

### Addressing and Preventing Bias in Educational Technology

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The hard facts about empathy in tech product design

# empathy

the ability to understand and share the feelings of another



## Who's designing our digital experiences?



4

## false consensus

the tendency for people to overestimate the extent to which our own behaviors, values, and choices represent 'the norm'



## Incorporating empathy in technology design

- Where technology product decisions are made, there are often very few women, and (non-Asian) people of color
- We can' wait on talent diversification, though it is
- The people who are currently in tech product design needs systematic processes, tools, and techniques that center the needs of diverse learners
- Personas can help mitigate false consensus by clarifying and centering the needs of the target audience that may not be different from the technology developers

## persona

fictitious, specific, concrete representation of a target user



Identify the characteristics beyond race and gender base that impact the problem you're attempting to solve. Then check through persona personality questionnaire to determine if there is there is a higher incidence of people from underrepresented groups represented within one or more personas.



### Diversity within and among underrepresented groups

Impact of gender representation:

STEM teachers' gender showed no discernible impact on African American girls' retention levels in STEM studies (Stearns, 2016)

Limiting beliefs around gender norms Can vary considerably by race/ethnicity, with ideas about girls' STEM capabilities being far less prevalent in certain Asian and Black communities (Hanson, 2004)

Variances in self-perception Black women are more likely than other women in racial minority groups to desire to become mathematicians (Duran, 1987)





Tips for creating effective personas for ed tech solutions



Identify the desired impact of the technology solution: is it engagement? Persistence? Understand the educational research of key factors that drive those results.



Conduct qualitative research using nationally-normed questions related to the area of impact you're looking to influence.



Complete multiple rounds of coding and categorization to determine the important areas of distinction for how your target audience will interact with your solution. Conduct member-checking.



Consider using gender-neutral names for your personas and alternating race/ethnicity of personas if these characteristics don't demonstrably differ in meaningful ways.



Teaching tips for using technology to improve equity outcomes in your course



### KIDS DON'T LEARN FROM PEOPLE THEY DON'T LIKE.

Rita Pierson TED Talk



#### Universal Language

Technology Connects: Instructors Classmates Content





# Students don't care how much you know, until they know how much you care. - John C. Maxwell

### **Strengthen teacher-learner connections**

#### Make it personal

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- Create an introduction page for students to learn all about you; a space for students to share
- Assess students' specific learning needs

#### Show consideration for all learner needs

- Use technology for accessibility to include email, chat, virtual meetings, texts
- Establish a diverse and inclusive culture code where every student feels welcome
- Post within learning platform services and resources available to all students, including ADA services

#### Let students lead their learning

• Promote a student-led, instructor-facilitated learning environment





### **Connecting classmates**

Create class groups to support ongoing engagement, in and outside of class

Encourage peer-to-peer group chat communication channels (i.e. GroupMe, WhatsApp)

Use technology to provide collaborative learning opportunities

Connect learning partners for continual support throughout the term





# When students cannot learn the way we teach, we have to teach the way they learn.



### **Stronger connections to content**

Incorporate mobile phones as learning devices

Implement multi-modal instruction through video, audio, written text, ebook, graphics, etc

Utilize video as discussion prompts

Allow for anonymous sharing

Assess students' progress and provide e-resources and feedback





### Macmillan's commitment to diversity, equity, and inclusion: content and technology development

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We use data and research to design products that will support instructors, students, and institutions achieve their full potential. We use a combination of user-centered design, research from the learning sciences, and empirical insights from partnering with instructors on researching effectiveness.



# Students building with us....



Sophomore at SUNY Westbury

Major: Psychology

Extracurriculars: RA

**Goal**: Build a community of friends and make more connections

**Study Habits:** Tends to study late at night, wants to change this habit

**Describes self:** Introverted, anxious, perfectionist, funny - but only after you get to know me



### Adrianna

**Sophomore** at CA State, San Bernardino **Major:** Sociology **Extracurriculars:** Works part-time, lives with cousin and

helps take care of her children

**Goal**: Become first person in family to go to college and figure out how to handle it on low income

**Study Habits**: Write everything down, use a calendar to schedule study time and fit in work and caretaking

**Describes self:** Helpful, good time management, caretaker of her cousins

# Instructors building with us....



### Lisa

Psychology professor at SUNY, Old Westbury for 36 years Approach to teaching: Create socially just classrooms where students have a role in planning the course and model the behaviors you expect to see (arrive to class on time) Goals for her classes: Help students see instructors as human beings, get students to seek help and come to office hours, create understanding in students that it's not a racially just world and how to navigate it Successes she has experienced with students: Helped her students improve their writing skills while taking her psychology classes, enabled and supported her students to

join professional organizations in effort to help build relationships and support after college



# We co-design learning solutions with instructors and students



66 I've never been part of a review process where I've actually seen my feedback built into a tool like this - it's really cool to see -Kiandra Johnson, Spelman College

- What are the key challenges instructors face in their courses and how can we help alleviate them?
- Where can we create efficiencies for instructors to save them time in their daily lives and in the classroom?
- What does a student's journey look like? Where are the key risk points and what can we create to reduce risk of drop-out or failure?

Academi cally	Summer before start	Week leading up to start	First 1-2 Weeks	Middle of term	Final weeks of term	After semester ends
Doing	<ul> <li>Hanging with friends         <ul> <li>Networking</li> <li>Reviewing textbooks</li> <li>Traveling</li> <li>Chauffeuring</li> <li>Working</li> <li>Choose a prof with office hours, interactive, engaging</li> </ul> </li> </ul>	Partying * Hung out with friends Networking with new students * Making syllabus * Textbook * Developing tests and assignments	* Cook Together * Formed friend group * Phone calls * Meeting new people	* Lots of interactive discussions * Chugging along Talking before, during and after class * Datience * Join clubs * Work out together * Would help stop aks how doing * Losing friends * Making sure how to apply * follow-up, ask questions, body engaging * senting emails feels like care	* Work, work, work * Grading * helping students to complete work Studying with friends * Late night eating / outings * still working very last day (time mgmt)	* Drinking good champagne * Dealing with grade concerns * reviewing textbook * Rest, sleep reflecting on year with peers
	* Friends * Advisors	* Networking * Training	* 1-1 w/ instructor on work * dorms	* Know come ask for help * Walmart * student organizations	* CFA, McDonalds * Llbrary	* Morehouse * Home
People, Places, Things	all over area * video games * Contacting instructors	* Friend's house * instagram * park <mark>* student organizations</mark>	CAU Promenade     cosmo lounge     student organizations	* study groups * study groups * study study * library * Gym * interactive, feel comfortable asking for help	* waffle house	<ul> <li>* Party</li> <li>* Go to graduation</li> <li>* Student organizations</li> </ul>
Thinking	* How to motivate? * how do i get a scholarship? * how can I afford this? * Who's the professor? * Where will i be going? (school work)	How to motivate * What will my roommate be like? * What is school going to be like? Can I pass?	* How to motivate? * I do not know what's going on here? * So many new people! Will I stay friends with these people?	* Defeated, thinking about why in school * What should i do now? * reaching out to students not showing up * Money in it what am i doing wrong? * disengaged * outside class so much think * Thinking about spring break * Thinking about spring break * Thinking about spring break * Dont wait to help struggling * separation work vs school hard to separate (time mgmt, guide schedule) * need to get through gen ed, what doing for	* Should I retire? how am I going to pass finals? I AM SO STRESSED * are students prepared for final exam?	* I survived * So glad I am done * This kind of sucks but it's kind of fun
Feeling	* Excited * Anxious * Nervous	* Anxious * nervous * excited	* Excited * Excited	Frustrated • concern • stress • stressed • Lost	• Frustrated • Exhausted • Overwhelmed • Tired	* Exhausted * RElief * frustrated * even doing good dressed, maintaining Key: * Buds * Opportunities * Thoms * Stars - moments of intensity Bold - Instructor notes

### Apply the best learning science principles



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My students are actually coming to class with a basic understanding of the concepts so I can focus less on the basics and more on active learning -Tony Hascall, Northern Arizona University

#### For example:

- Preflection and self-regulation tools to help students learn better study habits
- Learning models with pre-, in-, and post-class activities so students come to class ready to learn and have multiple opportunities for exposure to the content
- Formative and summative assessments to support remediation where needed along with mastery
- Embedded active learning opportunities to promote learning and collaboration



Predicted Course Grade from Gender, BIPOC Status, & interaction between First Generation Status and Achieve usage categories

Controlled for covariates:

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HS GPA, Course Difficulty

#### **Significant Interaction:**

for those who don't use Achieve, being a first generation student is really hurting your grade, but **as usage increases, that gap vanishes** 





## Tips for identifying equitably developed content and technology

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### Some things to ask about...



- Did you co-design your product with your target audience? Can you share the demographics and sample size?
- Did you follow Universal Design for Learning principles?
- What testing did you do to ensure your content was relevant to the target audience?
- How did previous research inform your decisions about content to include in your product?
- Have you actually tested your product in applied settings with the target audience? What did you learn? What was the sample size and demographics?