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

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

Thank you to our current sponsors:

contact us!

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Fax: (480) 727-9494
Email: compugirls@asu.edu
Mailing Address:
Arizona State University
Center for Gender Equity in Science and Technology
PO Box 871108
Tempe, AZ 85287-1108
Website: cgest.asu.edu/compugirls
**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.

**courses**

- Digital Storytelling: creating documentaries and podcasts using Movie 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: expanding informal science education using responsive curriculum and humanoid robotics.
- Co-Robotics for CompuGirls: exploring the intersection of technology and social change.

**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

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*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