# WORKING TOGETHER: CLASS ACTIVITIES AS CROSS-CULTURAL BRIDGES IN SOFTWARE ENGINEERING TEACHING

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14 years teaching at the University of Tsukuba, Japan
English programs - multicultural classrooms

• Major interests

- Human-computer interaction
- Global software engineering
- Multicultural instruction, intercultural communication



## UNIVERSITY OF TSUKUBA



# SOFTWARE ENGINEERING EDUCATION

#### • Theory

- Computer science basics
- Theories, concepts

#### • Practice

- Development process practicalities
- Implementation methodologies
- Teamwork





# BACKGROUND

### • Active and Collaborative Learning

- Actively involving the learners in the teaching process
- Group work, discussions, problem solving, role playing etc.

## • Multicultural environments

- Language barrier
- Cultural differences
- Engaging students in active learning is <u>challenging</u>
- Our work: example of introductory software engineering course
  - Empirical observations, questionnaires
  - Students' feedback



# COURSE DESCRIPTION

## • "Principles of Software Engineering"

- University of Tsukuba, Japan
- Master's course in computer science
- Multicultural group; in 2024 (total of 105):
  - 43 Japanese students
  - 62 international students (15 countries)

#### • Topics:

- Software development process (requirements analysis, testing etc.)
- •Agile development
- •User interface design
- Project planning and project management etc.





- Start: "warm-up" discussion; new-topic brief discussion
- New concepts ("lecture") &
- Class activities
  - Group tasks (brainstorming, production, reporting)



## CLASS ACTIVITIES AND DISCUSSIONS

• Various group settings attempted

#### • Based on seating

- Students sit wherever they want at the beginning of class
- Often, they choose the same seats every time

## • Based on **common language**

• Japanese or English (tried Chinese, too)



## CLASSROOM SEATING - VISUALIZATION





#### MULTICULTURAL GROUPS - STUDENTS' FEEDBACK

#### International students

- Overwhelmingly positive
- Language should not matter
  - "Unfair" by definition
  - Most international students speak English (well)

#### Japanese students

- Mixed reactions
- Some prefer speaking Japanese only
  - Consequence: interacting with mostly Japanese colleagues
    - Few exceptions of international students fluent in Japanese
- Many would like to interact with international students, but they "cannot speak English well enough"



STUDENTS' COMMENTS — POST-ACTIVITY (INDIVIDUAL, FOR EACH ACTIVITY)

"What I liked most is that I got in contact with some new people."

"I prefer to talk with students from different cultural backgrounds"

"The best part is everyone working together collaboratively."

" I joined the English speaker group then, but I can't speak as fast as foreigners and they are so active, so I cannot act actively. It was more difficult than I expected. But, it doesn't mean I should do activity in same language group."

"I think a unified language would ensure psychological safety." (translated from Japanese)

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STUDENTS' COMMENTS – END OF COURSE (ANONYMOUS, IN SURVEY)

Most enjoyed part: "group activity"

"The in-class activities felt super fresh -- they were always something to look forward to every week"

*"It was a great class. Some people have different culture so I learn more from the other point of view"* 

"[...] while I find it very easy to communicate with other international students, regardless of their background and language skills, I still have a hard time communicating with and relating to Japanese students, even knowing the language a little."



# CONCLUSIONS

- **Software engineering** teaching: must include practical knowledge
- Class activities: practical and enjoyable way of learning
- **Multicultural groups**: challenging, but rewarding
- Students: willing to participate, but struggling to overcome **language** and **cultural** barriers
- Challenging students is helpful!



