



# Computer Science Professionals (CSP) Hatchery

## Objectives

### Create a Culture of Engagement

- Agile, 1 credit Hatchery Units to infuse flexibility and industry participation in the curriculum
- Develop faculty members who understand and are invested in the major elements of the curriculum across all 4 years.
- Build a strong sense of community among faculty, students, and industry partners, with stronger ties and working relationships between these three constituencies.

### VITaL

Vertically Integrated  
Teaching and Learning

- Transform capstone design experience to involve students across all four years of the curriculum
- Improve real-world relevance of the student educational experience, leading to improved student motivations and job preparation.

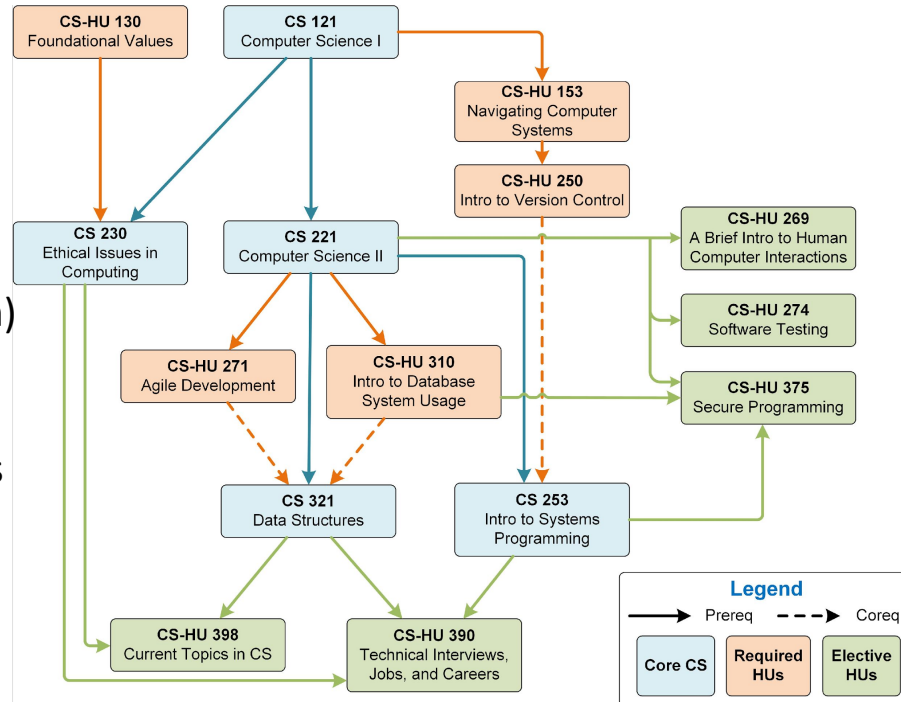
### Foster a Diversity-Promoting Revolution

- Implement a progressive introduction of best practices supporting diversity and ethical/moral professional practice to sensitize students.
- Develop and teach approaches for inseparably infusing ethical/moral elements into the practice of software engineering to train students as positive agents of change in their workplaces.



# Progress

- 14 HU proposals submitted (2/3<sup>rd</sup> faculty participation)
- Approved 10 HU courses
- Foundational values HU to introduce ethics
- RED team member on each HU development team
- Other departments at Boise State University are considering developing Hatchery Units



# Challenges

- Ingrained biases and comfort zones
- Building student and faculty buy-in
- Logistics
- New course development
- Modifying courses to utilize Hatchery concepts



# Next Steps

- Second round HU proposals planned:
  - ~3 additional required HUs
  - ~6 elective HUs (applies for CS electives)
- Threading HU content in other CS courses
- Capstone integration
- Establishing an Entrepreneurial Emphasis
- Research and Publication