What is the Effect of a Software Studio Experience on a Student's Employability?

Julia Prior, Suman Laudari and John Leaney
Introduction

• Employability

• Authentic Learning Experiences

• Studio-based learning
Contribution

• Deep empirical understanding of students' perspectives on their employability

• An evaluation of findings – CareerEDGE

• Complementary investigation
What is the Software Development Studio (SDS)?

- Focus: developing capabilities
- Academic and industry mentors
- Client projects
- Mixed teams
Research Design

What is the Effect of a Software Studio Experience on a Student's Employability?

• Interpretivist approach – phenomenological understanding

• Semi-structured interviews and ethnographic observation

• Thematic analysis
Findings:

Skills important for employability

• collaboration and communication
• project management
• social aspects of work:
  o supporting each other to resolve technical issues
  o seeking help from industry mentors and academics
• reflection skills
collaboration and communication

``First [skill that I learnt] is collaboration with peers. This is an environment that threw me in not knowing who I was working with, not knowing who my client was and, to a large extent, not knowing what was required of me. So to be able to do that meant that I needed to be able to communicate things. Initially, I did feel a bit on the spot about it... and that pressure, I felt comfortable with and it was driving force for me to be able to communicate with people.”

S5
I guess like setting up projects. So as in if I've had an established project I've always been really good at breaking it up and picking work to do... because it was, you know, I was in charge this semester, sort of breaking all the things up - I've gotten a lot better at [this] - and making all the user stories and tasks. So that would be the first thing.”

“[the other skill that I learnt was] setting deadlines and self-management.”

S3
social aspects of work: client interactions

```
`Having [the client] always there when you meet them every week, saying, 'I'd like this' or, 'Could you change this or work on this next?' was stimulating, and that motivated the team to put more effort into the project.''
```
S5
social aspects of work: supporting each other on technical issues

```
The group work has a more work-like feel to it; therefore, other students in the team make efforts to get their part of jobs accomplished and helping others.''
S6
```
```
At the same time, they also were able to lean on each other to do work that - to get support when it was required.''
M1
```
The mentor walks over to students S12 and S13 to check what they are doing - S12 says, "we are working on category - right now we are checking - checking categories so that they appear on the devices - creating categories that could be exported ... trying to find out whether it has - not getting it - trying to find where the errors are coming from." Mentor appreciates that, and asks them to continue.
reflection skills

learning to ask appropriate questions based on what he did not know
``that kind of put me in a spot to say, I don't know how to do this and what's the best way of going about [it].”
S5
Intertwining of Skills Development

- holistic development of intertwined skills and practices
- complexity
  - real software projects
- overarching process and practice:
  - collaborative processes
  - management of various stakeholders
- impact on student's employability
Evaluation with CareerEDGE

Basic categories:
- Career development understanding
- Experience
- Degree subject knowledge
- Generic skills
- Emotional intelligence
Conclusion

What is the Effect of a Software Studio Experience on a Student's Employability?

- Significant
- Learning environment
  - holistic, complex, authentic
- Intertwined skills development
- Employability - CareerEDGE
- Future work
Thank you!

Questions?