

Exploring the Effects of the Hedy User Interface on the Development of CS Interest in Girls

de Wit, S.; Hermans, Felienne; Specht, M.M.; Aivaloglou, E.A.

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Getting girls more interested in Computer Science by re-designing Hedy

Shirley de Wit
Delft University of Technology

Felienne Hermans
Vrije Universiteit Amsterdam

Marcus Specht
Delft University of Technology

Fenia Aivaloglou
Delft University of Technology

What did we do?

Collect feedback from Industrial Design students on the design of Hedy through a survey.

We share the opinions and suggestions of the first four responders.

Positive aspects of the current Hedy design

- looks child-friendly
- distinction between coding area and assignments
- context assignments: recognizable for everyone
- emphasis on terms
- copy code button: useful and clear purpose
- three students perceive Hedy as gender neutral

Opportunities

improve **clarity**

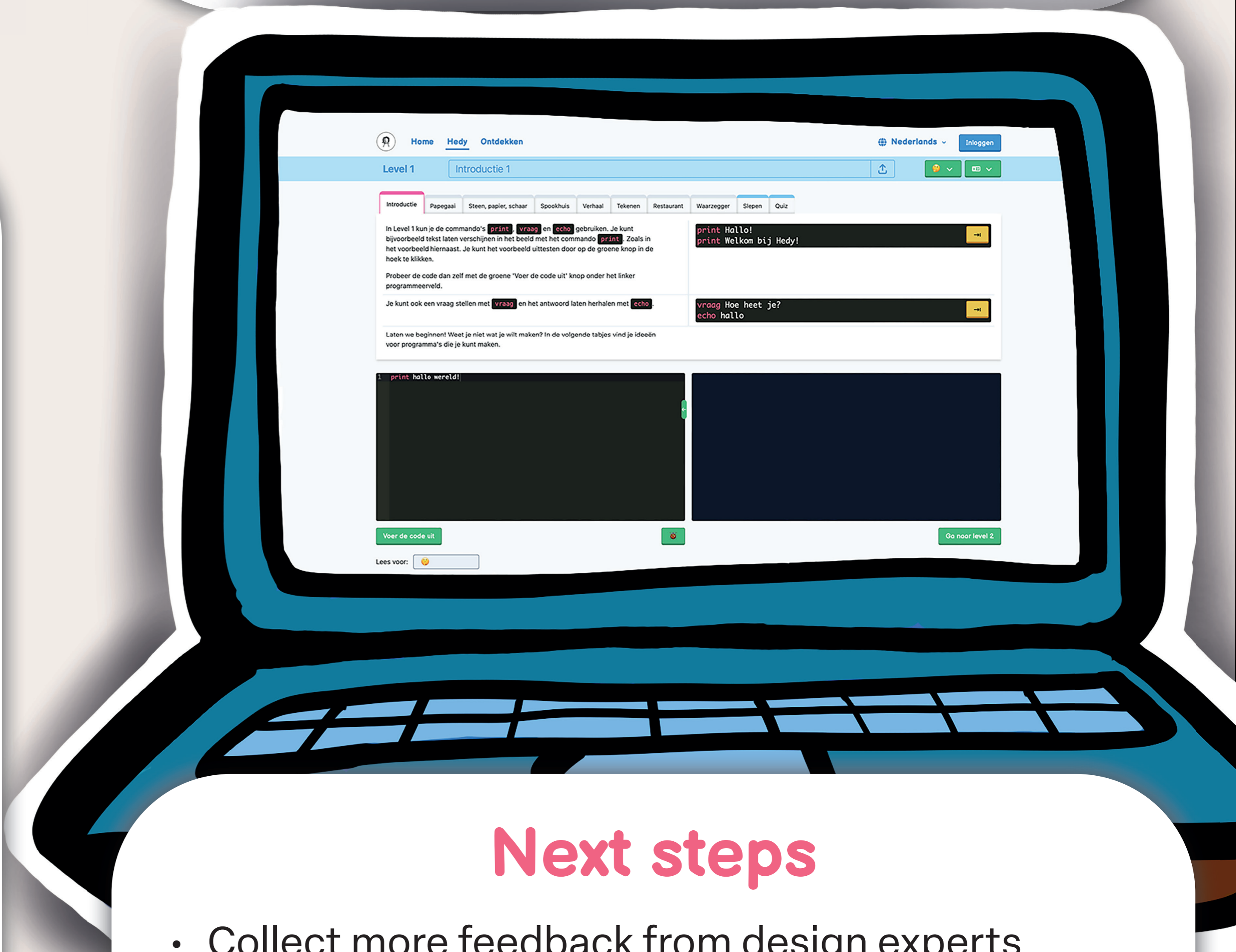
- many buttons on a page and unclear what they do
- where should you code?
- difficult words
- meaning of the colours above the assignments

add a **character**

as a buddy that guides the user through the levels

change **colours** and **fonts**

- let the user change the graphics
- use gender-neutral colours
- make it more colourful
- use a neater written font



Next steps

- Collect more feedback from design experts
- Combine feedback with literature
- Make and test an adjusted Hedy (and iterate)

We are also interested in

- personalization of assignments
- making connections to real life
- extending analysis on (other) CS resources

