

## A Survey of Attitudes to Computing at the University of the Witwatersrand

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### Background

- small percentage of women in CS, both as students and academics
- USA, 1988
  - bachelors degrees – 32.5%
  - masters degrees – 26.9%
  - doctorates – 10.9%
  - academics – 7%
- UK, 1985-89, female entrants to CS courses less than 15%, this has dropped since the early 80's
- **Wits**, 1986-1992
  - approximately 25% of undergraduate classes are female
  - female persistence and success rate are similar to those for males at undergraduate level
  - 23% of Masters degrees awarded to female students
  - no clear trends

## Survey

- Why are women not entering CS degrees?
- first year science students at Wits at registration
  - advantage — allowed for testing of preconceptions
  - disadvantage — reduced sample size
- investigate
  - exposure and usage
  - family role models
  - attitudes to computing
  - attitudes to CS

## Analysis

- sample

	Male	Female	
Yes	51	23	74
No	111	117	228
	162	140	302

- comparison
  - MY vs FY — males doing CSI vs females doing CSI
  - MN vs FN — males not doing CSI vs females not doing CSI
  - FY vs FN — females doing CSI vs females not doing CSI
  - MY vs MN — males doing CSI vs males not doing CSI

### Analysis cont.

- focus — gender differences
- statistical analysis
  - percentages — exposure, usage and role models
  - $\chi^2$  test — attitudes
    - \* Agree
    - \* Neutral
    - \* Disagree
    - \* Don't know/Not applicable

### MY vs FY

		MY	FY
Usage	yes	96%	91%
	games	33%	13%
	programming	53%	48%
	applications	35%	43%
	home computer	75%	65%
	Computer Studies	47%	57%
Role models	yes	78%	65%
	female	28%	21%
	male	53%	74%

**MY vs FY**

- MY – I like playing computer games
- I like programming
- I am confident about my ability to learn about computing
- Men make good computer programmers
- Many of my close friends use computers
- I feel competent using technology
- I am doing CS because I like computer games

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FY – Women make good computer programmers

**MN vs FN**

		MN	FN
Usage	yes	77%	85%
	games	36%	38%
	programming	25%	13%
	applications	40%	34%
	home computer	57%	58%
	Computer Studies	30%	28%
Role models	yes	71%	55%
	female	23%	41%
	male	53%	62%

**MN vs FN**

MN – Men make good computer programmers  
 Computers are exciting  
 I have had good experiences with computers  
 I feel competent using technology  
 I feel comfortable with computers  
 I am confident about my ability to learn about computing  
 I like using applications  
 Men make good computer users

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FN – Women make good computer users  
 Women can succeed at CS  
 Computer games are designed for men  
 Computing is a male domain  
 Computers are unpredicable  
 I am not interested in studying CS  
 I decided not to do CS because it is male dominated

**FY vs FN**

		FY	FN
Usage	yes	91%	85%
	games	13%	38%
	programming	48%	13%
	applications	43%	34%
	home computer	65%	58%
	Computer Studies	57%	28%
Role models	yes	78%	71%
	female	21%	41%
	male	74%	62%

**FY vs FN**

FY – I like mathematics  
 Computers are exciting  
 I am confident about my ability to learn about computing  
 I feel comfortable with computers  
 I like programming  
 I like using computer applications

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FN – I like playing computer games  
 Many of my close friends use computers  
 CS is mainly about programming  
 CS is mainly about graphics

**MY vs MN**

		MY	MN
Usage	yes	96%	77%
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	programming	53%	25%
	applications	35%	40%
	home computer	75%	57%
	Computer Studies	47%	30%
Role models	yes	65%	55%
	female	28%	23%
	male	53%	53%

## MY vs MN

MY – I am confident about my ability to learn about computing  
Computers are exciting  
I have had good experiences with computers  
I like mathematics  
One has to be good at maths to be successful with computers  
I feel comfortable with computers  
I like programming  
I dislike computers  
Computers are unpredictable  
CS is very mathematical

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MN – Men make good computer programmers  
Women make good computer programmers

## Conclusions

- MY have more informal exposure and feel more comfortable
- FY have more formal exposure, are less confident than MY and have male family role models
- MY and FY both have high exposure and feel more comfortable, have done more programming and are more positive about maths
- FN have the least exposure, have a high level of game playing, have negative attitudes, have female family role models, claim lack of interest, but also display lack of knowledge about CS
- MN have low exposure and negative attitudes
- FY and FN both believe that women can succeed at CS
- FY and FN appear to be more influenced by family role models than MY and MN

**Further work**

- role models
- perceptions of CS