Koro, M., Thorn, S., Vasquez, A. M., Amiot, D. & Arcos, C. (2023, May). Neurodiversity as a baseline in STEM education research: Developing computational thinking skills by co-designing creative wearable music devices. CUNY Neurodiversity Conference, Virtual Concurrent Hour Session.

# NEURODIVERSITY AS A BASELINE IN STEM EDUCATION RESEARCH

DEVELOPING COMPUTATIONAL THINKING SKILLS BY CO-DESIGNING CREATIVE
WEARABLE MUSIC DEVICES

This material is based upon work supported by the National Science Foundation under Grant CSforall-2122924. Any opinions, findings, and conclusions or recommendations expressed in this material are those of the author(s) and do not necessarily reflect the views of the National Science Foundation.

## STRUCTURE OF THIS PRESENTATION

- PRESENTER INTRODUCTIONS
- PROJECT INTRODUCTION
- IMPLICATIONS
- PROJECT VIDEOS
- GUIDED ACTIVITY
- Q&A

## **PRESENTERS**

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CODESIGN WORKSHOPS WITH TEACHER FELLOWS AND ASU TEAM
MUSIC & STEM





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NEURODIVERSITY AND CREATIVITY IN EDUCATION AND
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#### BACKGROUND AND PURPOSE

STEM EMPLOYERS ARE HIRING NEURODIVERGENT EMPLOYEES

STUDENTS ARE NOT PREPARED FOR NEEDED WORKPLACE SKILLS (ROUX ET AL., 2015; SHATTUCK ET AL., 2012)

STUDENTS DO NOT HAVE EXPERIENCE MERGING CREATIVITY, ARTISTIC FIELDS WITH STEM (LIAO, 2016)

THE PURPOSE OF THIS PRESENTATION IS TO HIGHLIGHT ONE EXAMPLE OF HOW THESE ISSUES ARE BEING ADDRESSED.

COMPUTATIONAL THINKING SKILLS DEVELOPMENT THROUGH THE CO-DESIGN OF CREATIVE WEARABLE MUSIC DEVICES BEGINS WITH A FOUNDATION IN THE NEURODIVERSITY PARADIGM.

#### **PERSPECTIVES**

- NEURODIVERSITY PARADIGM (SILBERMAN, 2016; WALKER, N.D.)
- INCLUSIVE STEM EDUCATION (BURGSTAHLER & LADNER, 2006; LADNER & STEFIK, 2017)
- EMBODIED COGNITION (Barsalou, 2008; Fyfe et al., 2014: Thompson Massaro, 1994; Grassman & Tomasello, 2010)
- Neurodiverse Middle Schoolers, including those labeled with Autism
- MUSIC (ART) IN STEM (DE JAEGHER & DI PAOLO, 2007; LIAO, 2016)
- CO-DESIGN OF TECHNOLOGY AND PEDAGOGY (KRITSIS ET AL., 2018; SYNTHESIS, 2021; THORN ET AL., 2019; TOMAS, 2020)

#### TECHNOLOGY CO-DESIGN: YEAR 1

#### YEAR 1:

- DEVELOP SET OF SKEUOMORPHIC INSTRUMENTS (RAINSTICK, CLACKER, CATAPULT) FOR UNDERSTANDING IMU FEATURES MUSICALLY. "WEARABLE JAZZ" AS COLLECTIVELY PLAYABLE INSTRUMENT.
- TFS BRING KITS OF SENSORS AND LAPTOP TO CLASSROOMS. FOCUS ON AFFECTIVE EXPERIENCES FOR STUDENTS THROUGH SONIC AUGMENTATION OF MOVING. ITERATE AND ADAPT BASED ON EXPERIENCES AND FEEDBACK.
- ORGANIZATION OF WORKSHOPS: FROM SINGLE FEATURES TO COLLECTIVE FEATURES, AD HOC EMBEDDED PROTOTYPES, AND GROUP CHOREOGRAPHY.

#### TECHNOLOGY CO-DESIGN: YEAR 2

- RE-ARTICULATE CODING/CS/CT/ ELEMENTS
- TRACTION FROM EXPLORATION OF FOLEY EXERCISES WITH TEACHING FELLOWS. SCAFFOLDING
  - SELECTION OF FEATURE (CHANGE IN ANGLE, SHAKING, ROLLING, BUTTON PRESS)
  - CREATION OF CORPUS (SOUNDS AND SYNTHESIS)
  - TUNING THE INSTRUMENT (REPEATING, RANDOM, LOOPING, FILTERING, SCALING)
  - ATMOSPHERICS (ECHO, TREMOR CLOUDINESS)
  - PERFORMANCE: FOLEY IS COORDINATED GROUP EFFORT
- CURRICULUM DEVELOPMENT (KITS) BY TEACHING FELLOWS ACCORDING TO AREAS OF SPECIALIZATION LEADING TO YEAR 3 DEPLOYMENT AT SCALE

### CO-DESIGN OF TEACHING PRACTICES

- 4 TEACHER FELLOWS
- MULTIMODAL, STUDENT-DIRECTED EXPERIENCES (EMBODIED, ENSEMBLE, CREATIVITY)
- COMPUTATIONAL THINKING SKILLS FOCUSED (AHO, 2012; JONA ET AL., 2014; KAFAI & BURKE, 2014; WING, 2006)
- CROSS-CURRICULAR
- CREATIVITY, COLLABORATION, PROBLEM SOLVING
- PERSONAL WELL-BEING



### IMPLICATIONS: INCLUSIVE DESIGN

- WORKING ACROSS DIFFERENT CONTENT AREAS AND CONTEXTS (UNIVERSITY AND SCHOOL)
- NEURODIVERSITY AS A BASELINE
- TARGETS STUDENTS WITH AUTISM BUT THE WORK IS INTENDED TO REACH WIDER AUDIENCE
- APPLICABLE FOR ALL TEACHERS IN SOME WAYS
- MERGES DIFFERENT MODES OF EXPRESSION



### IMPLICATIONS: MENTAL HEALTH & WELLNESS

- FOREGROUNDING THE SENSORY AND EMOTIONAL
- INQUIRY PLAY AND CREATIVITY
- INTERSECTION OF CULTURE/ARTS/DISABILITY/MENTAL HEALTH
- SELF MANAGEMENT EXPERIENCES AND PRACTICES
- MORE HOLISTIC STUDENT SUPPORT



## IMPLICATIONS: WORKPLACE & EMPLOYMENT

- DEVELOP WORK-BASED SKILLS THAT
   ARE NEEDED TO SUSTAIN EMPLOYMENT
- ADVOCATE FOR NEURODIVERSE
   WORKPLACES AND JOB TRAINING
- PROFESSIONAL DEVELOPMENT FOR TEACHERS AND FUTURE EMPLOYERS



## NTEL VIDEOS

## GUIDED ACTIVITY

## DISCUSSION AND Q&A

- FOCUS QUESTIONS ON THE "ART" OF NEURODIVERSITY:
  - How might this project challenge stereotypes?
  - HOW DOES THIS PROJECT ENGAGE IN CREATIVE METHODS OF SUPPORT, ENGAGEMENT, RESEARCH, AND/OR PROGRAMMING?

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