

Diversity and Gender in Application Development

Programme course

4 credits

Mångfald och genus inom applikationsutveckling

TGTU82

Valid from: 2019 Spring semester

Determined by

Board of Studies for Computer Science
and Media Technology

Date determined

2018-08-31

Main field of study

No main field of study

Course level

First cycle

Advancement level

G1F

Course offered for

- Master of Science in Information Technology

Prerequisites

One year of studies at an engineering program or similar, as well as some experience of programming and systems development. To be able to complete the examination of the course, either the student has to take the course Design and development of interactive systems in parallel, or have previous or ongoing experiences from design of graphical user interfaces, similar to what is done in Design and development of interactive systems, as well as experience of group work/projects in larger groups than 2 students (e.g., PBL group work, project work, or similar).

Intended learning outcomes

After completing the course the student should be able to:

- Describe, explain, and critically analyse gender relations connected to technical design and development (part 1).
- In writing, investigate, analyse, and problematise gender-political issues that appear in virtual contexts (part 2).
- Describe and orally discuss the interactions between gender, race, class, and technical educations and work places, from a historical perspective (part 3).
- Apply a problematising technology analysis, based on a gender perspective, and tie these insights to issues appearing in a professional (work place) setting (part 3).

Course content

The course is intended to give 2:nd year students on the IT-program an understanding of the role that gender and diversity plays in application development, as well as in their education and in the work place. The course has three parts and each part consists of one or two lectures, one seminar, and one or two classroom exercises. The students will be presented with the following ideas: that gender and identity are a life experience and it affects how and what we know of the world; identity, including gender, is made, and is therefore flexible, non-binary, and time/place-dependent; IT workplaces have a history that also affects gender; and the virtual world has real consequences on peoples experiences.

The three course parts are:

- Part 1: gender, diversity, and design.
- Part 2: Diversity and gender in a virtual reality.
- Part 3: Diversity and gender in society.

Teaching and working methods

The course is built around lectures, classroom exercises, and seminars, distributed over the three part sof the course, as well as written reports. Active participation in the course parts is required for passing the course. Individual written assignments are the basis for higher grades.

The course applies problem-based learning with PBL-group work and student-directed learning. The PBL group work is coordinated through the course Design and development of interactive systems.

Examination

UPG2	Individual Assignments	3 credits	U, 3, 4, 5
UPG1	Group Assignments	1 credits	U, G

Grades

Four-grade scale, LiU, U, 3, 4, 5

Department

Institutionen för Tema

Director of Studies or equivalent

Maria Eidenskog

Education components

Preliminary scheduled hours: 26 h

Recommended self-study hours: 81 h

Course literature

Other