ABECT

Collaborating Across Boundaries to Engage Undergraduates in Computational Thinking

NSF Award # 1141170

PIs: S. Monisha Pulimood (Computer Science) and Kim Pearson (Journalism)

Evaluator: Diane Bates (Sociology)





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Introductions

- Presenters
 - ✓ Background
 - ✓ Roles
- Participants
 - ✓ Name, Affiliation
 - ✓ Classes typically taught
 - ✓ Have you taught a collaborative class?
 - ✓ What are you expecting from the presentation?







Collaborating Across Boundaries to Engage Undergraduates in Computational Thinking





Hypothesis

To increase motivation toward, and interest in, computing careers, undergraduate students must be immersed in multidisciplinary collaborative experiences where they are creators of computational solutions and internalize the relevance of and interconnectedness between classroom learning and the community they live in.





Goals

- Create an experiential and engaging learning environment to immerse computer science and non-computer science majors in computational thinking.
- Study the learning environment to articulate the processes, products, challenges and strategies that manifest creative and collaborative problem solving.



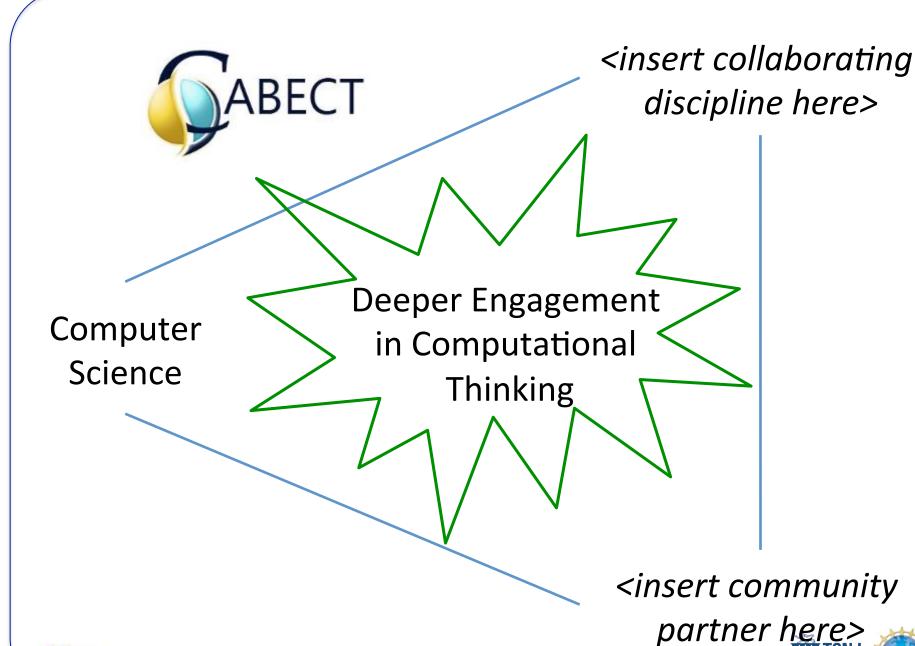


Goals

- Formalize a model for courses that collaborate across disciplinary boundaries and with a community partner.
 - ✓ Develop a model for collaborating in courses across disciplinary boundaries.
 - ✓ Develop a model for a meaningful sustainable collaboration with a community partner.









The Pilot Project

- Habitat for Humanity, Trenton Area, NJ (HH) acquires properties to build houses. Often these sites are brownfields (contaminated with industrial wastes) and must be cleaned up prior to construction.
- Computer science students are collaborating with journalism students and HH to develop an online system called SOAP (Students Organizing Against Pollution).
 - ✓ To help HH estimate costs for cleaning up properties
 - ✓ To empower citizens to learn, share, and contribute pollution data, and become active participants in environmental advocacy and public policy deliberations





Journalism

Computer Science



Habitat for Humanity





The Pilot Project

- Builds on the cooperative expertise model of distributed CS education.
- Collaborating class sessions are held in the same timeslot but independently.
- Classes meet 3-4 times during the semester to brainstorm, share progress reports and plan next steps.
- Class visits by Tom Caruso, Executive Director of Habitat for Humanity (HH) and Nicky Sheats, Director of Center for Urban Environment (expert on environmental justice).
- Field trip to Trenton, NJ to visit HH office, acquired
 properties, and contaminated sites.

The Pilot Project

- Assignments and class projects are based on "problem".
- CS class designs and develops modules to address concerns and needs raised by the journalism class, Dr. Caruso and Dr. Sheats.
- Journalism class researches trusted sources for data and explores new technologies and techniques for storytelling, data interpretation and improving user experience.
- Introduces "computational journalism."





Computational journalism



"The application of computational thinking to all aspects of journalism and digital publishing: beat monitoring, idea generation, newsgathering, verification, distribution and audience engagement around news and information relevant to one or more audiences... Rich Gordon, 2011





Example: USA Today's Ghost Factories







What is a Brownfield?



What We Did In Spring 2013





Software Engineering Blogging and Social Media





The Pilot

Class visits and field trips



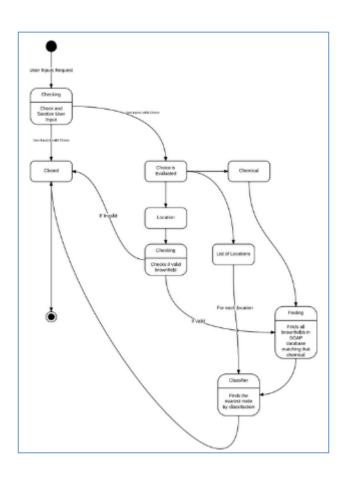


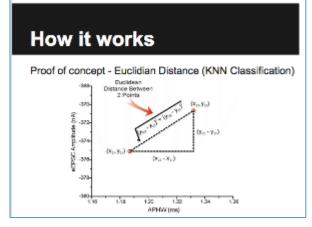




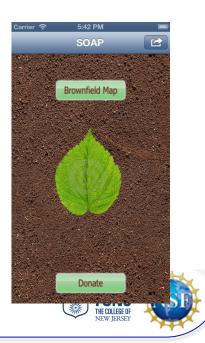


Artifacts





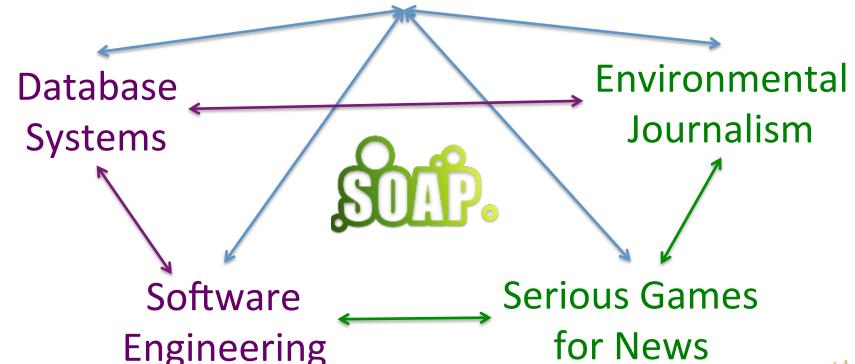






What We Did In Fall 2013







for News







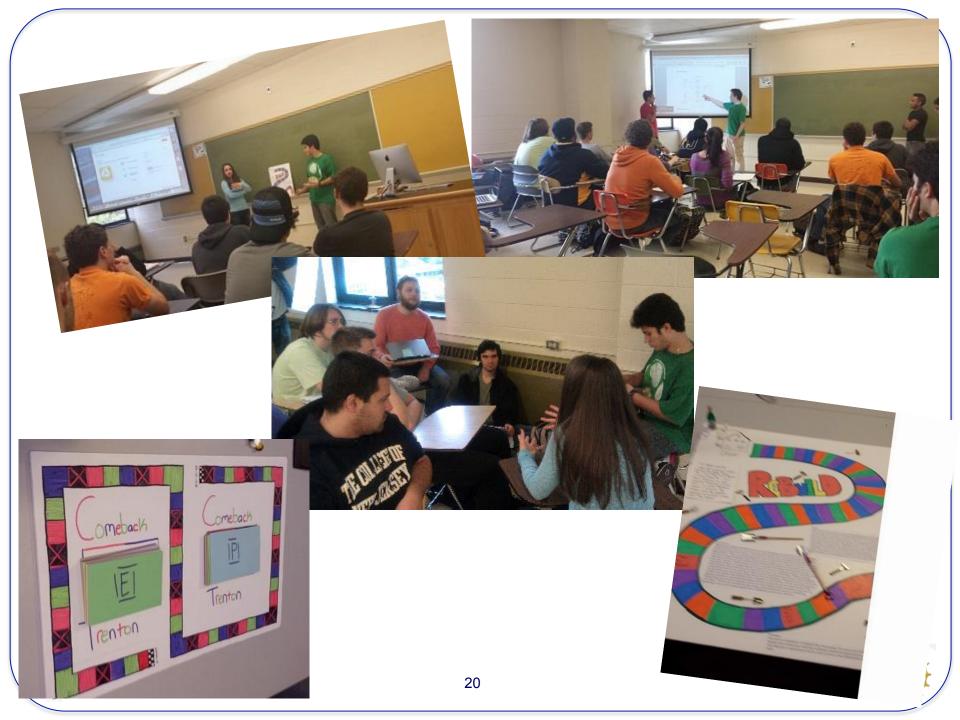


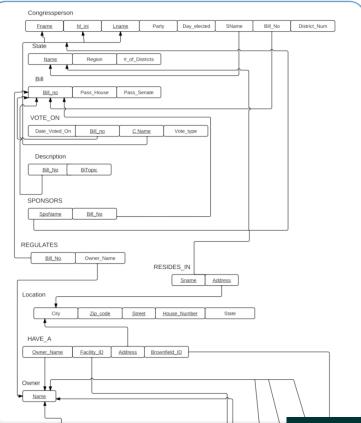




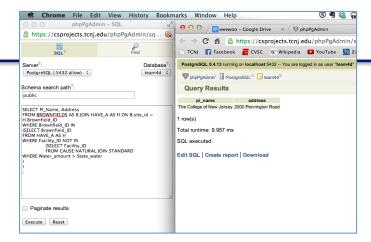








Artifacts





SOAP

POLLUTION

POLITICIANS

Data - Visualize - Help

Water Pollution

Gree

- · PATRIOT MFG INC, 1000 S GRAND ST
- SOUTH JERSEY PUBLISHING CO, 1000 W WASHINGTON AVE
- DOUGHTY RD LLC, 1001 DOUGHTY RD
- 1001 TILTON RD, 1001 TILTON RD
- MARINA THERMAL FACILITY, 1077 1087 ABSECON BLVD
- The College of New Jersey, 2000 Pennington Road

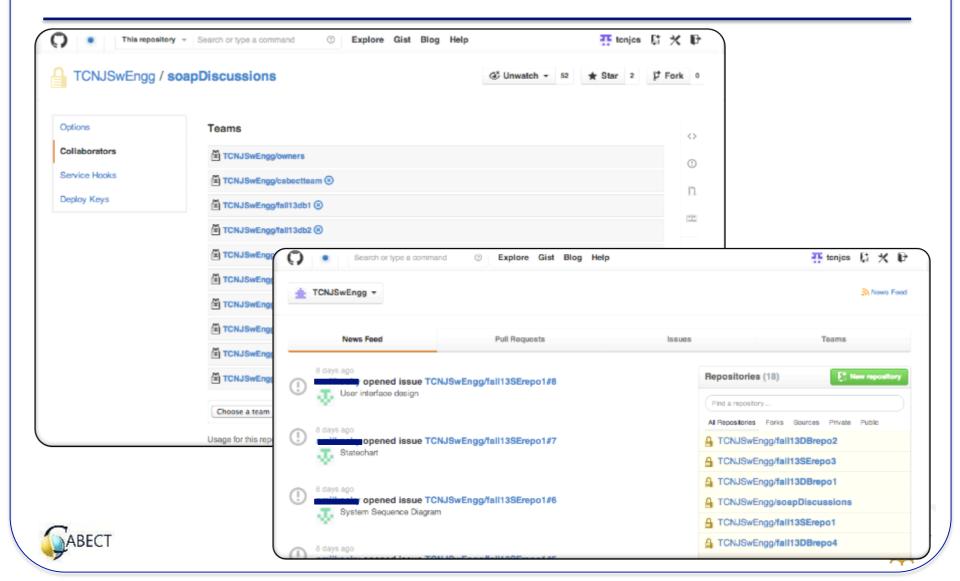
Yellow

- · WILMAD GLASS CO INC, 1002 HARDING HWY
- · CASINO REINVESTMENT DEVELOPMENT AUTH, 1014 ATLANTIC AVE
- AC SUNOCO, 101 ALBANY AVE
- FERRARI OIL INC, 1020 WHITEHORSE PK
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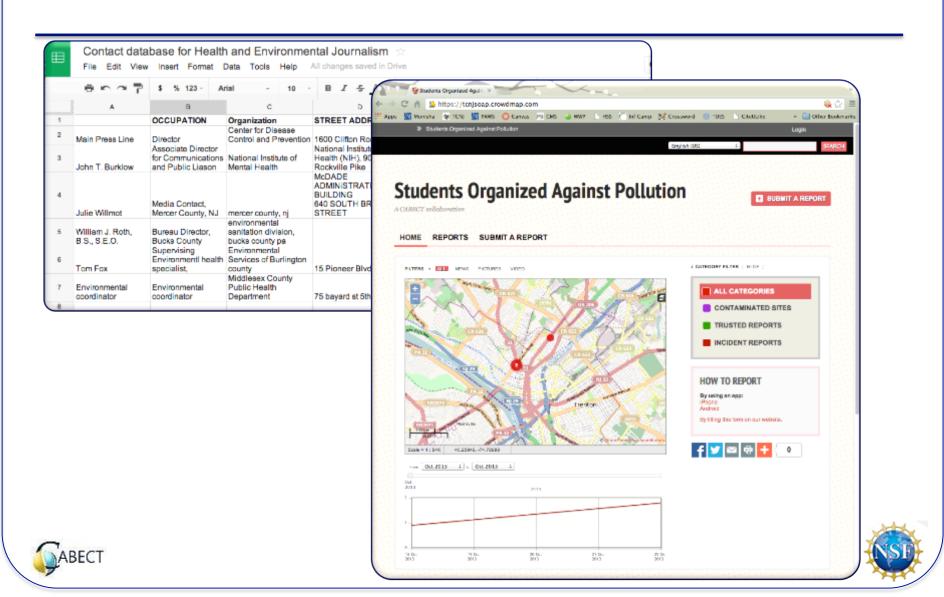


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What We Did In Fall 2013



What We Did In Fall 2013



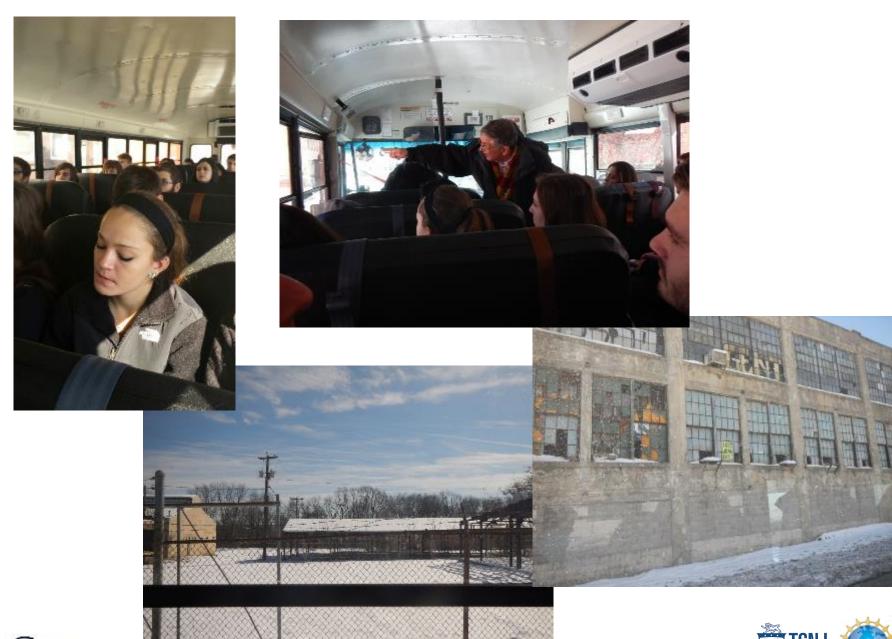
What We Did In Spring 2014









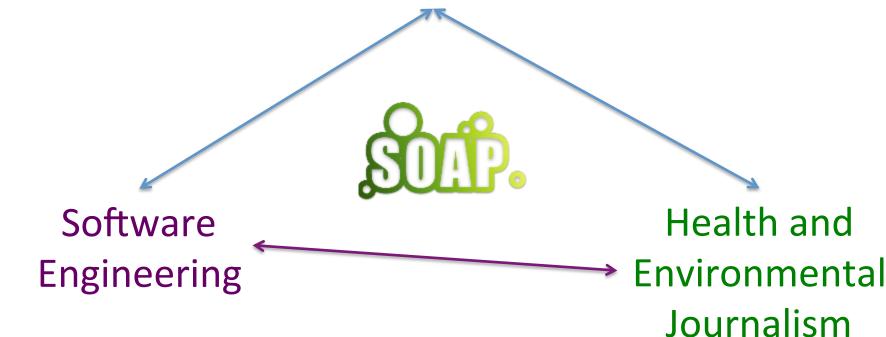






What We Are Doing in Fall, 2014









To date:

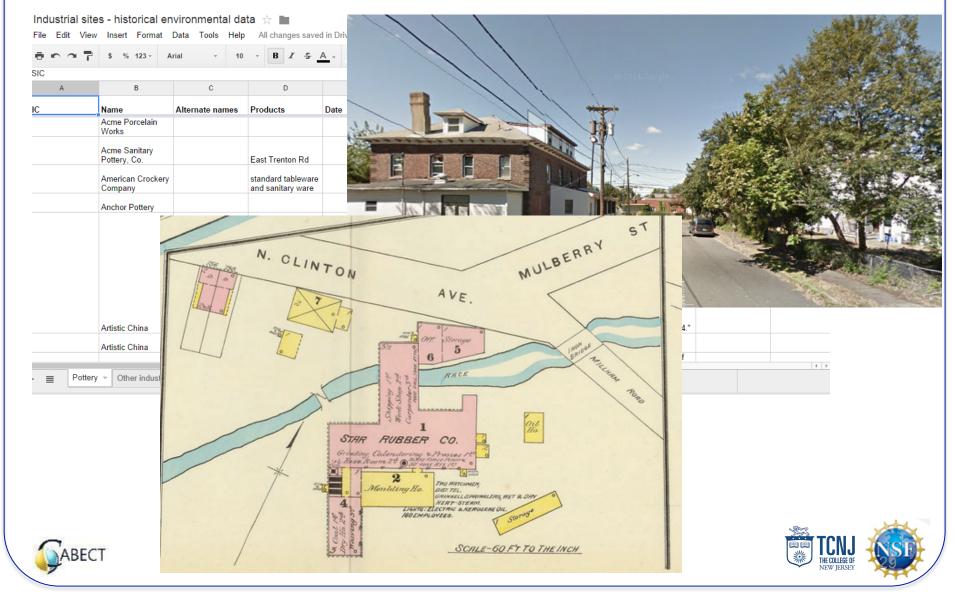
- User testing of existing SOAP site, review of content and modules completed but not yet integrated
- SE students: Use case diagrams for user feedback
- Journalism students Sanborn maps, scraping practice
- Coming soon, proposals for new modules







Finding our own "ghost factories"



Preliminary Results

- Students in both classes self-reported greater understanding of computational thinking from pre-test to post-test.
- Students in both classes recorded highest gains in understanding how computing affects society.





Preliminary Results

Computer Science Students (N=21)

I can use algorithms

I can use logical thinking-

I can analyze a problem and identify/define computing

Lunderstand impact of computing on society

I can apply knowledge of computing appropriate to my major-

I can collaborate with others to create computer-based tools for computer science I can use abstractions I can use current computing skills necessary for careers in computer science 1.1 I can use current computing skills necessary for careers in computer science

1.6

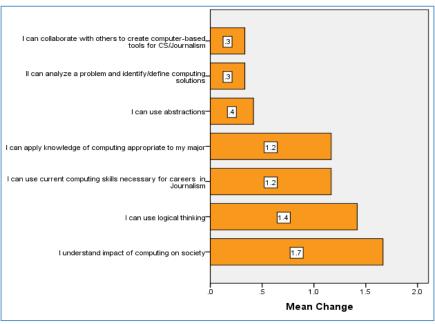
1.6

1.7

1.9

2.0

Journalism Students (N=21)



Change in mean of post-test self-reported level agreement from pre-test level of agreement, measured on a 4 point scale where 4 = Strongly Agree, 3 = Agree, 2 = Disagree, 1 = Strongly Disagree;

Data shows that Computer Science students demonstrated greater changes overall, with up to two points of mean change from class.



Preliminary Results

"It has provided a new point of view of Computer Science that I didn't know of before. As well as thinking about design decisions in a way that is effective from the computer programmers point of view, we also need to take into account how the system will be used by others. Also, dealing with stakeholders in the system by directly asking them questions was a more effective way of laying out system requirements than just imagining what they would want."

"The collaboration was helpful in learning about requirements gathering and planning the system and the user interface. It helped us learn how to balance the interests of all stakeholders and develop a solution to an important problem in the system. This is what a software engineering course is meant to teach students and I found it to be a very valuable experience."





Challenges and Concerns

- Understanding the scope of involvement and where the other class "fits"
- Students collaborating across courses beyond designated meeting times.
- How does the additional time for collaborative activities impact content coverage?
- 0 33





Questions

- How do you incorporate ethics into all stages of the project so that students are constantly aware of needing to make ethical decisions?
- What kinds of collaborative activities make sense?





Obstacles / Challenges

- o Time
 - ✓ To develop the course
 - ✓ To cover content
- Keeping faculty engaged / committed
- Finding a community partner
- Institutional support





Outcomes for the Community Partner

- Students develop a sense of personal social responsibility.
- The partner gets applications that enable them to efficiently carry out tasks.
- The partner gets informative online resources that promote a better understanding in the community about the issues being investigated and addressed.





Questions for discussion

- O What kinds of projects in your course(s) might work for this model?
- To which community partners can you reach out?
- What institutional support is available?
- What additional institutional support is needed?





Implementing the Collaboration I

Brainstorming in small groups – 35 minutes

- Specific concerns
 - ✓ Logistics
 - ✓ Administrative support
 - ✓ Others ??
- How we addressed them
- Ideas on how these can be addressed





Outcomes for Journalism

- Students in can describe similarities between the process of doing journalism and that of developing software.
- Students recognize the need for computational thinking in their own discipline.
- We see a positive impact on the accuracy, timeliness, rhetorical velocity and amplification effects of student journalism.





Assessing Outcomes

- Self assessments
 - ✓ First Day of Class
 - ✓ Middle of the semester
 - ✓ At the end of the semester
- Project





How can you be involved in CABECT?

- Sign up to be an early adopter of the model.
- Recruit a faculty collaborator from another discipline, preferably non-STEM.
- Identify a community partner to work with.
- Adapt and apply the model.
- Provide us with anonymized assessment data and feedback on the model.
- Post your ideas and resources on CABECTPortal.





What Help Can We Provide?

- Best practices for developing similar collaborations at your institution.
- Pitfalls to be avoided and how to deal with them.
- Instructional materials for the courses in our project.
- Assessment and evaluation instruments with instructions on adapting and administering them.
- Documentation and configuration scripts for using the technology needed for such collaboration.
 "Hand-holding" throughout the process.





For more information

- CABECT website: http://tardis.tcnj.edu/cabect
- S. Monisha Pulimood, PI <u>pulimood@tcnj.edu</u>
- Kim Pearson, co-Pl kpearson@tcnj.edu
- Diane Bates, evaluator bates@tcnj.edu



