

# Improving Interactive Instruction: Faculty Engagement Requires Starting Small and Telling All

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Bailey Kacsmar

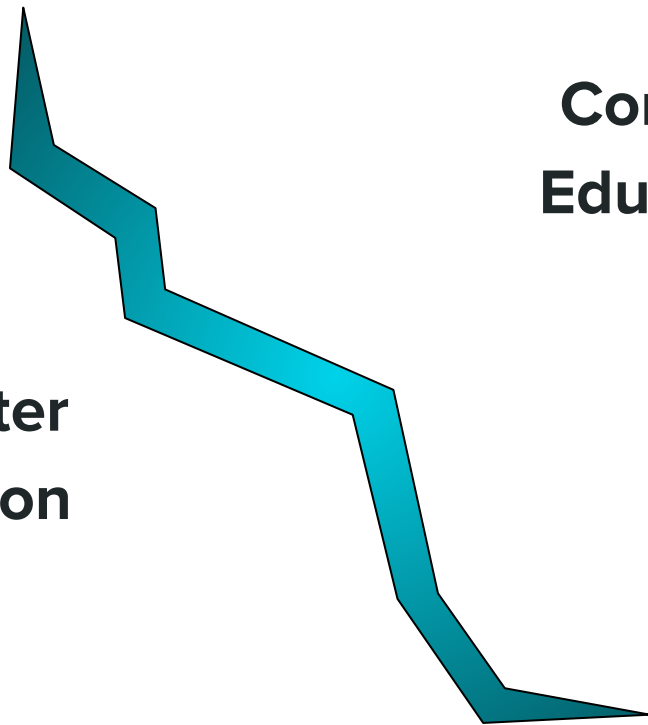


# A Divide

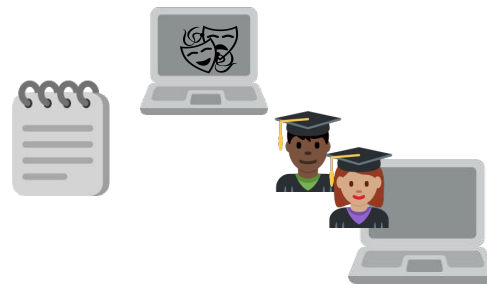
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**Current Computer  
Science Education  
Practices**



**Computer Science  
Education Research  
Innovations**



# Interactive Instruction Innovations

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One-minute reflections

# Interactive Instruction Innovations

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One-minute reflections



Software theater

# Interactive Instruction Innovations

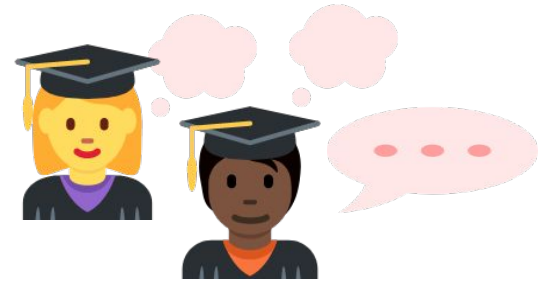
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One-minute reflections



Software theater



Think-pair-share

# Interactive Instruction Innovations

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Or  
Case Studies

ate reflections

Workshops

Jupyter Notebooks



Software theater

Polling

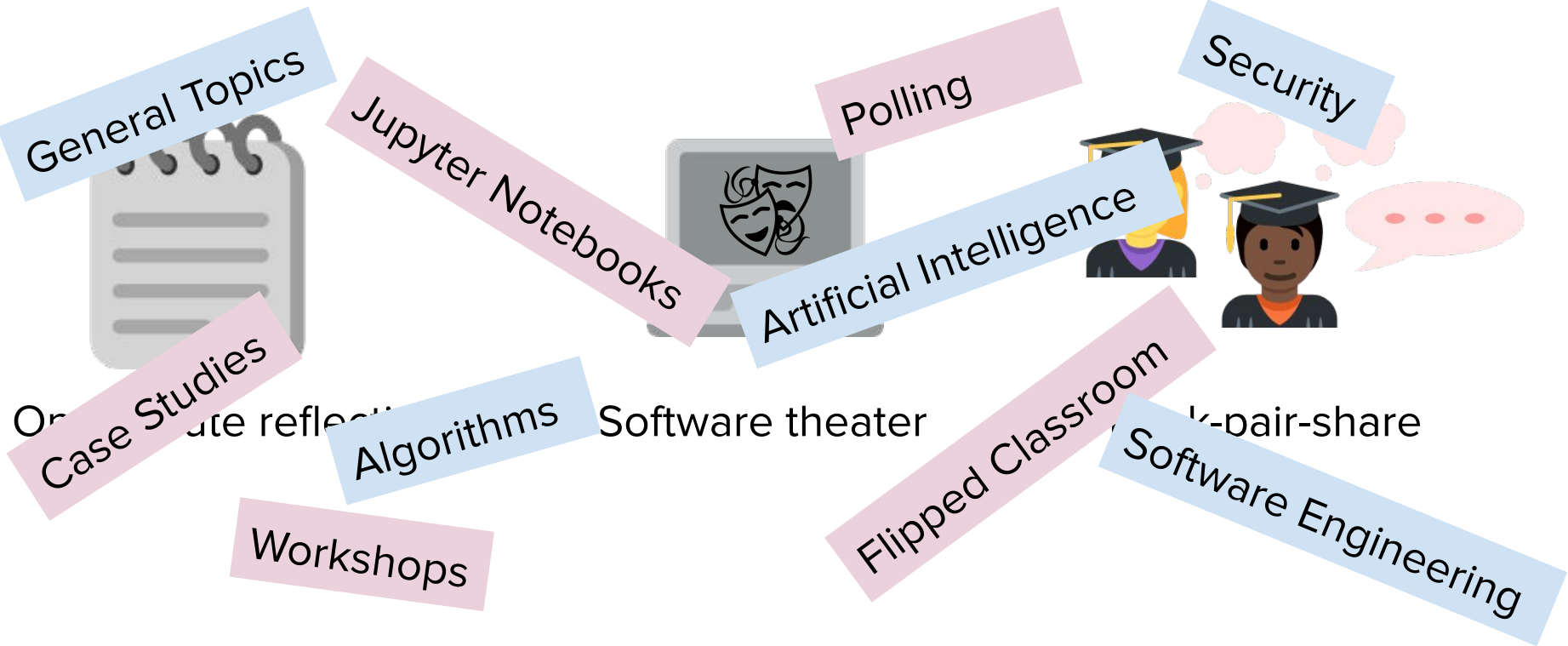


think-pair-share

Flipped Classroom

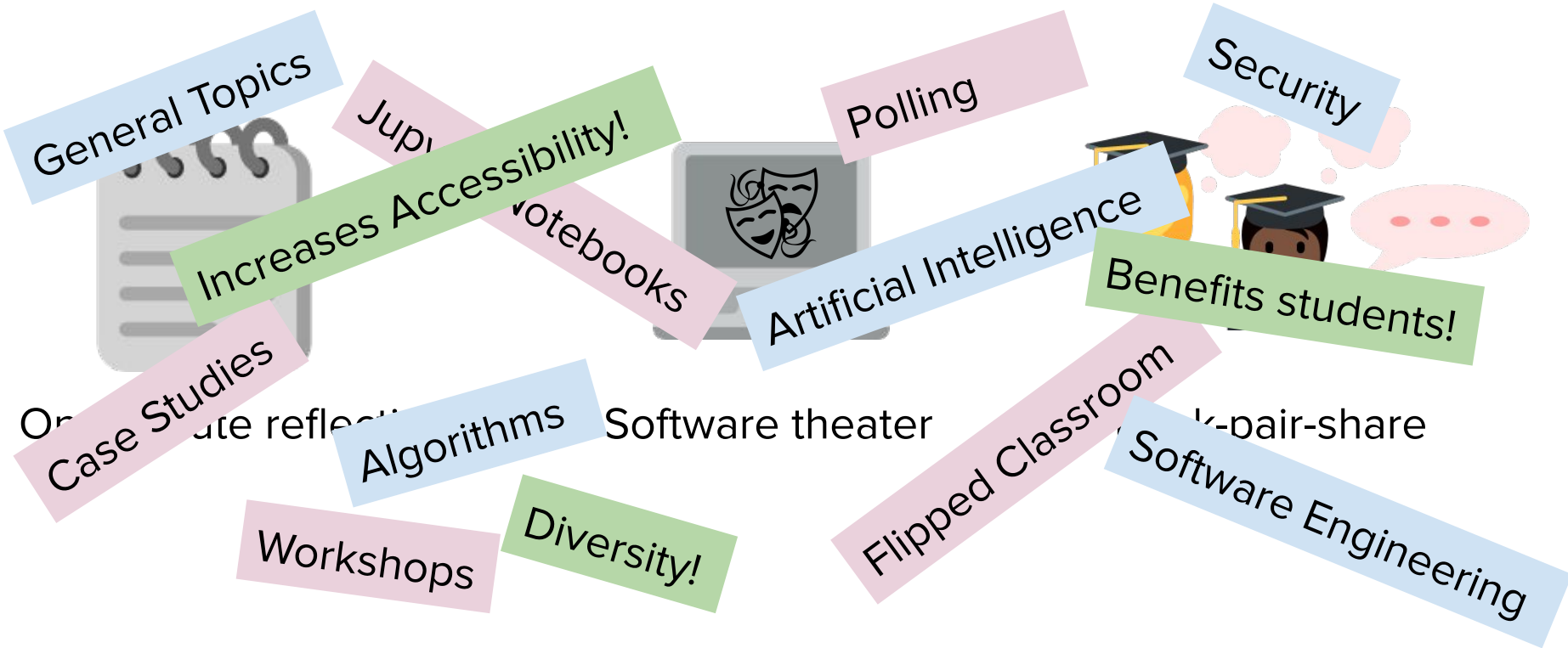
# Interactive Instruction Innovations

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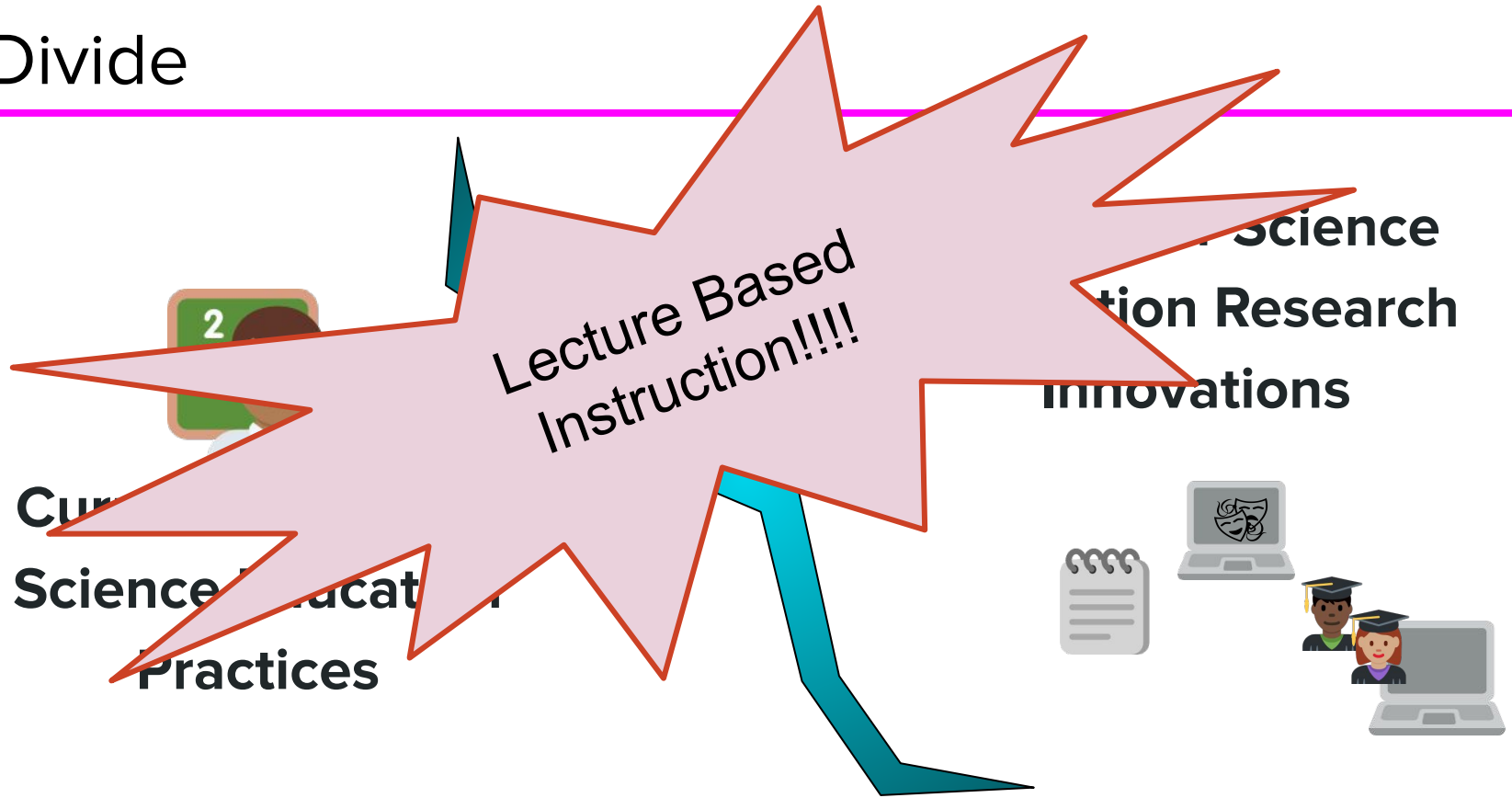
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# A Divide

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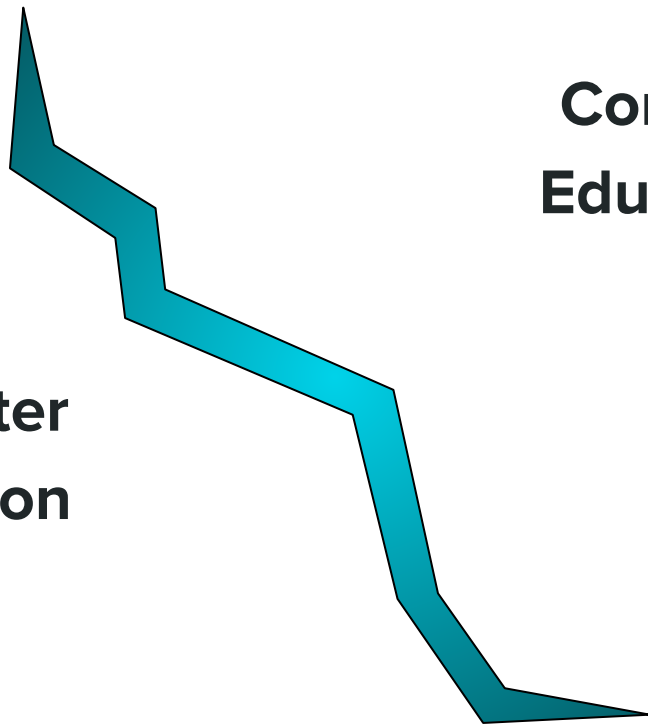


# Barriers in the Divide

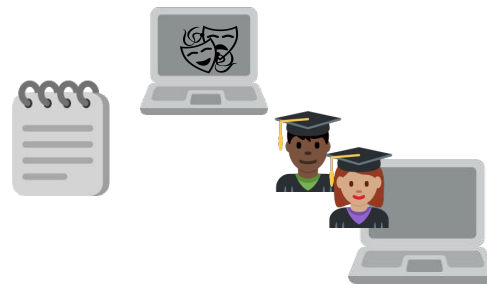
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**Current Computer  
Science Education  
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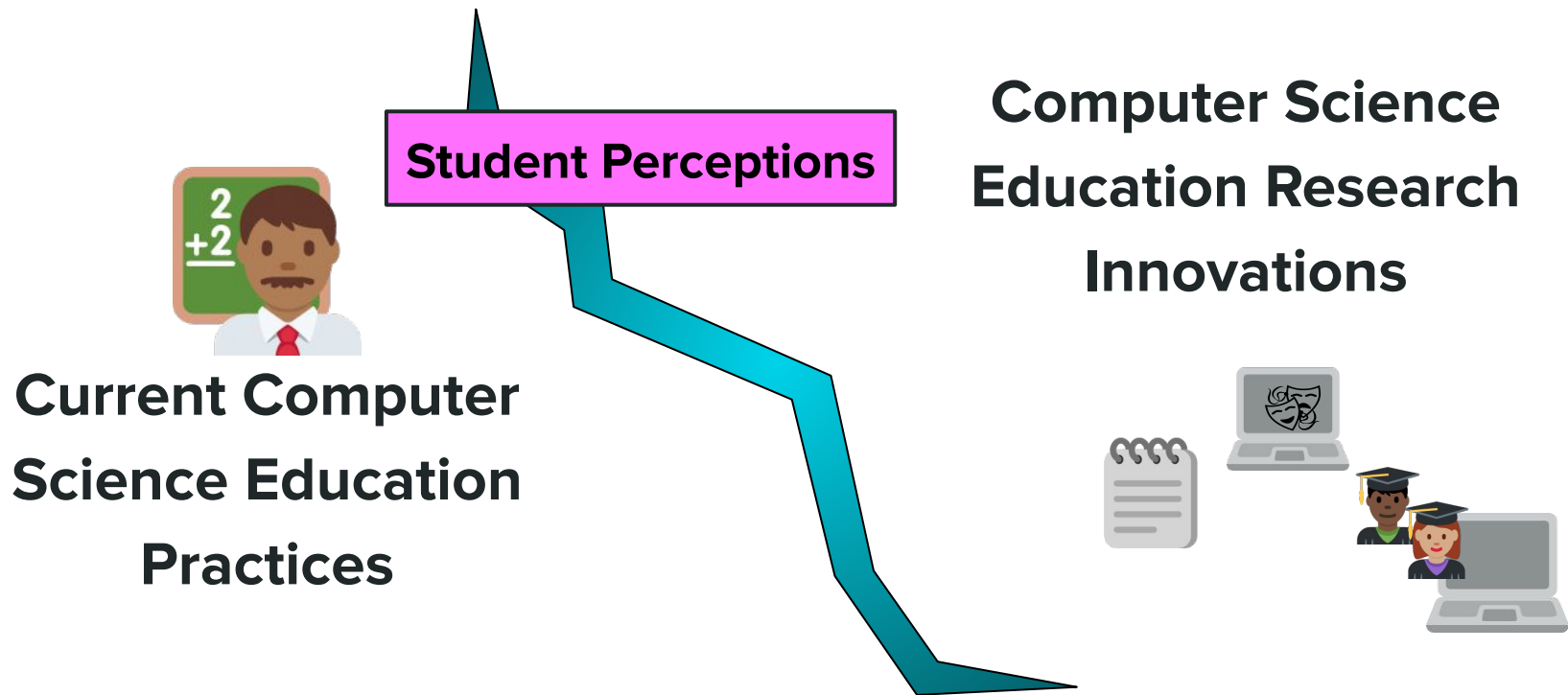


**Computer Science  
Education Research  
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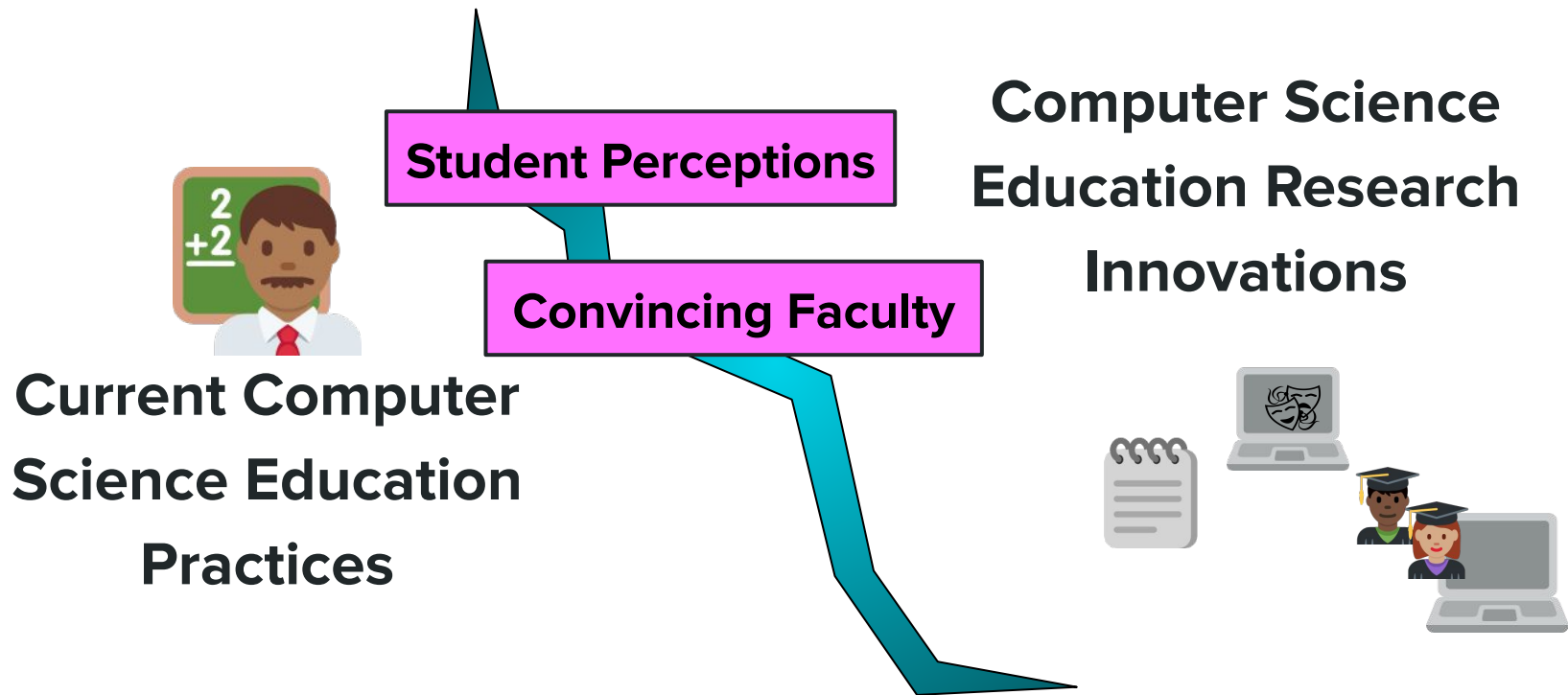
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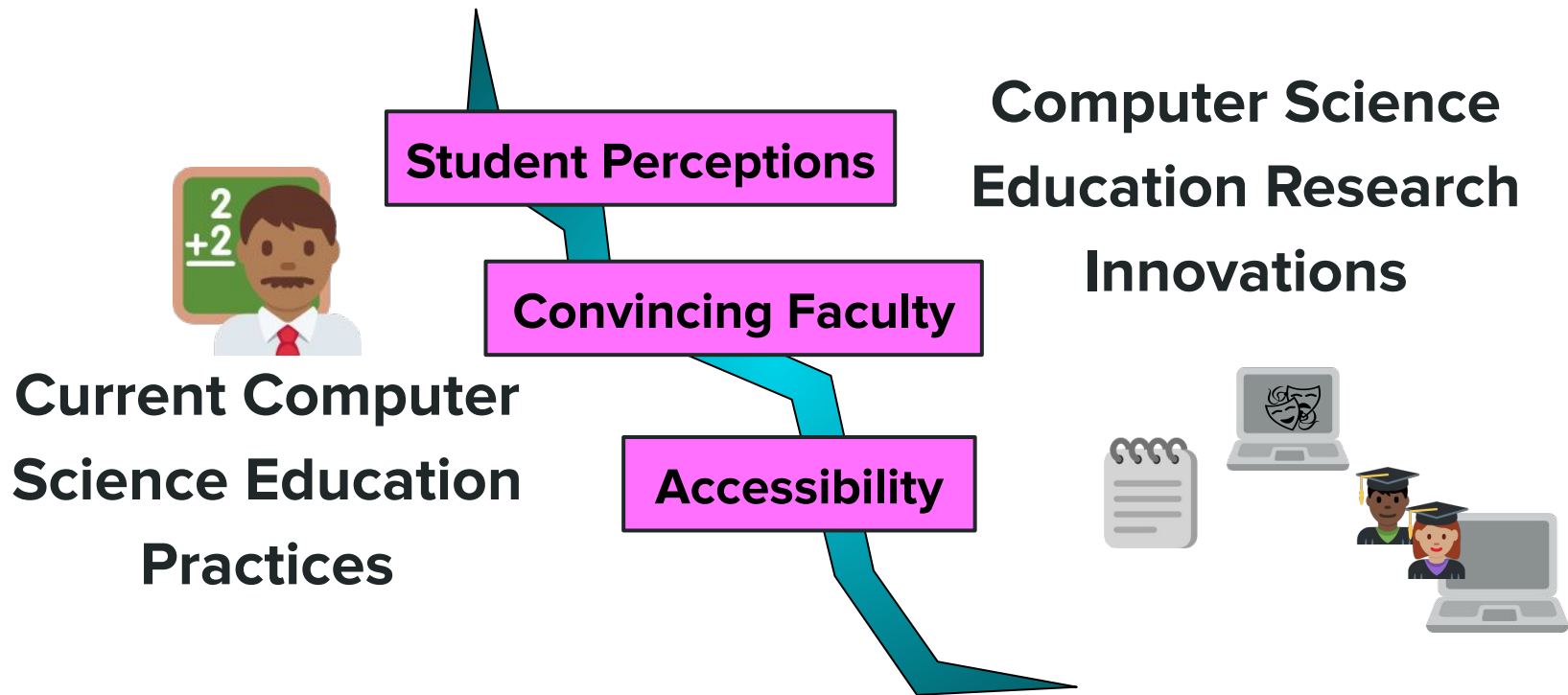
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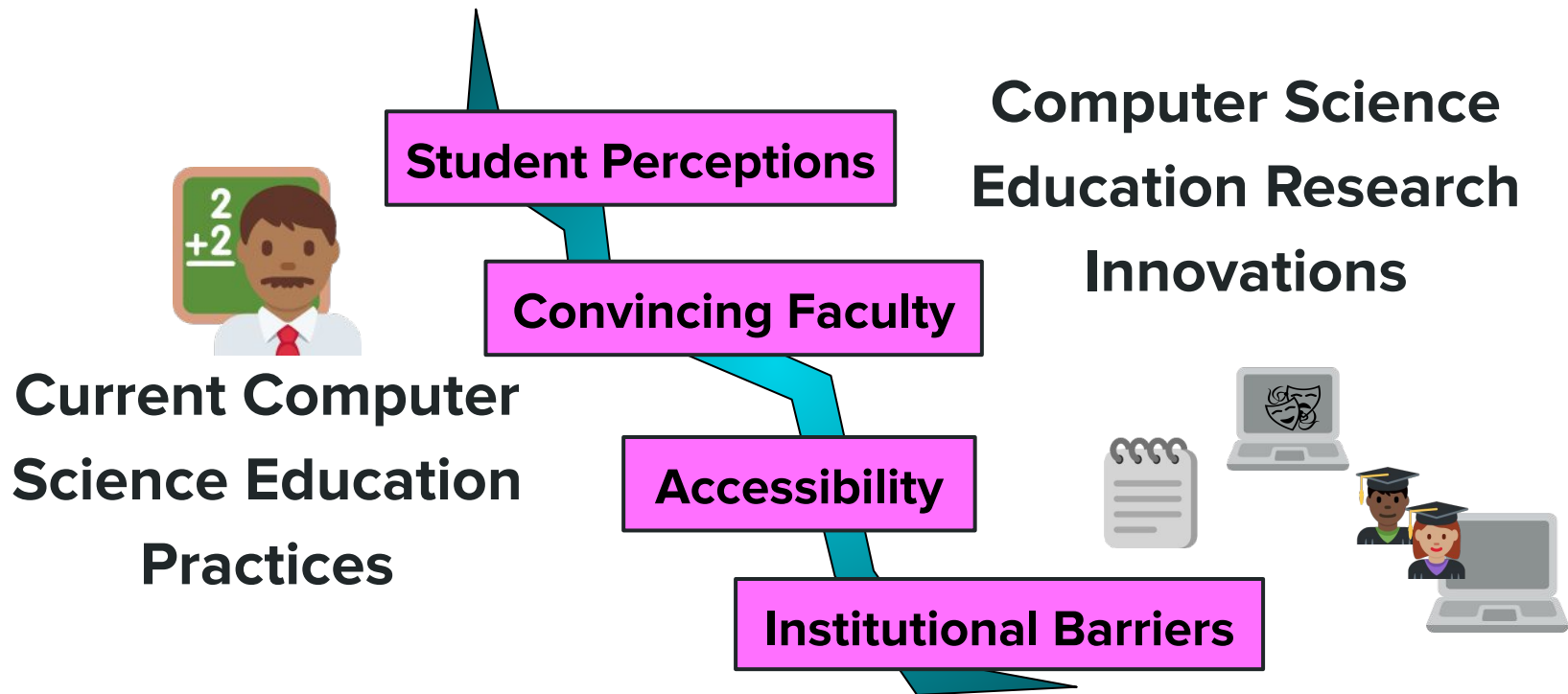
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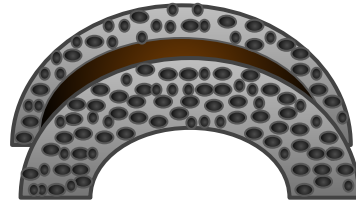
# Barriers in the Divide

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# Now what?

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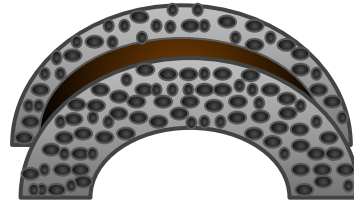


**Let's build a bridge!**

# Two Main Goals for Building a Bridge

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- Improving the accessibility of education innovations
- Identify a path to propagate innovations from researchers to practitioners



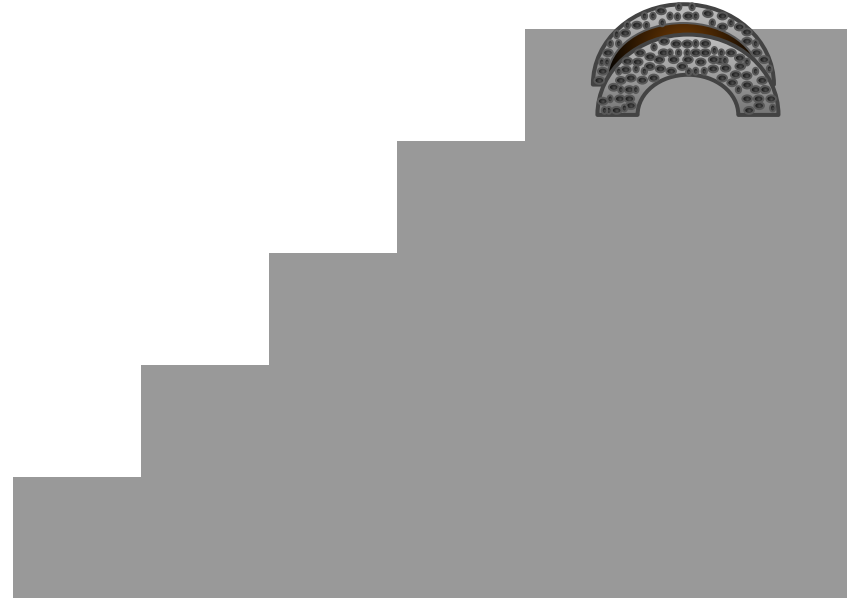


# Steps Towards a Bridge

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Small Teaching

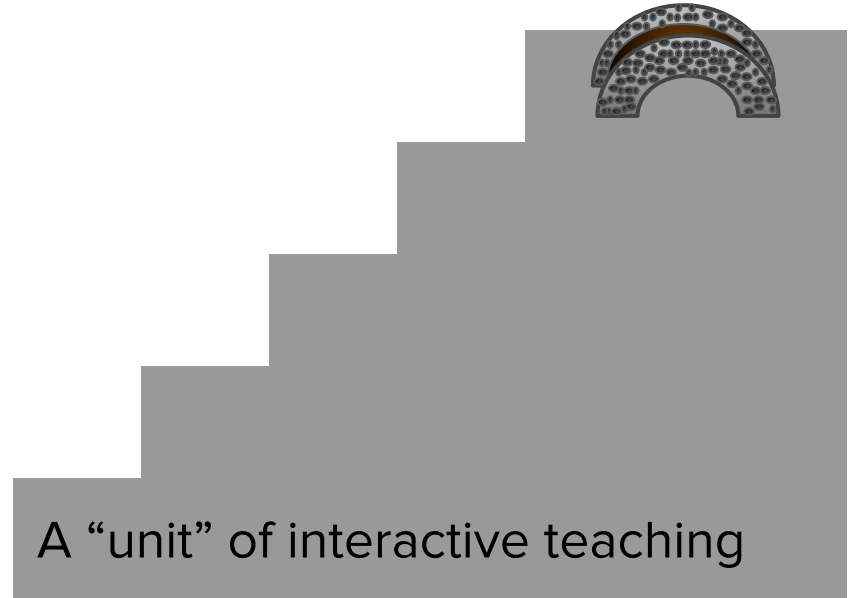


# Steps Towards a Bridge

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Small Teaching



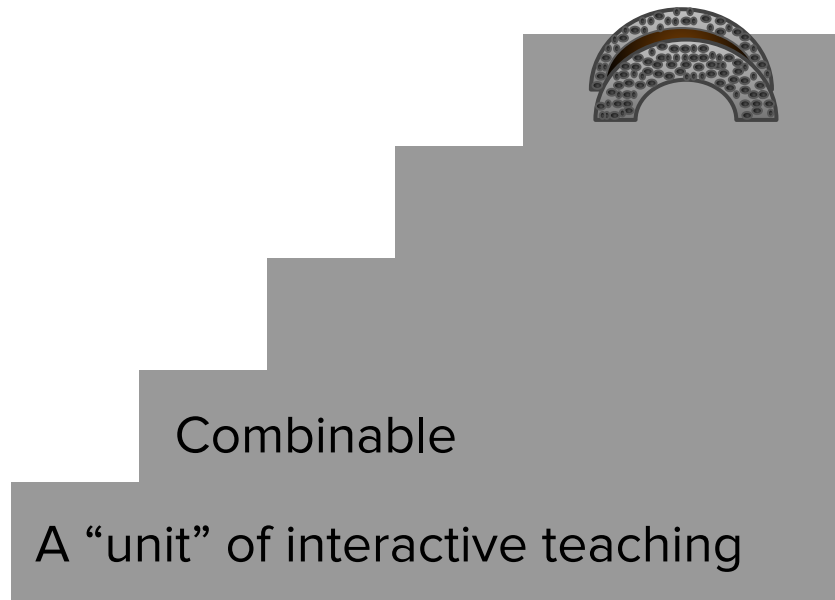
A “unit” of interactive teaching

# Steps Towards a Bridge

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Small Teaching

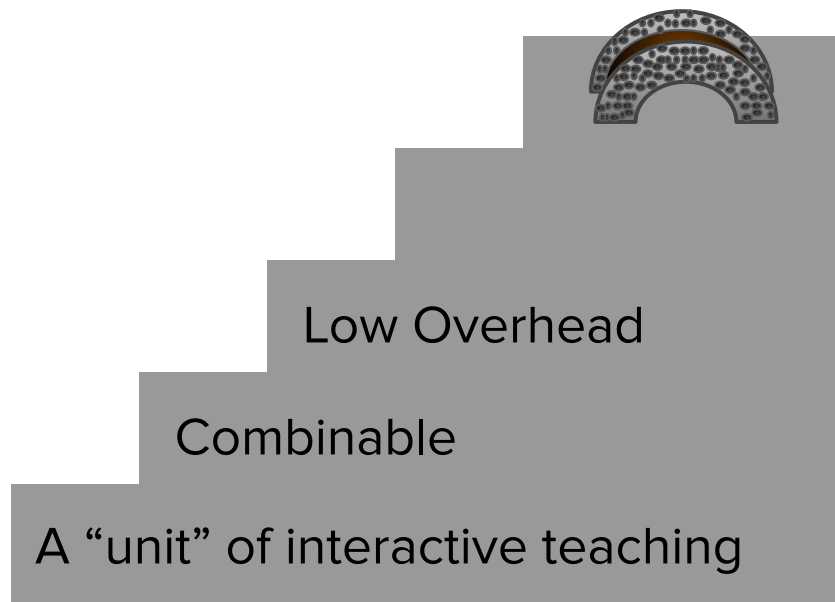


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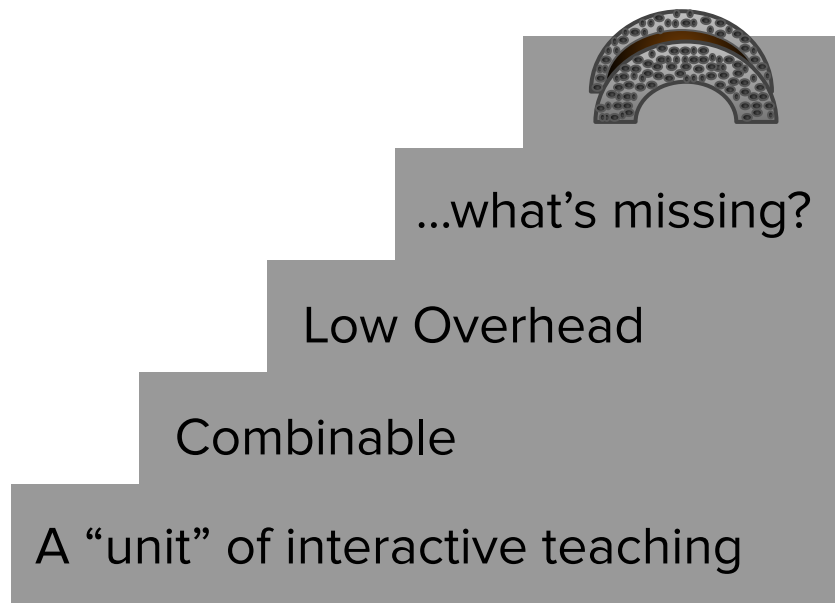


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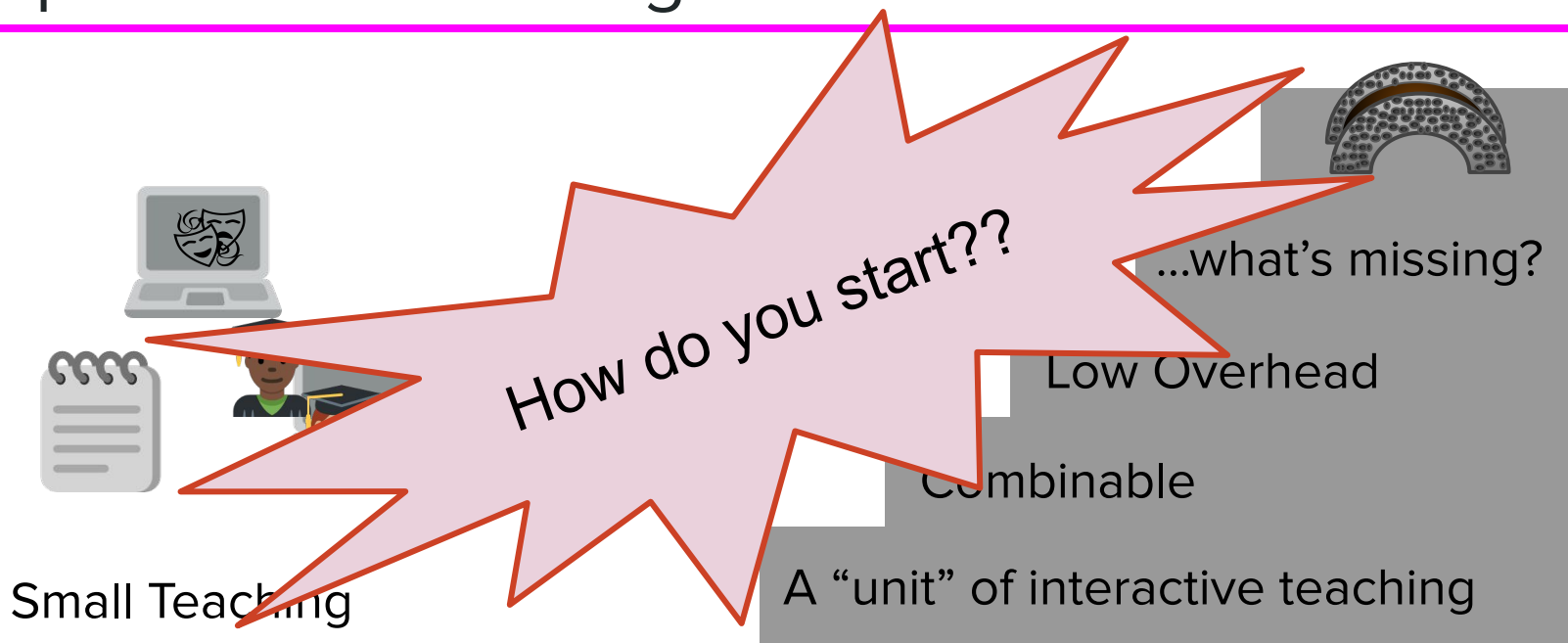


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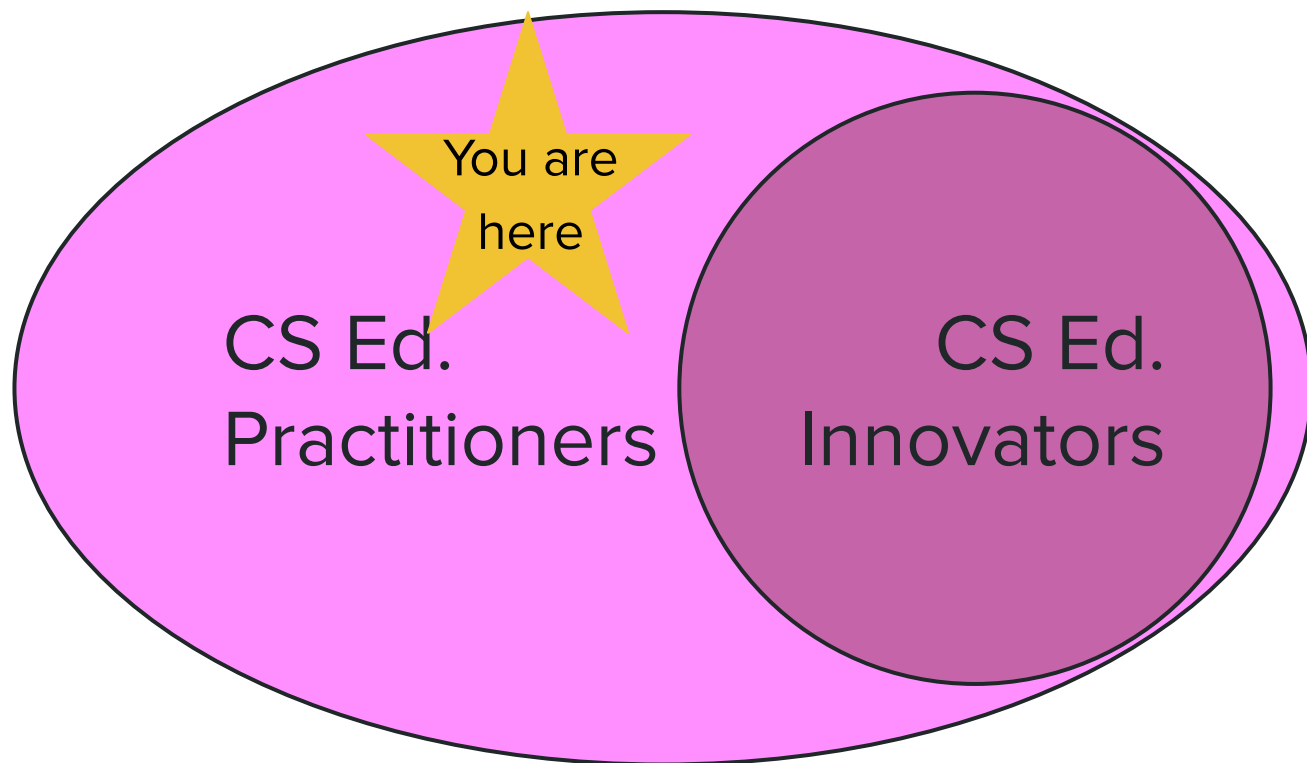
# Steps Towards a Bridge

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# Finding the bridge?

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## Let's imagine...

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- Ideally, there would be a dataset of CS Ed Innovations
- Documented for re-usability
- Evaluated for motivating to students and administrators
- Accessible with varying time and resource requirements



# A Few More Steps...

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Computing Education  
Research Artifacts

# What is an artifact?

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CS Ed Artifact

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CS Ed Artifact - Submitted by CS Ed Researchers

# What is an artifact?

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## CS Ed Artifact

**Type:** lecture activity, flipped classroom, tool/software, framework...

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**Not all inclusive, but it is a start.**



# Ensure Quality Artifacts

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- 1) Calls for Artifacts

# Ensure Quality Artifacts

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1) Calls for Artifacts



2) Artifact Review  
Committees

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1) Calls for Artifacts



2) Artifact Review  
Committees



3) Include Junior  
Researchers

# Takeaways

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- Small, low effort, teaching innovations can increase access
- Education research artifacts engage junior researchers
- Above all, guide instructors, help build change

*Thank you*





# A Few More Steps

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Computing Education  
Research Artifacts

- Why artifacts?
- What is an artifact in CSER?
- How will we ensure quality artifacts?