

Recruitment Activity: University of Washington Career Videos

Show one or more of the videos from the University of Washington Computer Science & Engineering's "Why Choose CSE?" campaign to community college students, either on their campus or yours.

These videos allow students to see people working and talking about their work in computer science and information technology. All videos from "Why Choose CSE?" can be downloaded or streamed. You will also find instructions for obtaining a free copy on DVD. The following video collections can be found at: www.cs.washington.edu/WhyCSE.

- » *Power to Change the World* – First-person accounts of computer science and engineering students, alumni, and faculty explaining why they chose computer science as their field. Use the video to introduce computing as an exciting field full of opportunities.
- » *Pathways in Computer Science* – Illustrates the diverse professional pathways students can pursue after receiving a degree in computer science or computer engineering. Use the video to explore how a degree in computing prepares students for almost any imaginable future.
- » *A Day in the Life* – Six brief profiles of recent computer science and engineering graduates. Meet bright young women engaged in secure, highly collaborative, creative, diverse, challenging, and well-compensated work. These role models will resonate with students who might not otherwise consider a career in computing.

FOLLOWING THE VIDEOS, USE THESE STEPS:

1. Have students write a reflection on this prompt: Use your imagination—If you could change the world and use technology to do it, what would you do? What would you invent or improve? Encourage students to be imaginative and have fun, and tell them there are no right or wrong answers.
2. Have students share their reflections and discuss how their ideas might tie back to fields of computer science and information technology.
3. Encourage students to keep their eyes open, talk to people who do what interests them, and follow their passion!