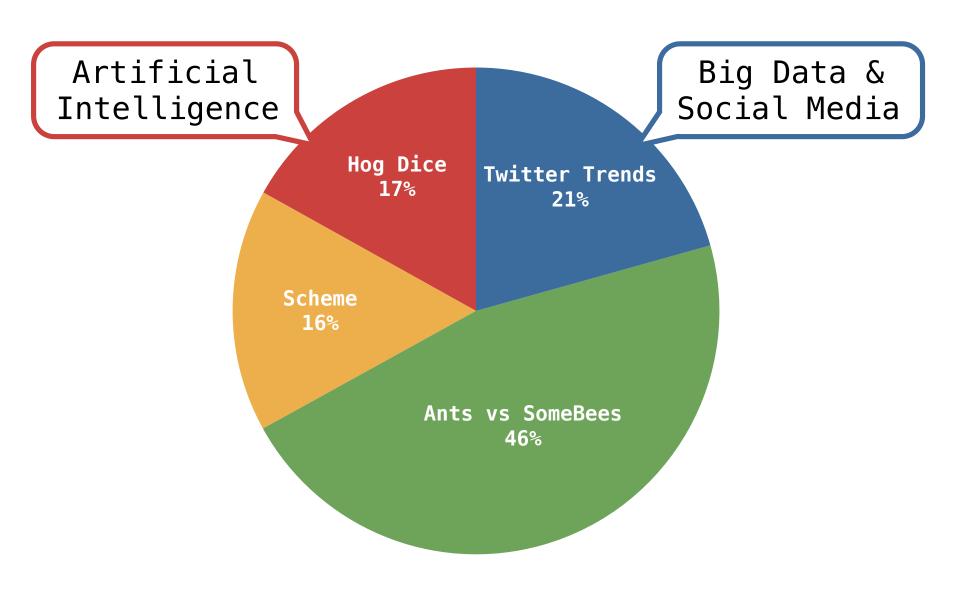
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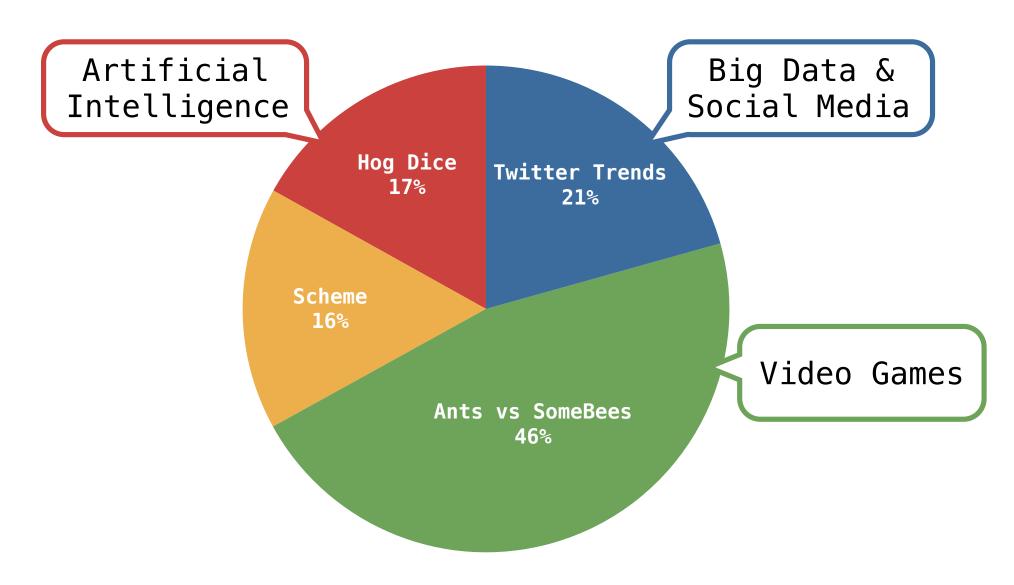
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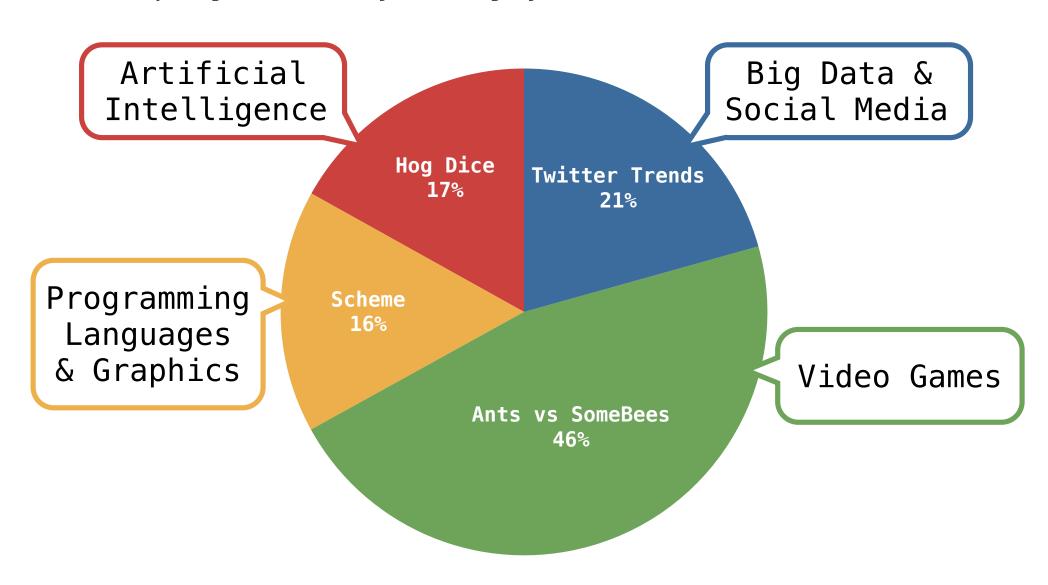
Teaching Introductory Artificial Intelligence with Pac-Man, EAAI 2010





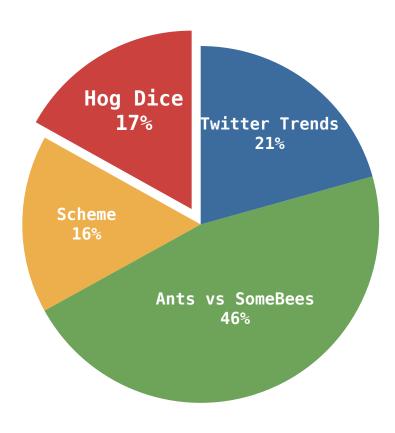






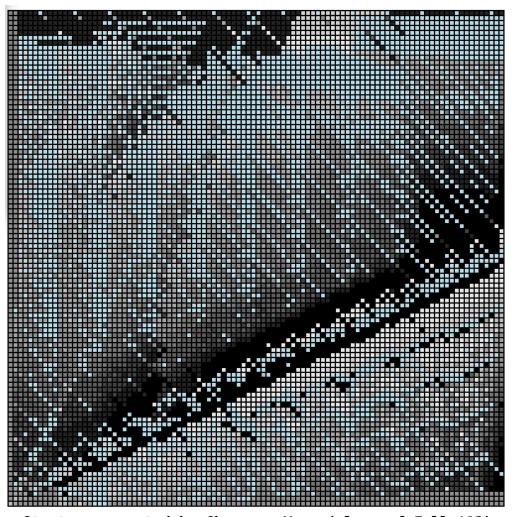
Rewarding Project Outcomes: Hog Dice

The Hog strategy contest encourages exploration

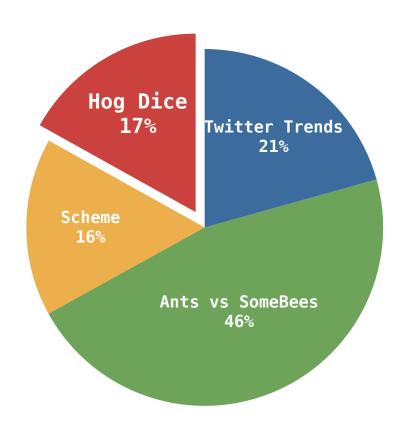


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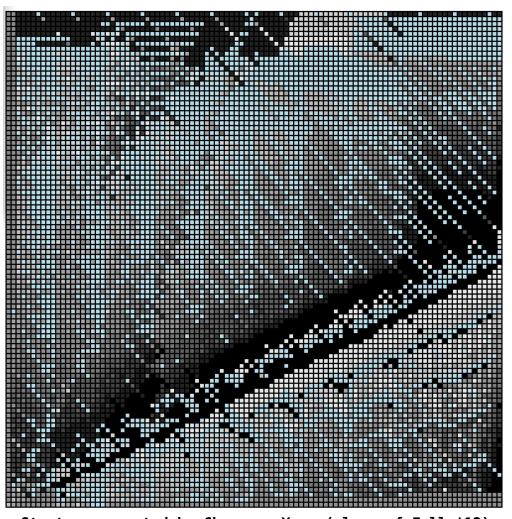


Strategy computed by Chenyang Yuan (class of Fall '12) Visualization by Kevin Chen (class of Fall '13)



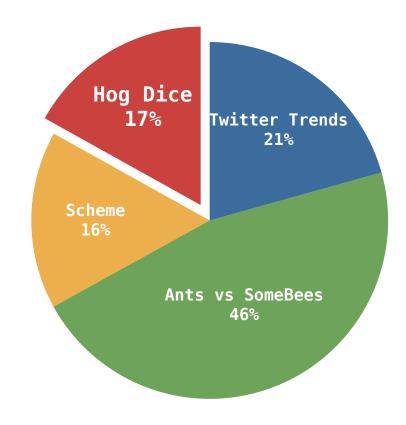
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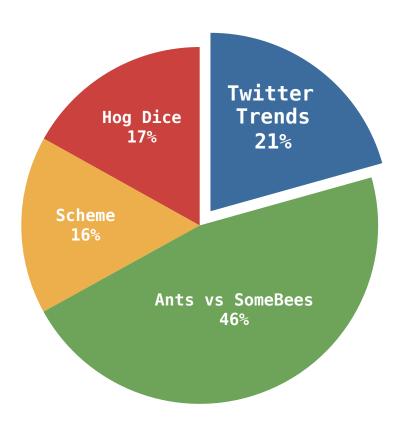
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Visualization created for a student blog post



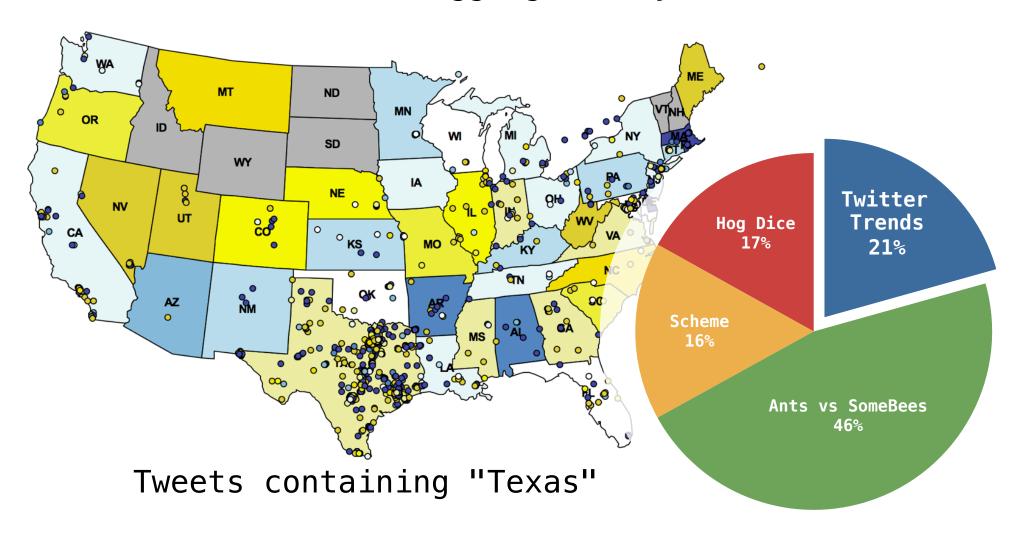
Rewarding Project Outcomes: Twitter Trends

The Twitter Trends project plots the average sentiment of Tweets, aggregated by US state.



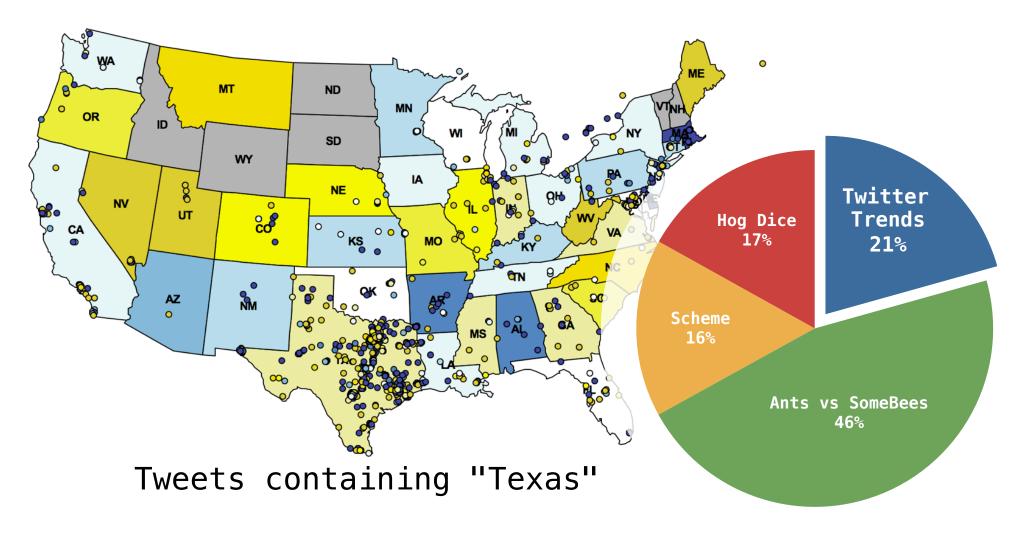
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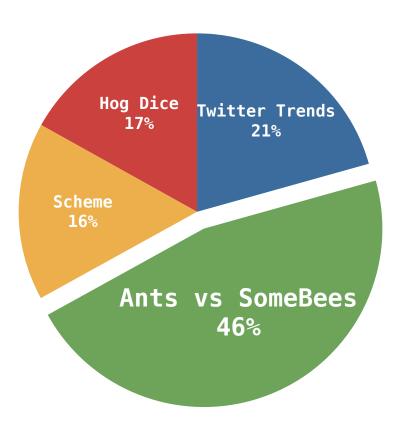
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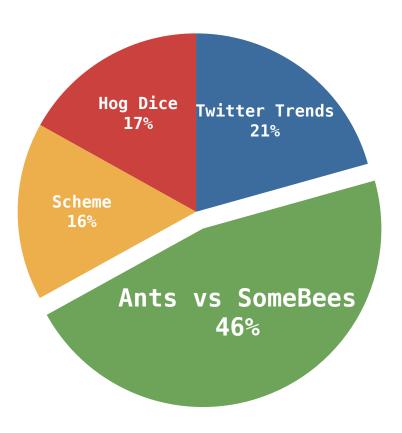


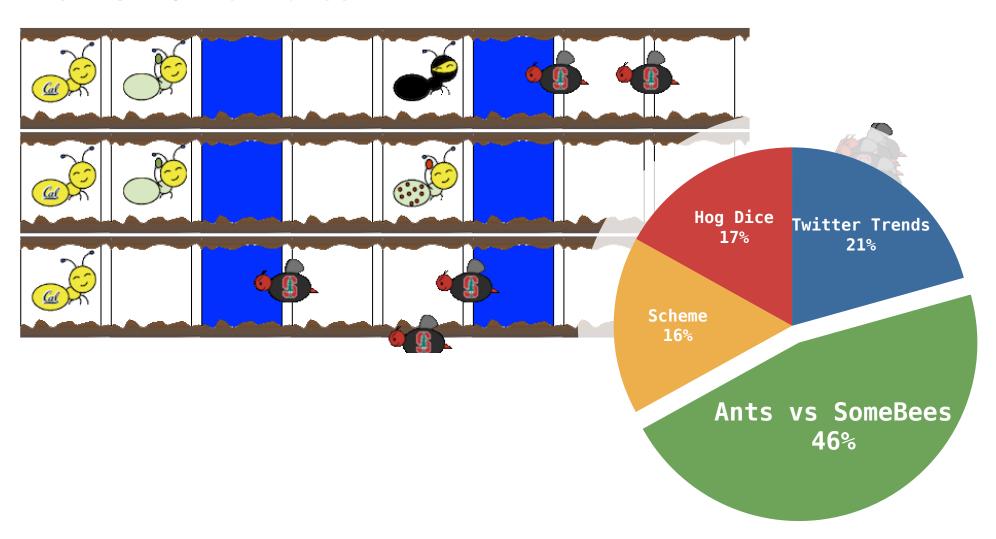
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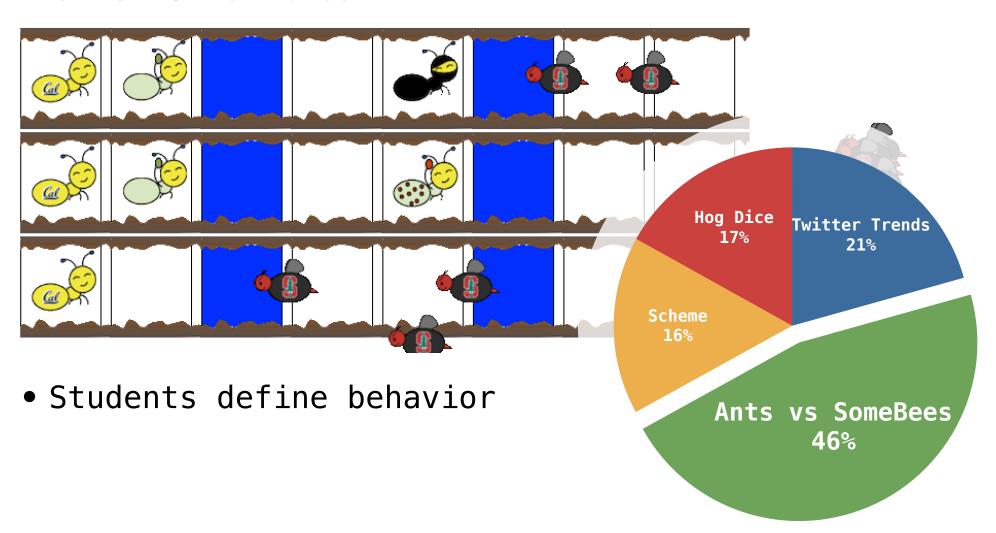
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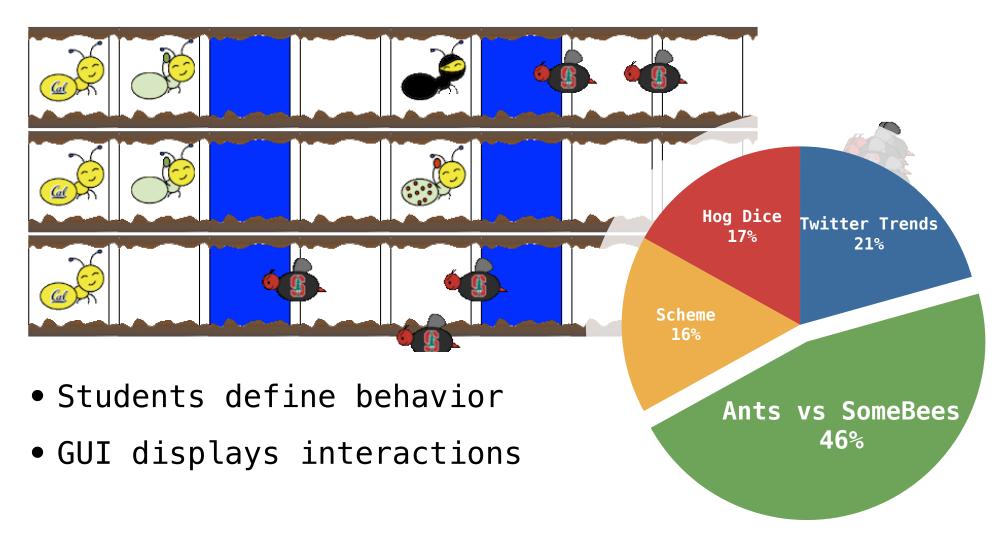


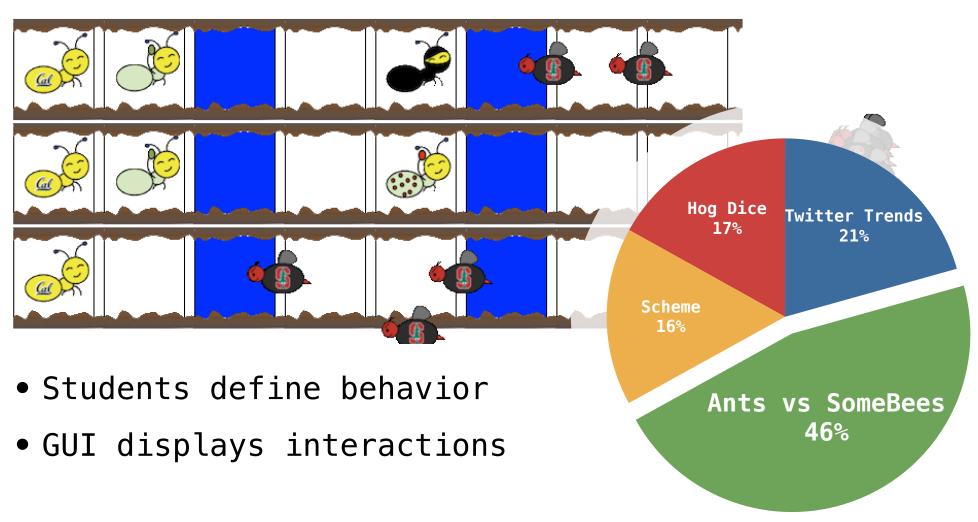






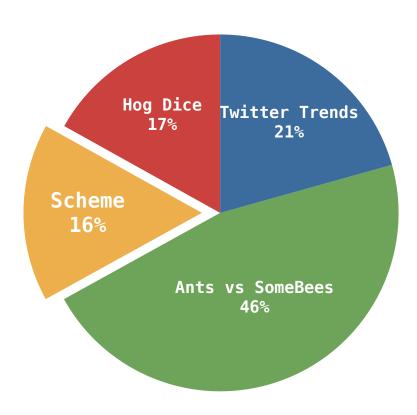






Rewarding Project Outcomes: Scheme

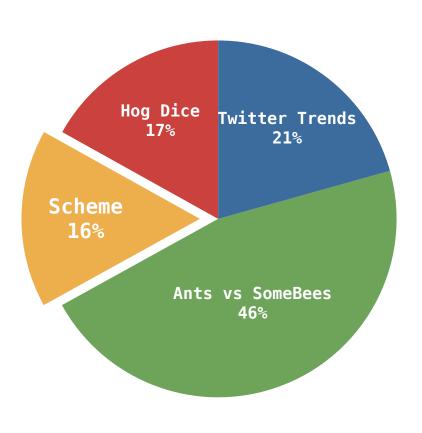
In the Scheme Recursive Art Contest, students draw using Turtle commands interpreted by their own code



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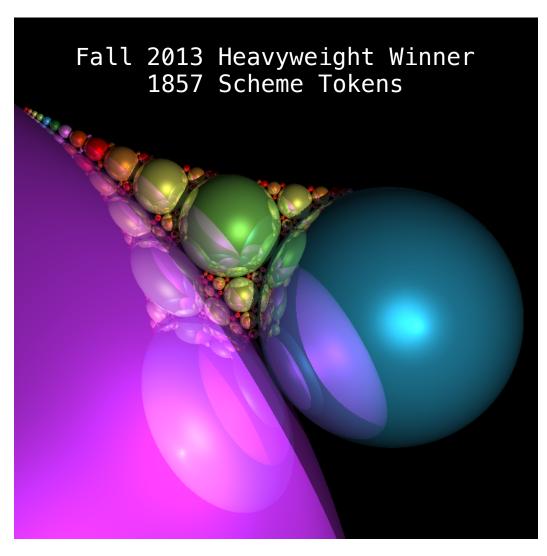
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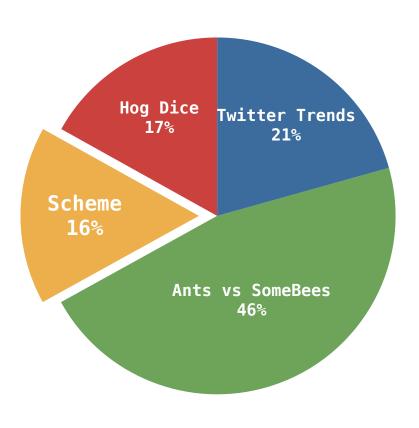


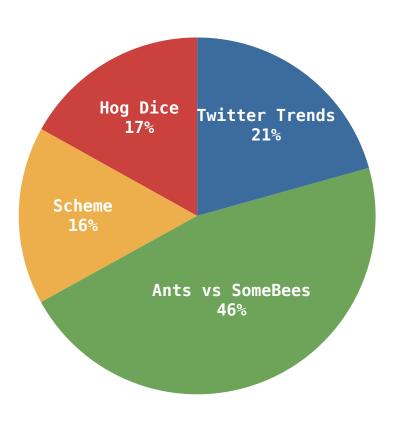


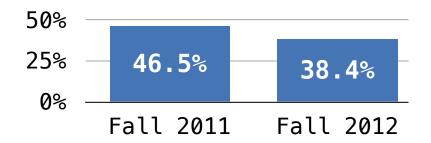
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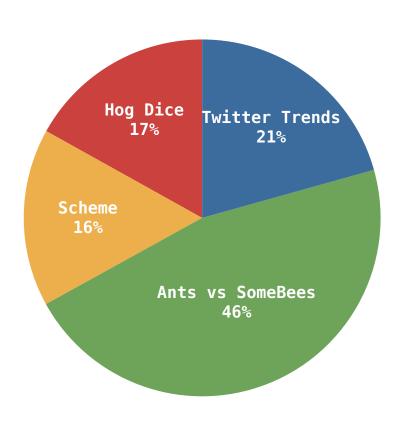
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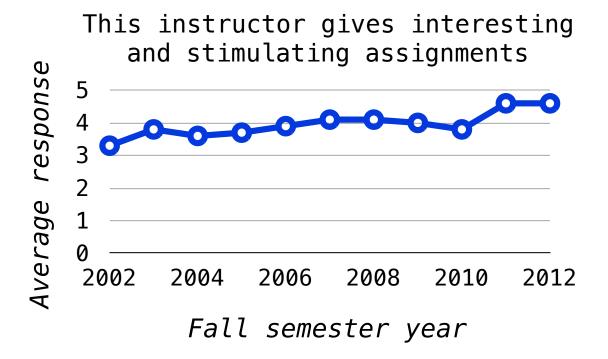


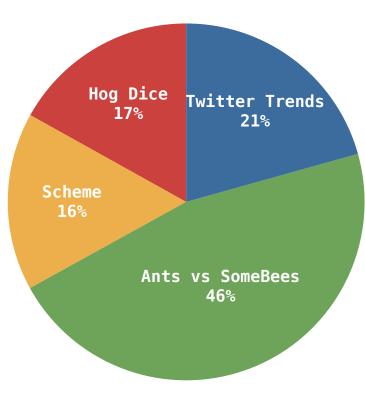


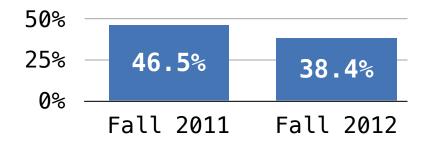


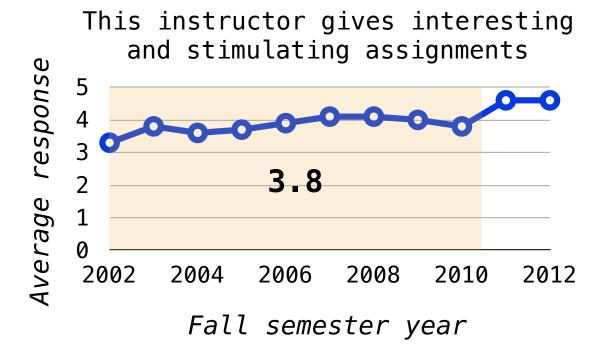


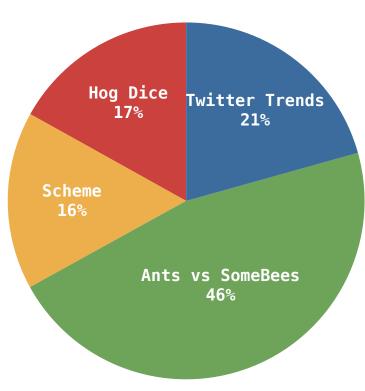


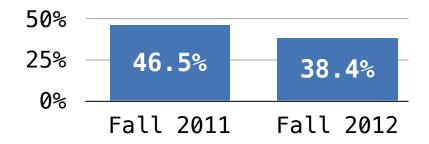


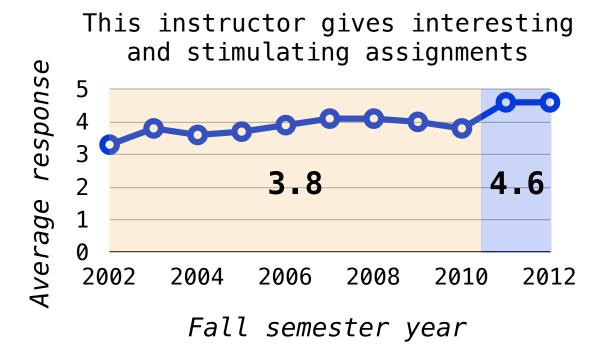


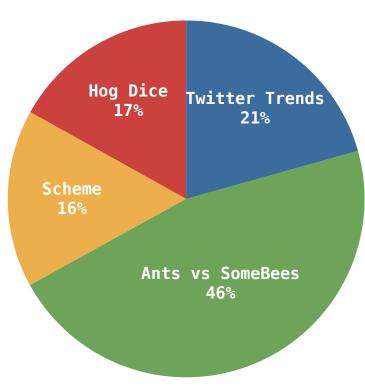


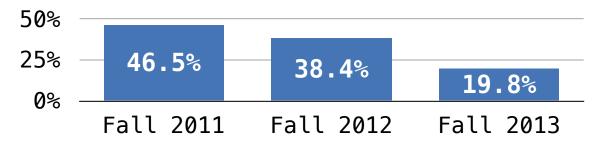


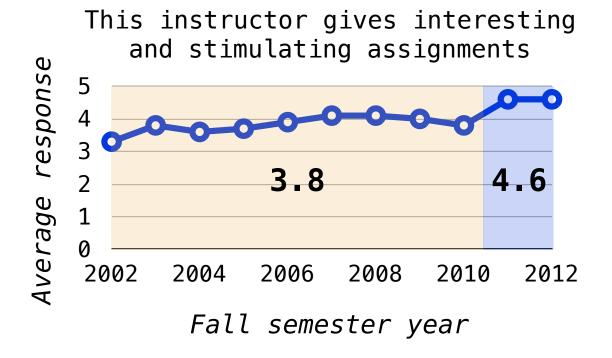


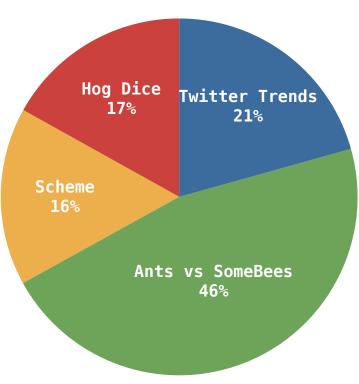


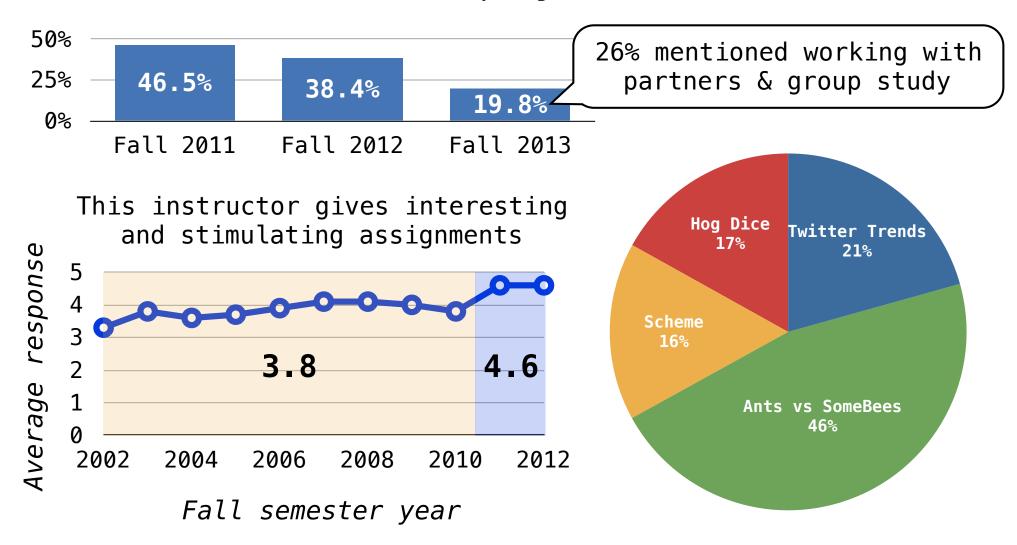












Community

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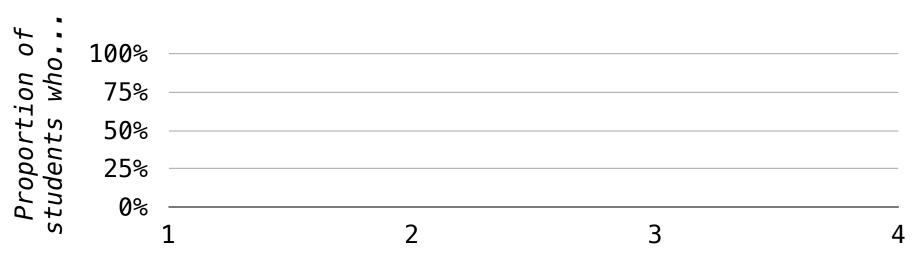
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True for **67**% of students with no prior programming experience



Claimed to attend at least this many office hours per week

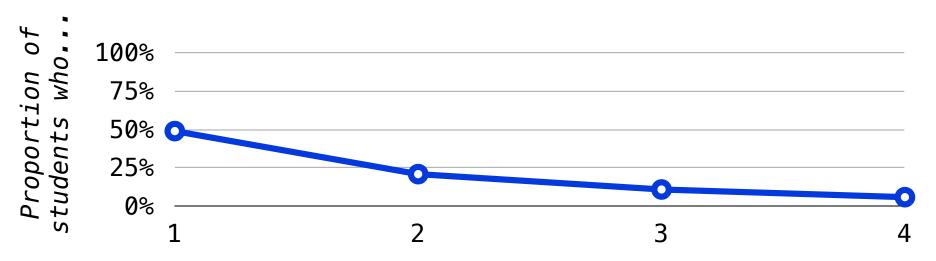
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All students

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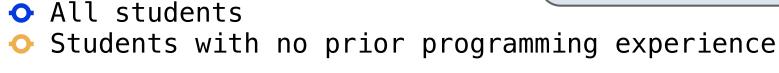
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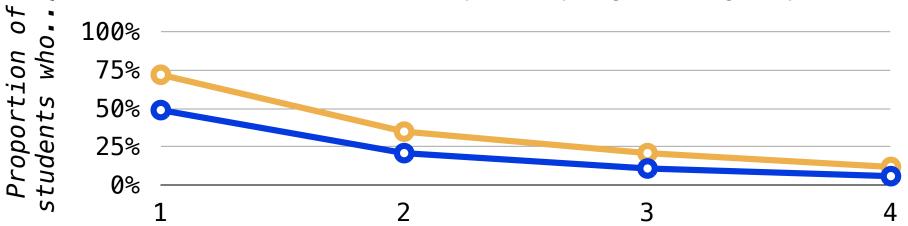
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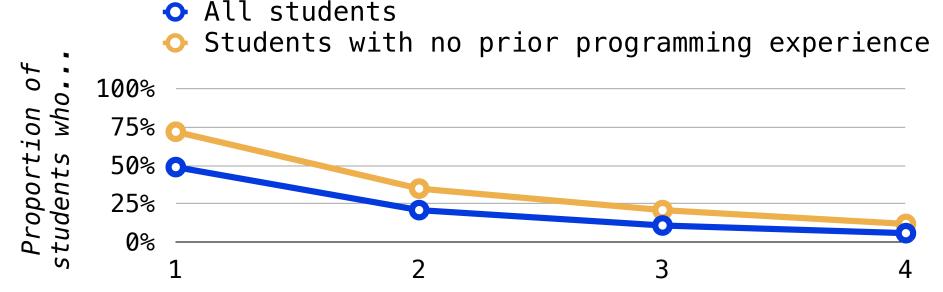




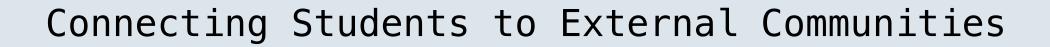
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"I attended office hours religiously to get help with homework, projects, and key concepts of the class from all the TA's. Moreover, I worked with other students in office hours to further my understanding of the material by explaining concepts I already understood to them."



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Connecting Students to External Communities

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Benefits to students:

- Targeted explanations of language behavior
 (40,000+ questions answered on Stack Overflow)
- Online worked examples for many problem domains
- Strong library support for extracurricular projects



Materials & Tools

Composing Programs is a free online introduction to programming and computer science.

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A product of public domain and open source content:

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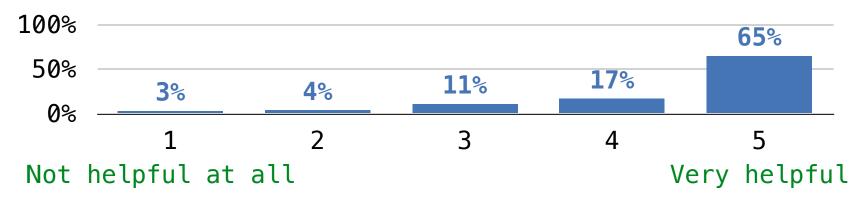
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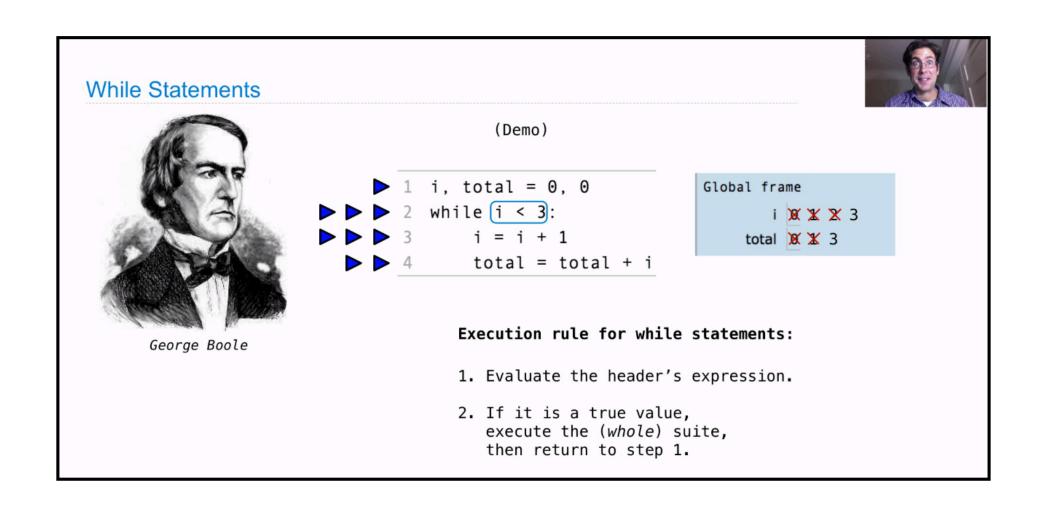
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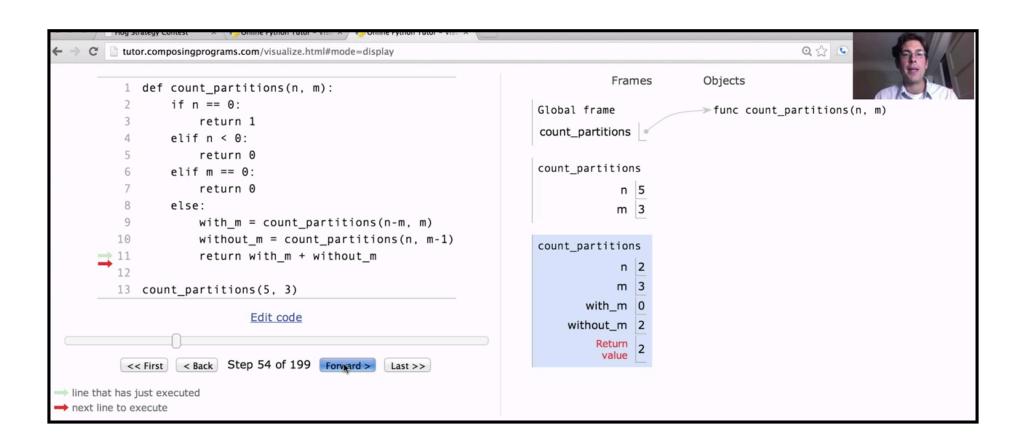
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How helpful did you find the online tool for drawing environment diagrams in understanding course material?



Demo: http://composingprograms.com/pages/16-higher-order-functions.html#functions-as-arguments
Demo: http://composingprograms.com/pages/23-sequences.html#recursive-lists





```
def ways to roll at least(k, n):
~/lec/hog$ python3 -i ex.py
                                                                          if k <= 0:
                                                                    3
                                                                              return pow(5, n)
>>> chance_to_roll_at_least(10, 5)
                                                                          elif n == 0:
0.4018775720164609
                                                                              return 0
>>> chance_to_roll_at_least(10, 7)
                                                                          else:
0.2790816472336534
                                                                              total, d = 0, 2
>>> chance_to_roll_at_least(10, 3)
                                                                              while d <= 6:
0.4861111111111111
                                                                                  total = total + ways_to_roll_at_least(k-d, n-1)
>>> ^D
                                                                   10
~/lec/hog$ python3 -i ex.py
                                                                  11
                                                                              return total
>>> chance =
                                                                   12
                                                                  13 def chance_to_roll_at_least(k, n):
                                                                  14
                                                                          return ways_to_roll_at_least(k, n) / pow(6, n)
                                                                  15
                                                                  16 from hog import make_averaged, roll_dice
                                                                  17
                                                                  18 def roll at least(k, n):
                                                                          if roll dice(n) >= k:
                                                                  20
                                                                              return 1
                                                                   21
                                                                          else:
                                                                   22
                                                                              return 0
                                                                   23
```

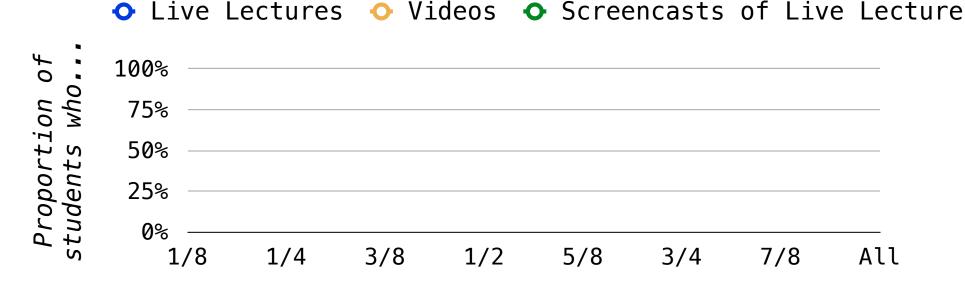
Video lectures allow students to pause & experiment.

"I watched most of the videos at home where I was able to pause when I didn't understand a concept. I thought that being able to do so really made it so that I could learn at my own pace and thoroughly understand something before moving on."

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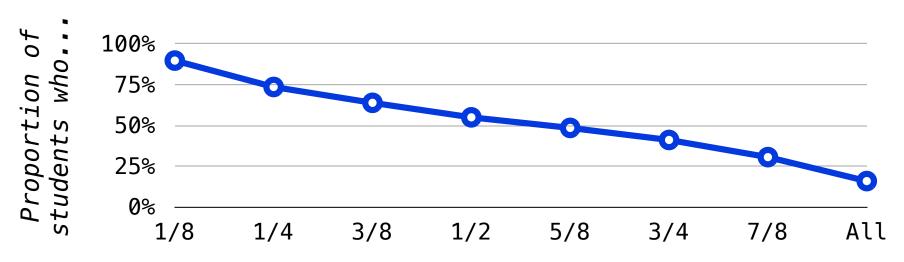
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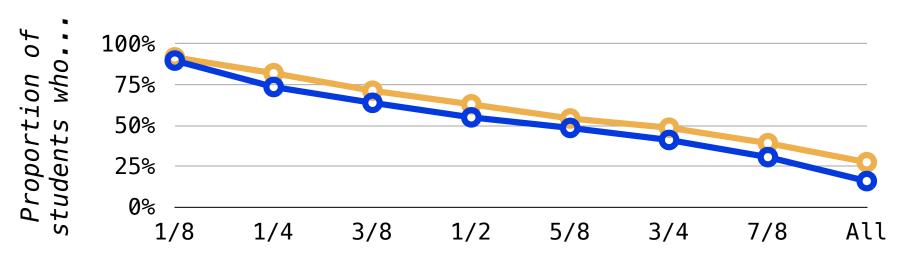
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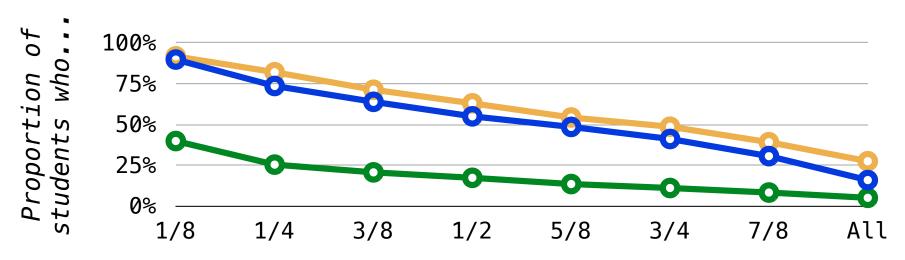
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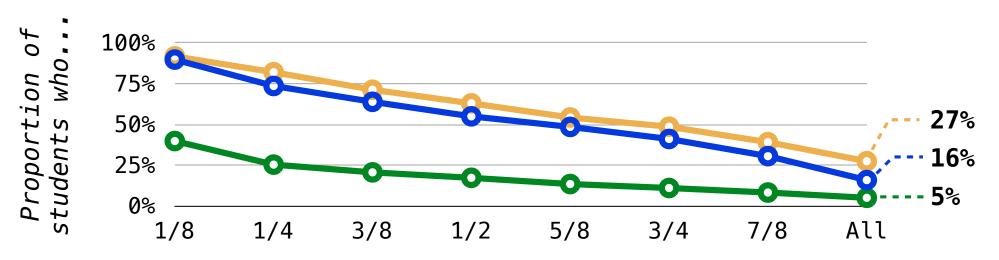
◆ Live Lectures ◆ Videos ◆ Screencasts of Live Lecture



Video lectures allow students to pause & experiment.

"I watched most of the videos at home where I was able to pause when I didn't understand a concept. I thought that being able to do so really made it so that I could learn at my own pace and thoroughly understand something before moving on."

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CS 61A uses a custom version of Google's (former) code review tool to give feedback about composition.

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```
if insect.is_ant():
    # Phase 2: Special handling for BodyguardAnt
    "*** YOUR CODE HERE ***"

if self.ant != None and self.ant.can_contain(insect):
    self.ant.contain_ant(insect)

self.ant != None and insect.can_contain(self.ant):
    insect.contain_ant(self.ant)
    self.ant = insect

else:
    assert self.ant is None, 'Two ants in {0}'.format(self)
```

STAFF USERNAME HERE DATE HERE

This assert statement is supposed to be used for all cases: It makes sure there is no ant already in the place before you add another ant. Putting this in the else clause unnecessarily limits its ability to check your code. Instead, you should put this outside the if/else clauses and avoid reassigning self.ant until you have passed through the assert statement.

Reply Done

<u>60</u>	self.ant = insect
61	else:
62	self.bees.append(insect)

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```
if insect.is ant():
Starter code
                              # Phase 2: Special handling for BodyguardAnt
                               "*** YOUR CODE HERE ***"
                              if self.ant != None and self.ant.can contain(insect):
               52
                                   self.ant.contain ant(insect)
               53
54
55
56
57
58
                              elif self.ant != None and insect.can contain(self.ant):
                                  insect.contain ant(self.ant)
                                  self.ant = insect
                              else:
                                  assert self.ant is None, 'Two ants in {0}'.format(self)
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              Reply Done
               60
                                  self.ant = insect
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                               self.bees.append(insect)
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```
if insect.is ant():
Starter code
                              # Phase 2: Special handling for BodyguardAnt
                                                                                           Lines added
                              "*** YOUR CODE HERE ***"
                                                                                          by a student
                              if self.ant != None and self.ant.can contain(insect):
               52
                                  self.ant.contain ant(insect)
               53
54
55
56
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                              elif self.ant != None and insect.can contain(self.ant):
                                  insect.contain ant(self.ant)
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Starter code
                                                                                        Lines added
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                             if self.ant != None and self.ant.can contain(insect):
              52
                                 self.ant.contain ant(insect)
                             elif self.ant != None and insect.can contain(self.ant):
Indent added
                                 insect.contain ant(self.ant)
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                                self.ant = insect
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                       The Student
              61
                         can reply
              62
                                            nsect)
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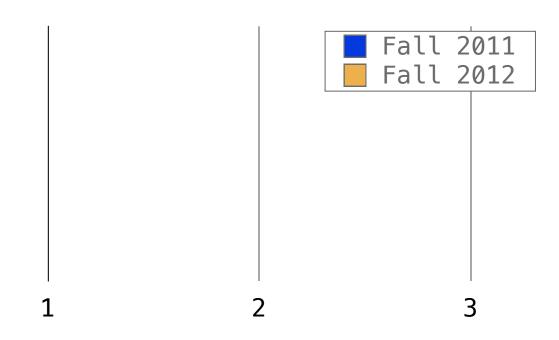
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Blind evaluation of a sample of submissions

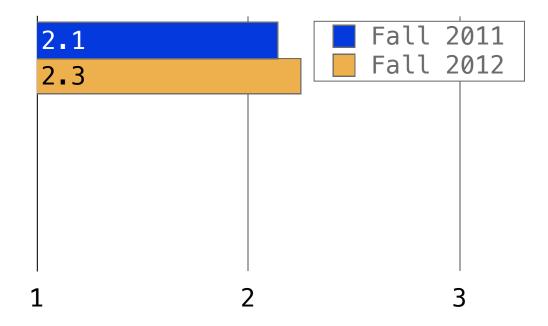


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Blind evaluation of a sample of submissions

Do names convey the meaning & purpose of their values?



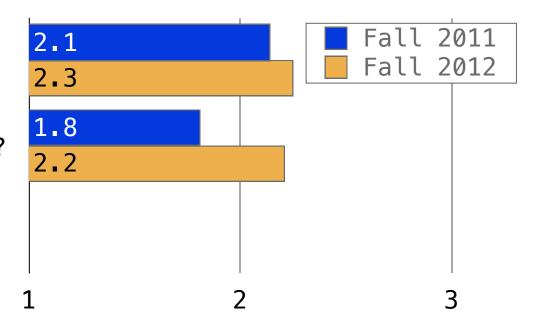
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Blind evaluation of a sample of submissions

Do names convey the meaning & purpose of their values?

Is the implementation concise?



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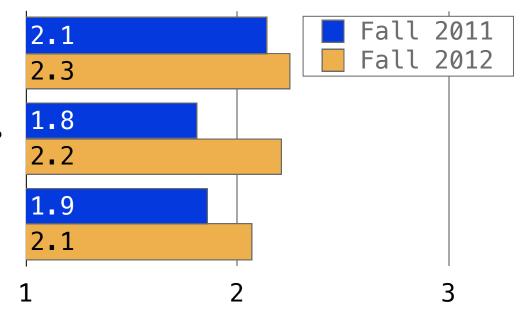
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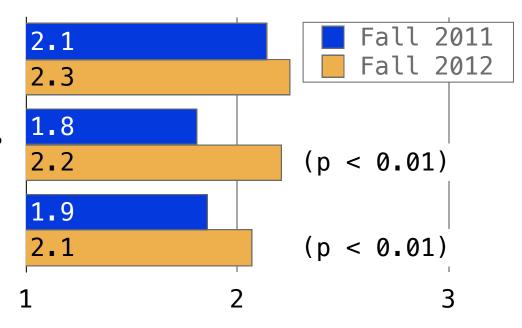
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Online Code Review for Education

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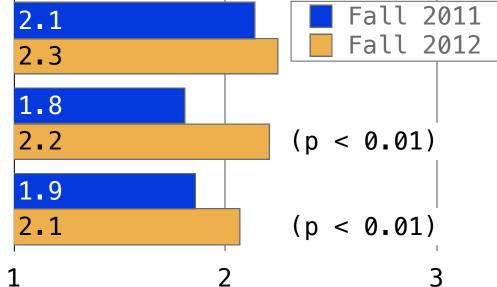
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Blind evaluation of a sample of submissions

Do names convey the meaning & 2.1 purpose of their values?

Is the implementation concise?

Is the program composed well?

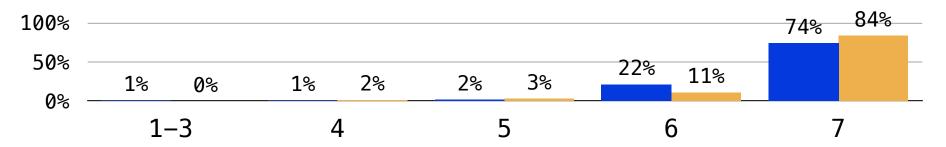


Teaching Composition Quality at Scale, DeNero and Martinis, SIGCSE 2014



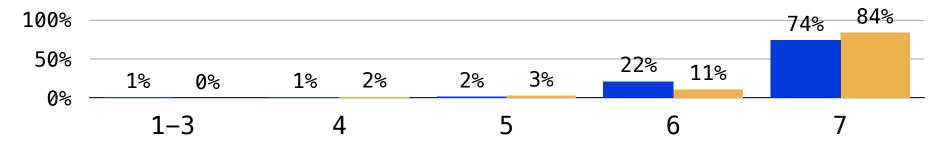
Fall 2011 Fall 2012

How worthwhile was this course compared with others at U.C.?

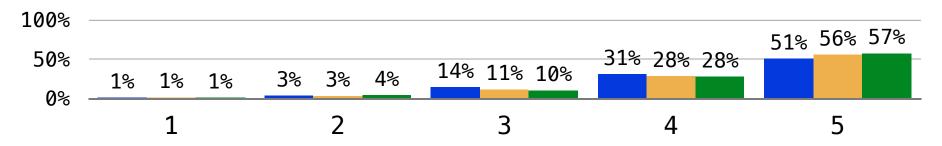


📉 Fall 2011 🧧 Fall 2012 🔃 Fall 2013

How worthwhile was this course compared with others at U.C.?

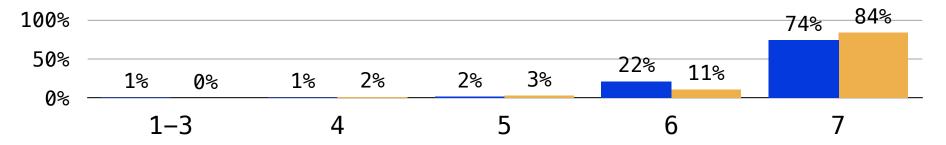


How much do you feel you learned (new ideas and skills)?

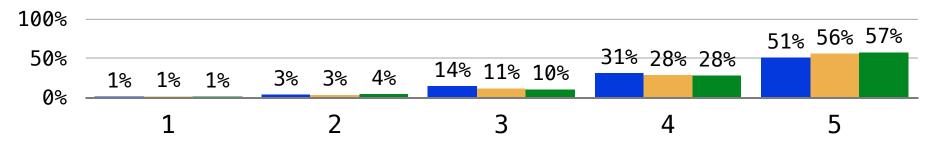


Fall 2011 📕 Fall 2012 📕 Fall 2013

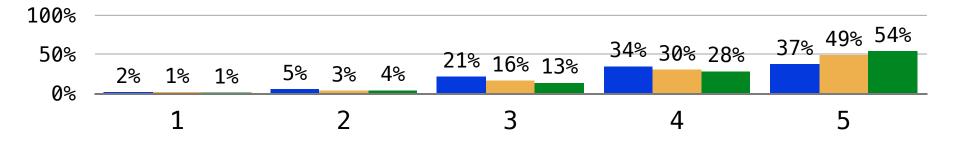
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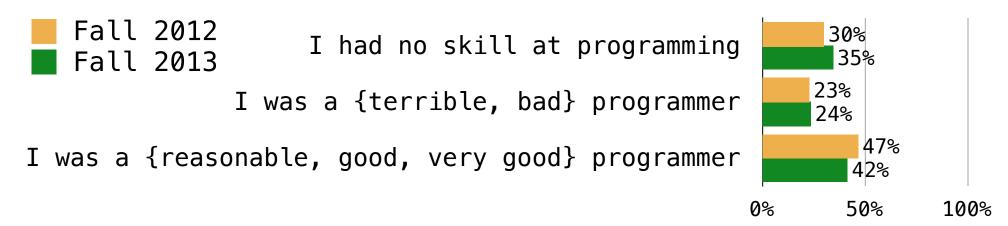


Relative to your expectations, how much do you feel you learned?

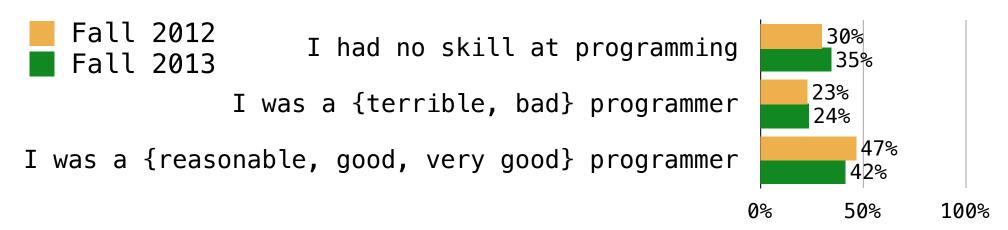


Before taking this course this semester, how good a programmer did you consider yourself to be?

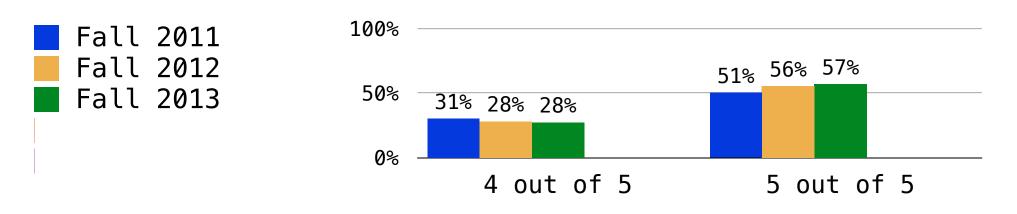
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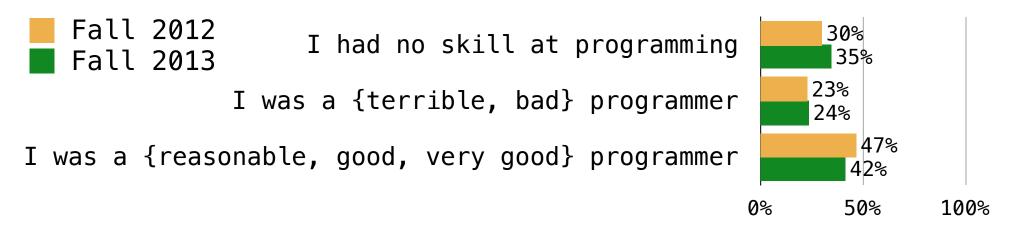
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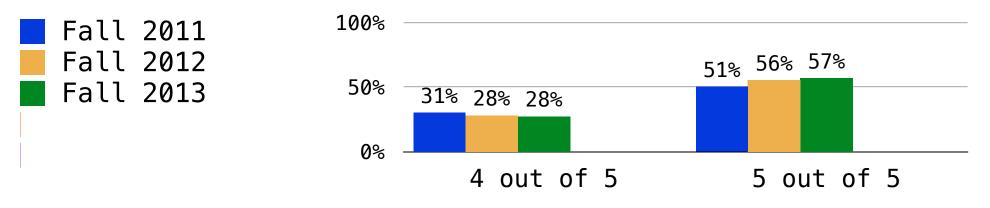
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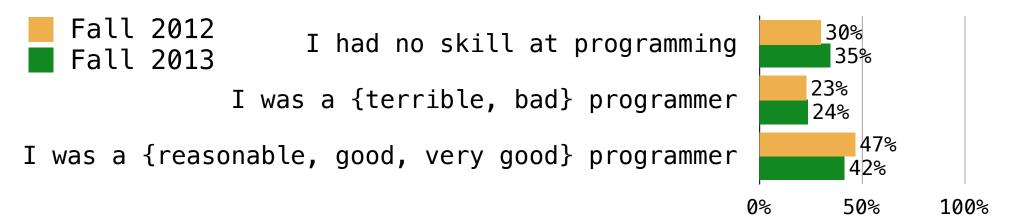


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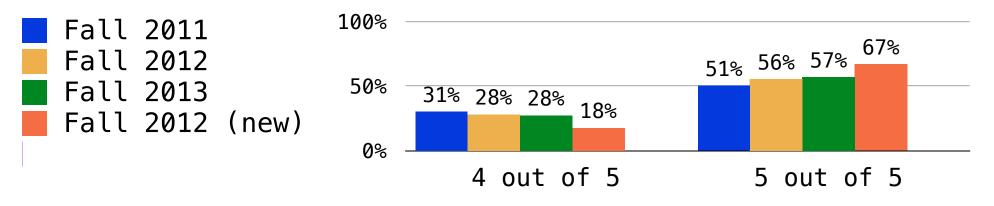


(new): "I had no prior skill at programming"

Before taking this course this semester, how good a programmer did you consider yourself to be?

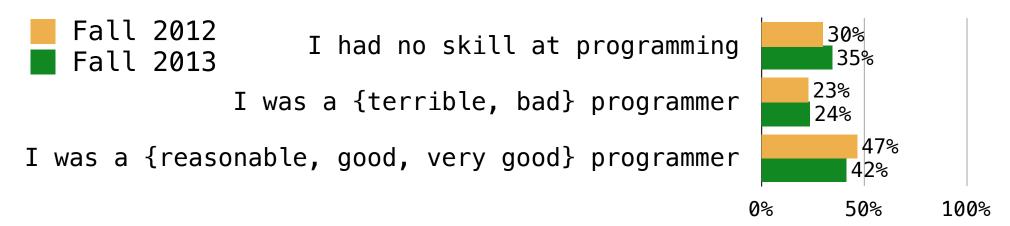


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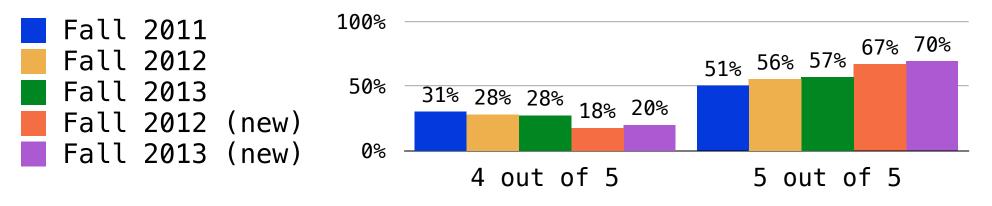


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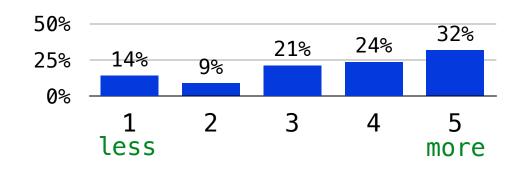
Relative to before you took CS 61A, how interested are you in pursuing computer science as a major?

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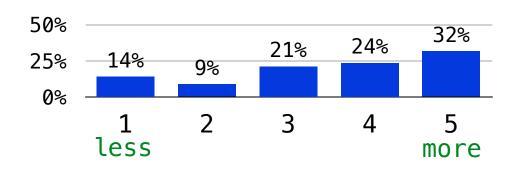


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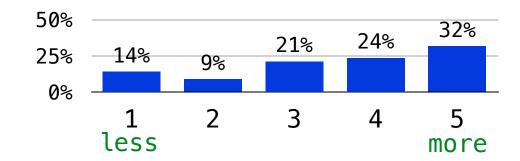
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