SIGCAS Mini-Symposium: Computing for the Social Good in Computer Science Education

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Computing for the Social Good: Educational Practices (CSG-Ed), is an umbrella term meant to incorporate any educational activity, from small to large, that endeavors to convey and reinforce computing's social relevance and potential for positive societal impact.

Levels of Engagement

1. The low hanging fruit: redefine an existing example/project with a CSG-Ed narrative.
2. Explicitly address a social good problem, though often in a simplified form.
3. A real world problem solved as an exercise.
4. A real world problem brought by stakeholders and with real world benefits rather than just an exercise.

Schedule for the morning

- Introductions
- Panel Presentation
- Group activity: Envisioning the Future
- Paper Presentations
- Hands on activity
- Wrap up and next steps

Panel: How including computing for social good throughout the Computer Science curriculum can lead to socially responsible professionals

► Dr. Mark Sherman: Assistant Professor at Emmanuel College

► Matthew Sun: Stanford University & President of Stanford CS+Social Good

Envisioning Activity

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Paper Presentations

► **Intentionally Educating for the Social Good in Computer Science**

   by Blumenthal & Blumenthal (Regis University)

► **A Seminar on Race and Gender in Tech: Helping Students Make Sense of the News and the Future Through Readings in History of Science, Sociology and Current Events**

   by Cynthia Lee (Stanford University)

► **Encouraging CS Students to Compute for Social Good Through Collaborative, Community-Engaged Projects**

   by Pulimood, Pearson, and Bates (The College of New Jersey)