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Binghamton Codes! Program: the development of Python programming courses to increase computational literacy skills in the humanities

Amy Gay
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SUNY Digital Pedagogy in the Humanities
Spring 2021

The What and the Why

The Binghamton Codes! Program is an innovative learning initiative sponsored by a Binghamton alumnus, in collaboration with the Harpur College of Arts and Sciences at Binghamton University

The goal of this program is to give undergraduate students the opportunity to learn coding skills even if they are not majoring in computer science

Build students' computational confidence and self efficacy

Began with a two-course sequence pilot focused on Python programming, launched in Spring and Fall 2020

Why Python

- it is a high-level programming language, making it easier for new learners
- it is a free to use, open source language
- the syntax is clear and simple to read and understand
- it is a versatile language, offering a variety of uses across fields and learning paths
- large number of free resources and tutorials available
- considered a top choice for beginners



HARP 150 and HARP 151 - What they Learn

HARP 150 - Coding in Action I

- Fundamental skill-building
- Command line
- Environments
 - Microsoft Visual Studio Code,Jupyter Notebook, Google Colab
- Intro to open data
- Python data packages
- Other packages and libraries
- Python / Excel

HARP 151 - Coding in Action II

- Project-based course
- Group projects and individual projects
- Incorporate an intro to project management lifecycle
- Intro to HTML / CSS
- Webscraping and APIs
- Game development
- Other applications, depending on interest of the class

Both Courses include

- ★ Guest lecturers from the field
- ★ Open educational resources (OERs)
- ★ Pre- and post-assessment surveys
- ★ Exit tickets attached to each lab submission
- ★ A mix of learning media (readings, videos, activities, audio, tutorials, projects)

Recommendations for getting started

- → Environmental scan to see if courses like these already exist in humanities programs at your campus
- → If learning Python for your first time, check out online tutorials (A LOT of free ones for Python)
- → Learn to be comfortable with not knowing all of the answers
- → Rather than teaching a full class on Python, see if there is a way to incorporate a particular use for Python in the course(s) you already teach (Remember, Python is very versatile)
- → Reach out to other instructors who have already done this or those who use Python it is a very friendly community

Just a few examples of how you could use Python in your class

Python can be used for:

- > Accessing, Cleaning, visualizing, and analyzing data
- Analyzing a corpus of texts
- Creating interactive games
- Write plain language summaries and other writing projects
- Critical thinking and problem solving activities
- Mapping geographic data
- Working with multiple file types
- How to automate an everyday process

Thank you!

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