Tech world needs more girls

Girls and women who do not become engaged in the technology are missing educational and substantial economic opportunities.

Certainly, computer science is not everyone’s cup of tea. However, is the pervasive absence of girls studying computer science in high school and college simply a matter of biology?

Are girls, as some would have it, “just not interested in things like technology?”

The overwhelming evidence suggests otherwise.

Research has shown that our computer science culture reflects the domination of a small sub-strata of male students whose interests, preferences and concerns have become the expected norm.

Interviews with women who are studying computer science, and those who dropped out, revealed the central connection they make between computing and what can be achieved in other arenas, such as medicine, environmental protection and other social concerns.

Many women articulated an interest in “computing with a purpose” as opposed to “hacking for hacking’s sake.”

In a world in which male-oriented gaming is prevalent, computer science education in the schools has not figured out how to successfully link computer science to the issues that women care about.

What would our world look like if there were a critical mass of female computer scientists?

Returning to the E3 Convention, our sons and daughters would be more likely to find and enjoy computer games filled with less blood and killing. Women and girls would not be so objectified and demeaned in these virtual settings. That alone would be a step forward.

Technology is now a critical part of real life, and it seems essential to ensure that women are drivers, not just passengers. To that end, the computer gaming industry needs a new operating system.

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