

Welcome!

CS/SWE 795 – Equity & Ethics in Software Engineering

Roughly...

75% reading papers,25% synthesizing and discussing research

Learn about:

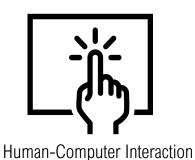
- --> Ethics in computing
- --> Diversity on software teams
- --> Research and practice on developing equitable software systems

About me



About my lab







Understanding Software Practice

Developer tool use Developer expertise Work environments

Improving Software Practice

Testing & debugging Tool adoption & communication Onboarding in OS communities



(INterdisciplinary Software Practice Improvement REsearch and Development)

http://inspired.cs.gmu.edu

Developing Equitable Software

Software and model fairness Ethics in open source Technology for Black Lives Equitable healthcare access



Online Resources

All information, announcements, and discussions will be on Piazza.

- Key course information and links (e.g., syllabus and scheduled) are in a pinned post

Assignments and grades will be posted on Blackboard.

Schedule

Date	Topic	Readings & Exercises	Assignments
Meet 1 Thu 1/26	Class Overview & Intro to Ethics and Equity		
Meet 2 Thu 2/2	The History of Ethics in Computing		
Meet 3 Thu 2/9	The History of Ethics in Computing (cont'd)		
Meet 4 Thu 2/16	Ethics & AI		
Meet 5 Thu 2/23	Supporting Ethics in Practice: Tools & Frameworks		
Meet 6 Thu 3/2	Black Mirror Writer's Room (Extended Exercise)		
Meet 7 Thu 3/9	Black Mirror Writer's Room Presentations		
Thu 3/16	No class Spring Break! 😎	<u> </u>	
Meet 8 Thu 3/23	From Ethics to Equity, Starting with Diversity		
Meet 9 Thu 3/30	Engaging Marginalized Communities: Research Methods & Design Approaches		
Meet 10 Thu 4/6	Engaging the Margins: Persons with Disablities		
Meet 11 Thu 4/13	Engaging the Margins: Children and Aging Populations		
Meet 12 Thu 4/20	Engaging the Margins: LGBTQ*		
Meet 13 Thu 4/27	Engaging the Margins: Intersectionality & Positionality		
Thu May 4 4:30 - 7:15 pm	FINAL PRESENTATIONS		
Thu May 11 4:30 - 7:15 pm	FINAL PRESENTATIONS		

Subject to change, but generally final

Office Hours

Virtual and in-person options (all posted on Piazza)

Also available by appointment (contact TA or myself via Piazza)

TA office hours in-person (also posted on Piazza)



Class structure

Typically:

- 5-6 paper presentations (given by students, ~20 minutes each)
 - Q&A + Discussion
- 10-15 minute break halfway through class

The time we finish depends mostly on the presentations and discussions that day (but we will generally be done by 7pm)

Grading



All details on grading are in the syllabus.

Participation (discussion board & in-class) = 20%

Article presentation (one per student) = 20%

Article synthesis (two due over the semester) = 20%

Final projects (to be completed in a group) = 40%

Article Presentation (20% of final grade)

Everyone has been assigned a paper to present to the class (see <u>Paper Schedule</u>).

You are welcome to switch with others, but <u>I should be notified when that happens.</u>

Presentations should:

- Be no longer than 20 minutes
- Cover key elements of the paper (see <u>Article Presentation Template</u>)
- Include visuals along with text

Slides should be submitted prior to the start of class.

We will grade based on expected content and quality of visual/oral presentation.

Article Synthesis (20% of final grade)

It is expected that you read <u>all</u> papers that are presented in this course.

Over the course of the semester, you should submit two article syntheses.

Each synthesis should:

- Include at least 3 articles
- Includes details of each article along with thoughts on contribution

Class participation (20% of final grade)

Earn points by:

- Asking questions following presentations
- Engaging in in-class activities and discussions
- Suggesting papers to add to the course (via Paper Recommendation Form)
- Engaging meaningfully on Piazza

Final Project (40% of final grade)

Teams of 3-5 students (in *this* class)

Either:

- a) Pilot or propose new study/experiment/tool OR
- b) Extend an existing study/experiment/tool

Deliverables

- 1. Project proposal: title, collaborators, one-page summary
- 2. Paper outline: sections and bulleted lists (incorporating proposal feedback)
- *3. Final paper*: final conference quality write up, integrating all feedback
- *4. Final presentation*: present paper to class

Attendance

Not required, but strongly encouraged

All due dates are final (with few exceptions)

Don't forget participation grade!



Responsibilities of Professor

Curate <u>useful and interesting information</u> for you Come to class Offer <u>challenging but reasonable</u> exercises and assignments Grade fairly <u>without bias</u> Return graded work **promptly with helpful comments**

Goals:

- Support discussion and knowledge sharing of important concepts
- Make the class fun and engaging for everyone



Responsibilities of Student

Come to class <u>on time</u>

If you miss class, <u>catch up on your own</u> (but don't hesitate to ask for help if needed) <u>Listen</u> to all instructions

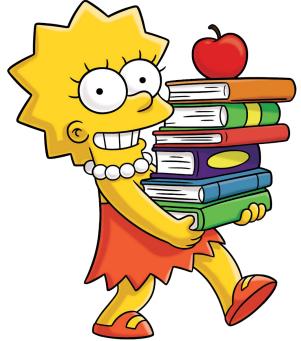
Turn in assignments on time

Read the material

If you disagree with me, <u>disagree politely</u> Goals:

- Read before class

- Actively participate in your academic growth



Fostering an inclusive, safe space

A classroom consists of a <u>instructors</u> and <u>students</u>. We all play a role in creating a <u>safe learning space</u>.

Everyone should feel comfortable and supported

- by instructors
- by their fellow classmates

There is **ZERO TOLERANCE** for:

- racism or sexism
- bullying or harassment
- inappropriate comments of any kind

