

# why COMPUGIRLS?

2,896,000  
Latina and  
Black Girls  
Graduating

Growth  
Close to  
775,000  
Computer  
Jobs

If just over **one in four** Latina and Black girls went into the computing workforce, that alone could address the **entire growth** in computing jobs over the next decade...

## however...

There are several causes of **underrepresentation** of women and girls of color in STEM, including...



- Lack of access to opportunities for teachers, students, and families



- Hostile work environments



- Unsupportive peers



- Lack of computational thinking skills such as abstraction, automation, and analysis

# become a sponsor today!

Make a great impact on the future of girls of color. **Be a change maker.**



COMPUGIRLS allowed me to claim my technological identity."

— Mitzi Vilchis  
Former COMPUGIRL  
ASU Alumna  
Fulbright Scholar

## contact us!

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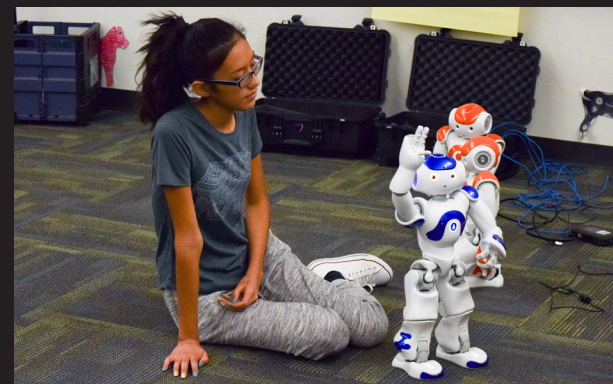
Tempe, AZ 85287-1108

**Website:** [cgest.asu.edu/compugirls](http://cgest.asu.edu/compugirls)

**Thank you to our current sponsors:**



# COMPUGIRLS



**ASU** Center for Gender Equity in  
Science & Technology  
ARIZONA STATE UNIVERSITY

# what is COMPUGIRLS?

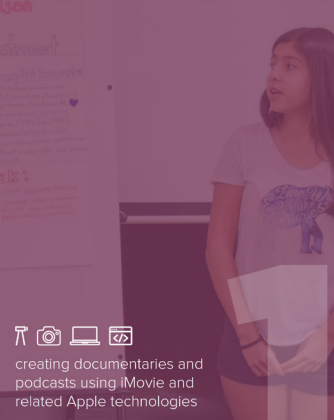
**COMPUGIRLS** is a **culturally responsive** technology program for adolescent (grades 8-12) girls from under-resourced school districts across the country. We are currently in Arizona, California, Colorado, New Jersey, and Wisconsin. Supported by grants from the National Science Foundation and based in the **Center for Gender Equity in Science and Technology (CGEST)** at Arizona State University (ASU). COMPUGIRLS provides fun summer, after-school and year-long programs where participants learn the latest technologies in digital media, game development, virtual worlds, and humanoid robotics.

## mentor teachers

Staff are a mixture of carefully **screened** in-service teachers (mentor teachers) and individuals who hold their bachelor's degree (management interns). Each individual experiences **multiple training sessions** about **culturally responsive teaching**, social justice, techno-social analysis, and digital technologies.

## COMPUGIRLS courses

### Digital Storytelling



creating documentaries and podcasts using iMovie and related Apple technologies

### Think Like a Programmer, Design Like a Change Agent



programming and designing educational video games with SCRATCH software

### Virtual Worlds for Social Change



programming and designing projects in virtual worlds similar to Second Life

### Co-Robotics for CompuGirls



expanding informal science education using responsive curriculum and humanoid robotics

“This evidence based program presents a well-rounded platform. It provides girls with collegial experiences, network opportunities, and creative work time. It broadens their perspective of the STEM field.”

— **Kimberly A. Scott, Ed.D.**  
**Founder & Executive Director**  
**COMPUGIRLS & CGEST**

## COMPUGIRLS outcomes

Research and evaluation data has shown that there are several beneficial outcomes for program participants:

- **Increased future intent to use technology increased**
- **Increased self-concept around computing**
- **Increased computational thinking**
- **Increased value of and expectations for success in STEM fields**
- **Articulated plans to pursue STEM coursework in high school and college**
- **Strong ecosystem poising girls towards college-enrollment and persistence in STEM**

### Techno-Social Change Agent (COMPUGIRL) Ecosystem

