GIRLS: Girls Immersed in Robotics Learning Simulations

UMass Amherst #1830450 Elms #1830179 Award Date: September 1, 2018

PIs: Florence Sullivan, UMass, Amherst, Beryl Hoffman, Elms College | Personnel: Lissie Fein, Andrew Pasquale, Holyoke Codes

Challenge

- Girls and other underrepresented students have less engagement with computer science and robotics.

Solution

- Provide opportunities for personal accomplishment.
- Promote CS as a helping profession by simulating first responders in a disaster.
- Study the role of immersive simulations in supporting girls' interests and learning.

Scientific Impact

- Contribute to knowledge of the curricular and pedagogical factors that support underrepresented students interest in CS.

Broader Impacts

- Broaden participation of girls and Latinx students in robotics and computer science.
- Share public repository of our results with CS for All, STELAR, and the National Girls Collaborative Project.

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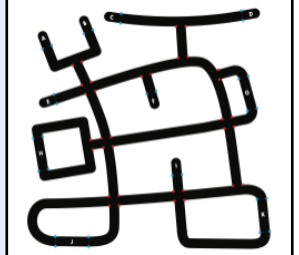
Codes

immersive robotics

Do immersive experiences improve girls' learning and interest in computer science and robotics?

Does working in all girl vs. mixed gender groups affect girls' learning and interactions in robotics?

YEAR 2	Girls control group.	Boys and girls control group.	
YEAR 3	Immersive narrative intervention with girls.	Immersive narrative intervention with girls and boys.