

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

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

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## 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**

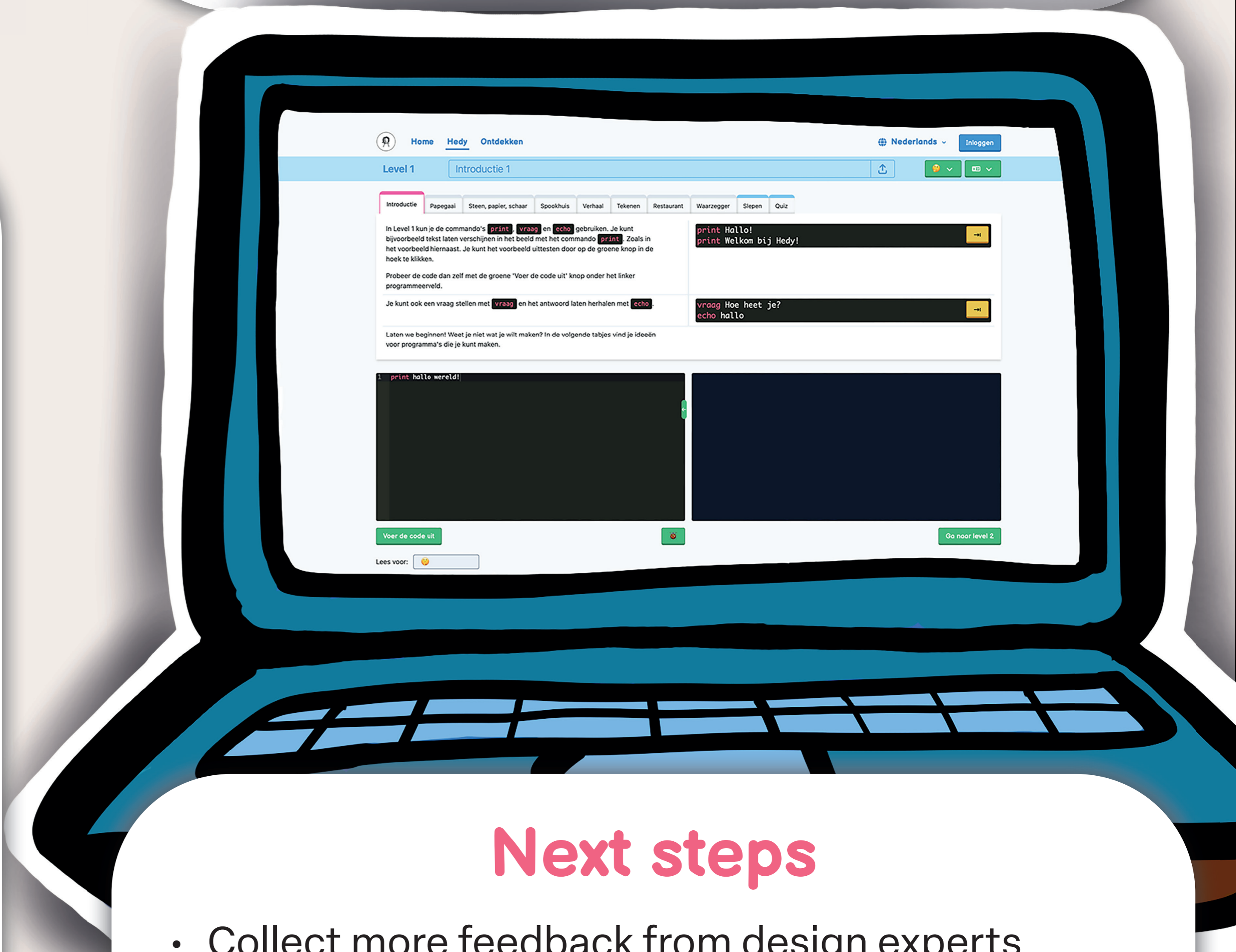
- many buttons on a page and unclear what they do
- where should you code?
- difficult words
- meaning of the colours above the assignments

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

