

LESSON PLAN

Identities in Computing

Title	Identities in Computing Fields
Course	Courses in Computer Science and Engineering
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Time Duration	Approximately 15 minutes (asynchronous learning)
Overview	This activity is designed to heighten awareness of the impact of racial stereotypes in technical field professional identification
Objective	<ul style="list-style-type: none">• Develop awareness of the impact of racial stereotyping in professional identification
Materials	Canvas Module archive https://partnership4equity.org/resources/IdentitiesInComputing.zip <ul style="list-style-type: none">• Preparatory description and questions• TEDxStanford Talk Video: <i>Why Do We Dance Around Diversity in Tech?</i><ul style="list-style-type: none">- Author: Benjamin Williams- Source: https://www.youtube.com/watch?v=b5n7my8KJ0o• Reflective questions and submission form
Procedures	Students read and contemplate preparatory questions, review a 4-minute video, and complete a set of reflective questions.
Modifications	A recommended modification of this activity is to engage multiple participants in discussions through real-time interaction or asynchronous forums.



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Overview

Identities in Computing

Professional identification is the sense of oneness individuals have with a profession and the degree to which individuals define themselves as members of that profession.[1]

Module Objectives

Consider how our professional identities are shaped by our environment and how we influence the identities of others.

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[1] https://en.wikipedia.org/wiki/Professional_identification

What do you want to be when you grow up?

Others perceive us and shape our perceptions

What do you want to be when you grow up?

- How did you answer when you were first asked that question?
- How has that changed over time and why?

What does it mean to be a *Computer Science Student*?

- After your friends or family members learn that you are enrolled in a computer science course, how does that change how they see you?
- In what ways do their comments or behaviors influence your own thinking and behaviors?

Who can be a *Computer Scientist*?

- What “norms” can you think of that would lead you to consider someone a good candidate to become a *computer scientist* or other *computing professional*?

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Video:

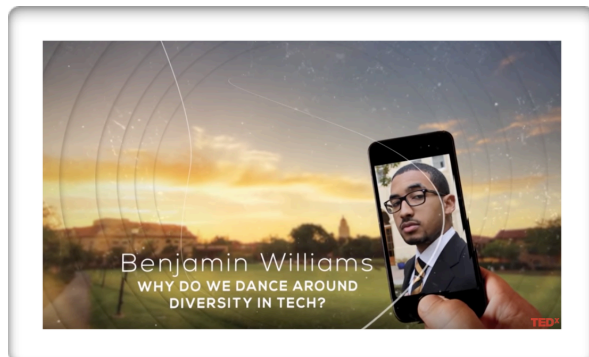
Why Do We Dance Around Diversity in Tech?

A TEDx Stanford talk by Benjamin Williams[1]

- Benjamin Williams[2] has a computer science degree from Stanford and is a software engineer, entrepreneur, and hip-hop dancer.
- In this video he is accompanied by dancers Monyett Crump Jr. and Jasmin Williams.

Consider the questions from the previous page as you watch the video.

Length: 4 minutes



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[1] <https://www.youtube.com/watch?v=b5n7my8KJ0o>

[2] <https://www.linkedin.com/in/benjaminww/>

Assignment: Reflect and Respond

Use the "Text Entry" tab to provide your responses to the following questions and provide a brief reflection.

Q0a: How does the environment outside of educational institutions influence someone's choice of whether or not to pursue a career in computing?

Q0b: What attributes of the classroom environment encourage someone to pursue a career in computing? What attributes discourage someone from such pursuits?

Q1a: Explain what you think Benjamin Williams meant when he said, "You are already characters in other people's stories."

Q1b: In what ways do you agree with that sentiment? In what ways do you disagree with it?

Q2a: What character do you think you are in your classmates' stories?

Q2b: What character would you like to be in the stories of other people?

R: Take another moment to reflect on your experience with this module. Then describe your observations and any insights you may have gained from your experience.