Impact of children encouraging other children while programming

Problem & Motivation

Methodology

- ♦ Scratch is a visual, block-based programming language for children (Figure 1).
- Scratch also functions as a soactions between users through comments on each others projects.
- ♦ Many comments contain encouragements, suggestions and tips [4].
- ♦ Users that receive negative and disparaging comments due to cultural or ethnic racism seem to leave the platform (hypothesis) [5] (figure 3).
- ♦ This raises the research guestion: To what extent is there a relation between the sentiment of comments on a Scratch project and the creator's inclination to continue producing projects?

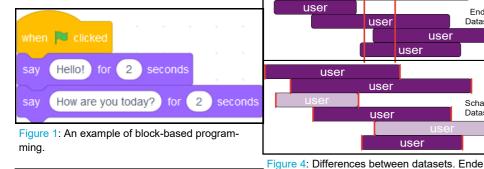
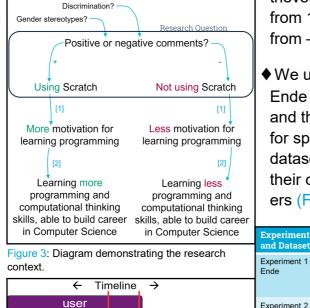




Figure 2: Visualization of comment data.

- ♦ We conducted seven experiments to find a correlation, each a combination of independent
- cial network [3], facilitating inter- \Rightarrow Number of projects created by a user, possibly normalized by the number of projects he created before

and dependent variables:



user

user

user

users are active, but for a smaller group of users

user

use

- on the Scratch platform
- ⇒Relative or absolute positiveness or negativeness of all comments received
- ⇒Percentage of comments received categorized as positive, negative or neutral
- For each comment, we retrieved a value for positiveness from 1 to 5 and for negativeness from -1 to -5 (Figure 2).
- ♦ We used two datasets: The Ende dataset contains projects and their comments from 2019 for specific users. The Schaap dataset contains all projects and their comments for specific users (Figure 4).

Pearson

Pearson

Pearson

Pearson

Pearson,

Pearson.

Spearmai Kendall Tau

Pearson,

Kendall Tai

Kendall Tau

ndependent Variable

timeframe 1

time

project

three projects

Relative or absolute number of

Relative or absolute number of

Ratio of the number of positive.

Ratio of the number of positive.

total number of comments in

timeframes 1 and 2 together

Average number of comments per

Ratio of the number of positive.

negative or neutral comments over the

otal number of comments in the first

Table 1: Data Analysis performed on different combinations of variables and their results.

Negative or positive score for each

comments that have a positive of

negative score (above a threshold

total number of comments in active

negative or neutral comments over the

negative or neutral comments over the

comments that have a positive or

negative score (above a threshold) in

\Rightarrow Total time that a user is active **Findings & Discussion**

- ♦ For some combinations of variables, we found a low correlation. For other combinations of variables, we found no correlation (Table 1). A high correlation was not found.
- A low correlation was found between the number of comments received and the number of projects created (Figure 5).
- The correlation was not always clearly visible from a graph (Figure 6).
- Active time should be calculated differently for future research, now there is too much weight on users who create many projects (Figure 8).

)ependent Variable

Number of projects created per month

in timeframe 2 over the number of

Active time, from the first project

creation date to the last project

Active time, from the first project

creation date to the last project

Number of projects created in

timeframes 1 and 2 together

Number of projects created

Number of projects coming afterwards

Number of projects created afterward

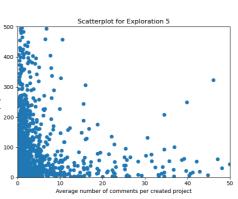
projects created per month in

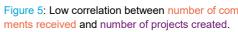
timeframe 1

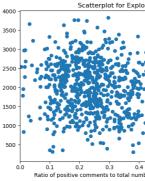
modification date

modification date

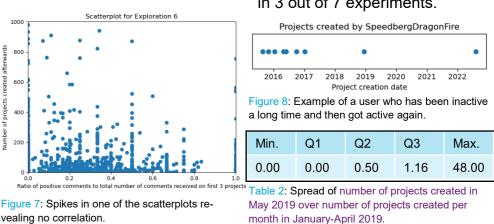
In experiment 1, it seems that many active users create on average less than 1 projects per month (Table 2), which makes that result unreliable.







igure 6: Low, but hardly visible, correlation between ratio of positive comments and active time.



vealing no correlation

Author: Gert-Jan Schaap - G.J.Schaap@student.tudelft.n

References

Ende

Dataset

Schaap

Dataset

user

user

usei

Experiment 3

Experiment 4

Experiment 5

Experiment 6

Experiment 7

Schaap

Ende

[1]: Fu-Hsiang Wen, Tienhua Wu, and Wei-Chih Hsu. Toward improving student motivation and performance in introductory programming learning by scratch: The role of achievement emotions. Science Progress, 106(4):00368504231205985, 2023.

[2]: Ad Zeevaarders and Efthimia Aivaloglou. Exploring the programming concepts

practiced by scratch users: an analysis of project repositories. In 2021 IEEE Global Engineering Education Conference (EDUCON), pages 1287-1295. IEEE, 2021.

Results

correlation

correlatio

correlation

correlation

correlation

correlati

No

Low

Low

No

Low

No

No

[3]: Isabella Graßl and Gordon Fraser. Scratch as social network: topic modeling and sentiment analysis in scratch projects. In Proceedings of the 2022 ACM/IEEE 44th International Conference on Software Engineering: Software Engineering in Society pages 143-148, 2022

[4]: Deborah A Fields, Katarina Pantic, and Yasmin B Kafai. "i have a tutorial for this" the



- ♦ In experiment 6, "spikes" are visible throughout the graph (Figure 7), which makes that result unreliable.
- Negative comments might already have been reported before we scraped the data.
- ♦ When scraping friends of friends, the way the Ende dataset and the Schaap dataset were originally created, the dataset might not include hated projects.
- Children might make more spelling mistakes than adults, or they might use more unofficial language.

Conclusion

The effect of comment sentiment alone on the creator's inclination to continue producing projects is very limited, no correlation was found in 4 out of 7 experiments and a low correlation was found in 3 out of 7 experiments.

language of online peer support in the scratch programming community. In Proceedings of the 14th International Conference on Interaction Design and Children, pages 229-238, 2015.

[5]: Gabriela T Richard and Yasmin B Kafai. Blind spots in youth diy programming: Examining diversity in creators, content, and comments within the scratch online community. In Proceedings of the 2016 CHI conference on Human Factors in Computing Systems, pages 1473-1485, 2016