In this talk, I will provide an overview of the computing education landscape and motivate why we should make computer science more accessible to all students. I will present the various ways that I work towards this goal in my research, including increasing access, improving assessments, and supporting positive outcomes in the classroom. I will provide a primer for understanding computer science education research, highlighting key findings while also tying in my own research. By the end of this presentation, audience members should be able to walk away with examples of what computer science and computer science education research are and why they are valuable here and now.

Zoom link: https://SDSU.zoom.us/j/88113677162

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