

Atri Rudra

Homepage

Research category: A) theory, B) Al D) Interdisciplinary

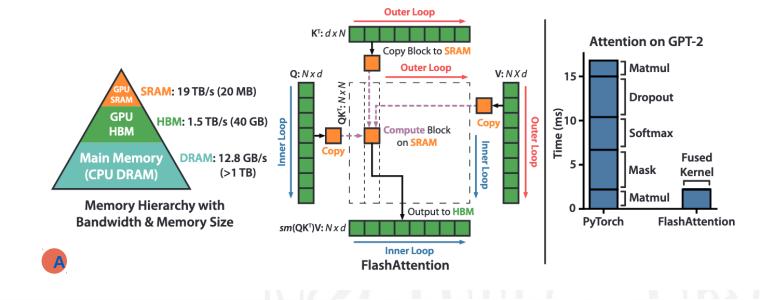
Research area: Structured Linear Algebra, Society and Computing, Database algorithms

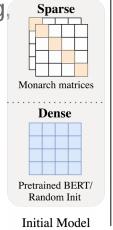
Research application: Deep Learning. Computing Education

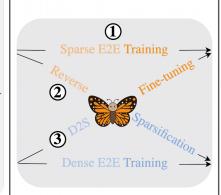
Selected research projects:

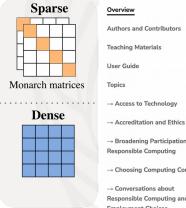
NSF: Medium: Beyond Sparsity: Refined Measures of Complexity for Linear Algebra

Mozilla RCS Award: Teaching Responsible Computing









End Model

Authors and Contributors

Teaching Materials

User Guide

→ Access to Technology

→ Broadening Participation and

→ Choosing Computing Courses

→ Conversations about Responsible Computing and **Employment Choices**

Teaching Responsible Computing Playbook

Overview

Contribute Examples and Feedback Here

Welcome to the Teaching Responsible Computing Playbook, a collaboration of an inaugural 32 authors and contributors across disciplines and computing programs. Each topic area is portrayed with a lens on Responsible Computing. (Please see the User Guide section for suggestions on navigating

The ultimate goal of Teaching Responsible Computing is to educate a new wave of students who bring holistic thinking to the design of technology products. To do this, it is critical for departments to work together across computing, humanistic studies, and more, and collaborate across institutions. This Playbook offers the lessons learned from the process of adapting and enhancing curricula to include responsible computing in a broad set of institutions and help others get started doing the

The original impetus for the playbook came from the Responsible Computer Science Challenge, when colleges and universities conceptualized, developed, and piloted undergraduate computing curricula that integrate ethics and responsibility. The Challenge unearthed and sparked innovative coursework



