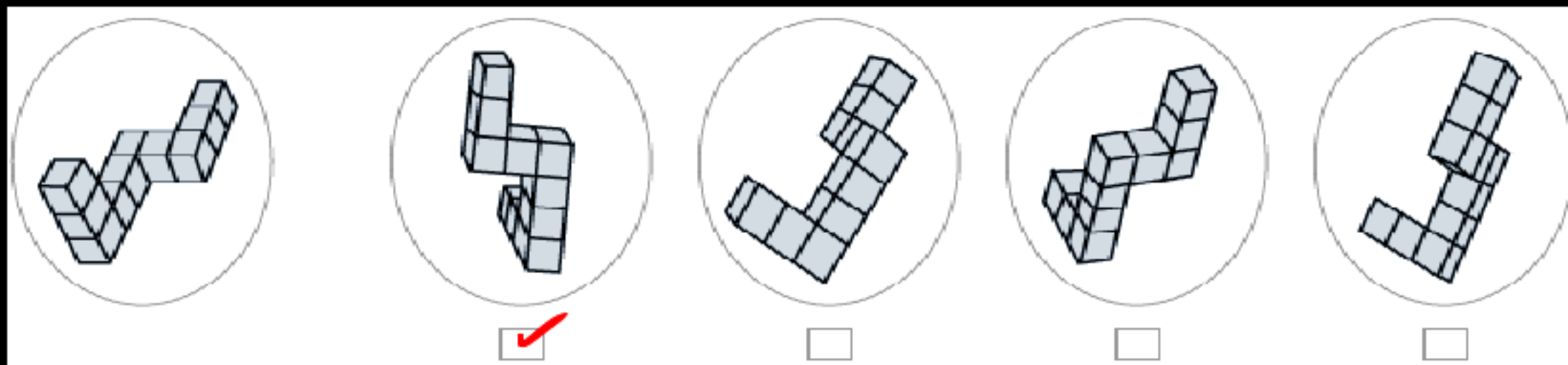
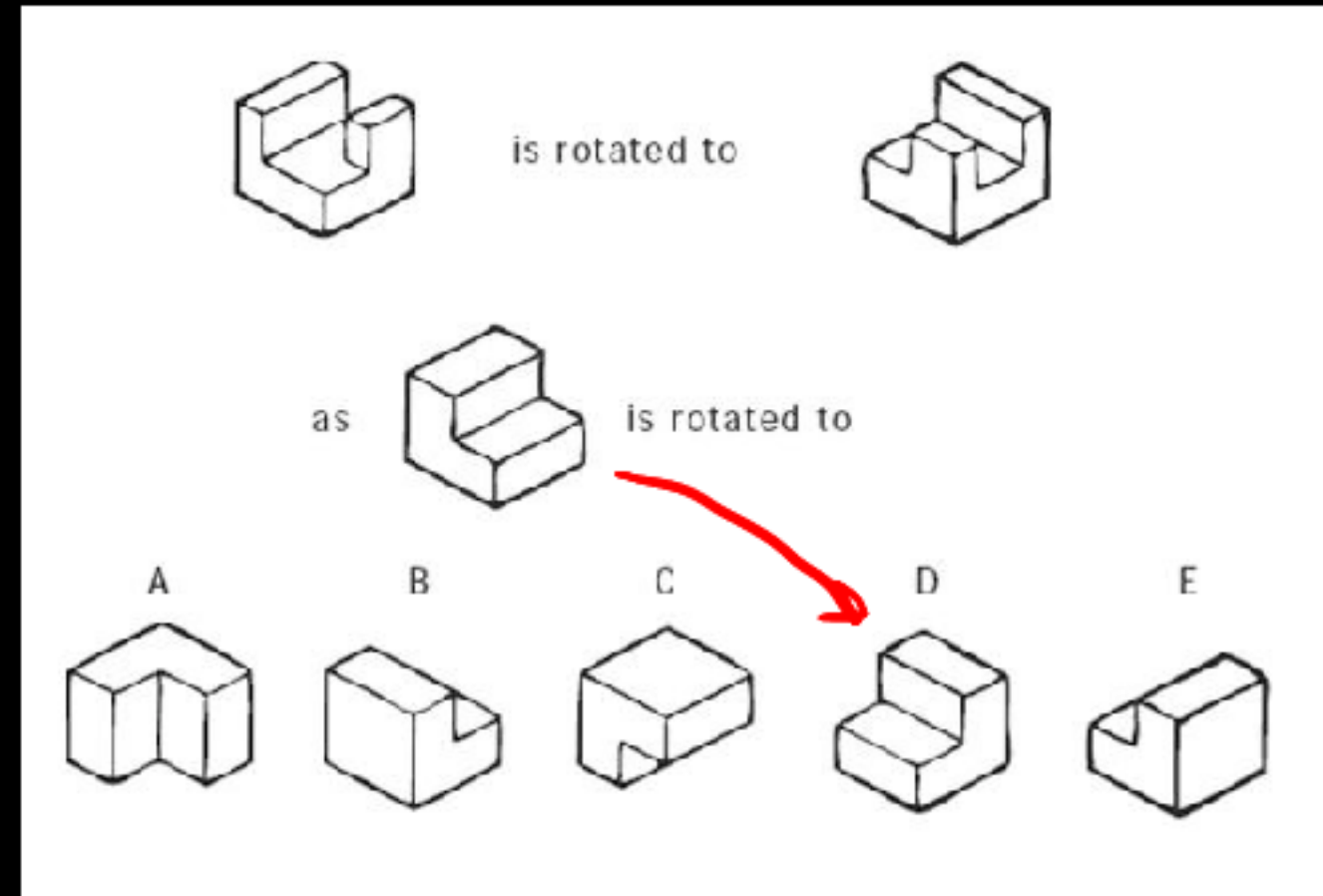
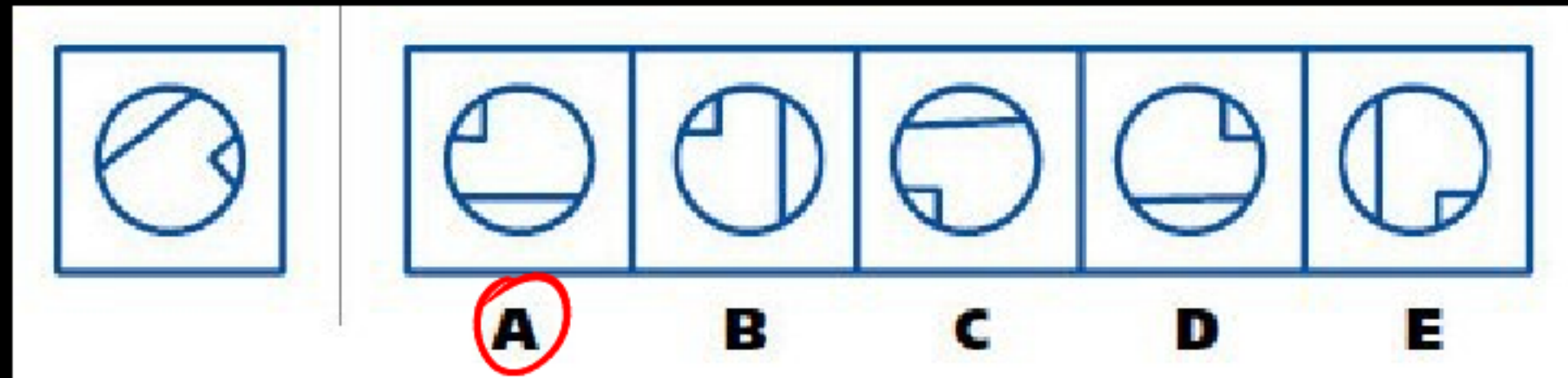


Spatial Reasoning

- The ability to think in terms of spatial information, such as shape and orientation
- Includes
 - Regressing from image to 3D model
 - Representing a concept as a spatial model
 - Manipulating spatial models in the mind

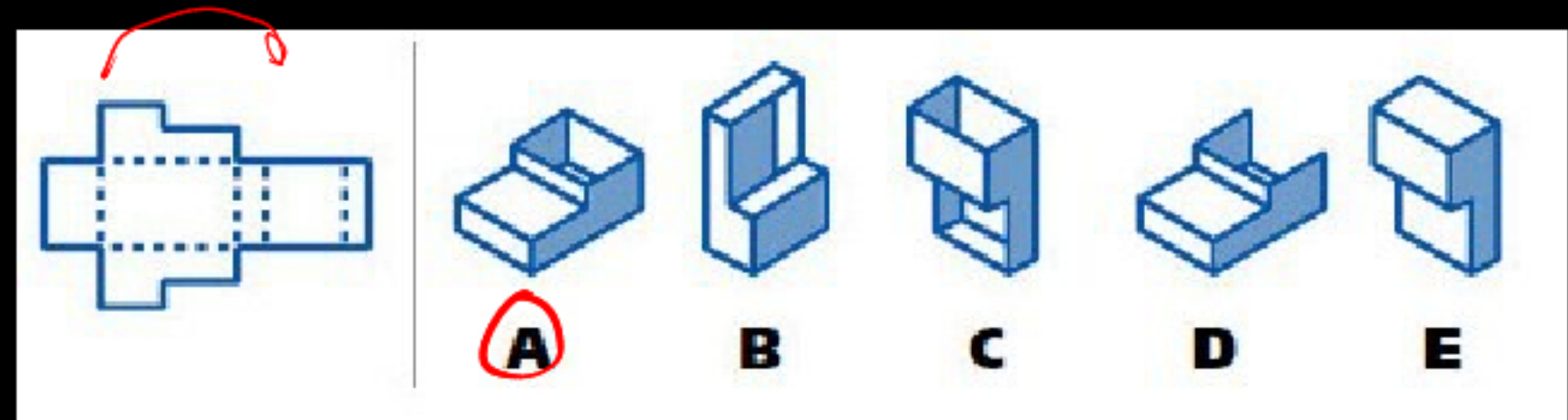
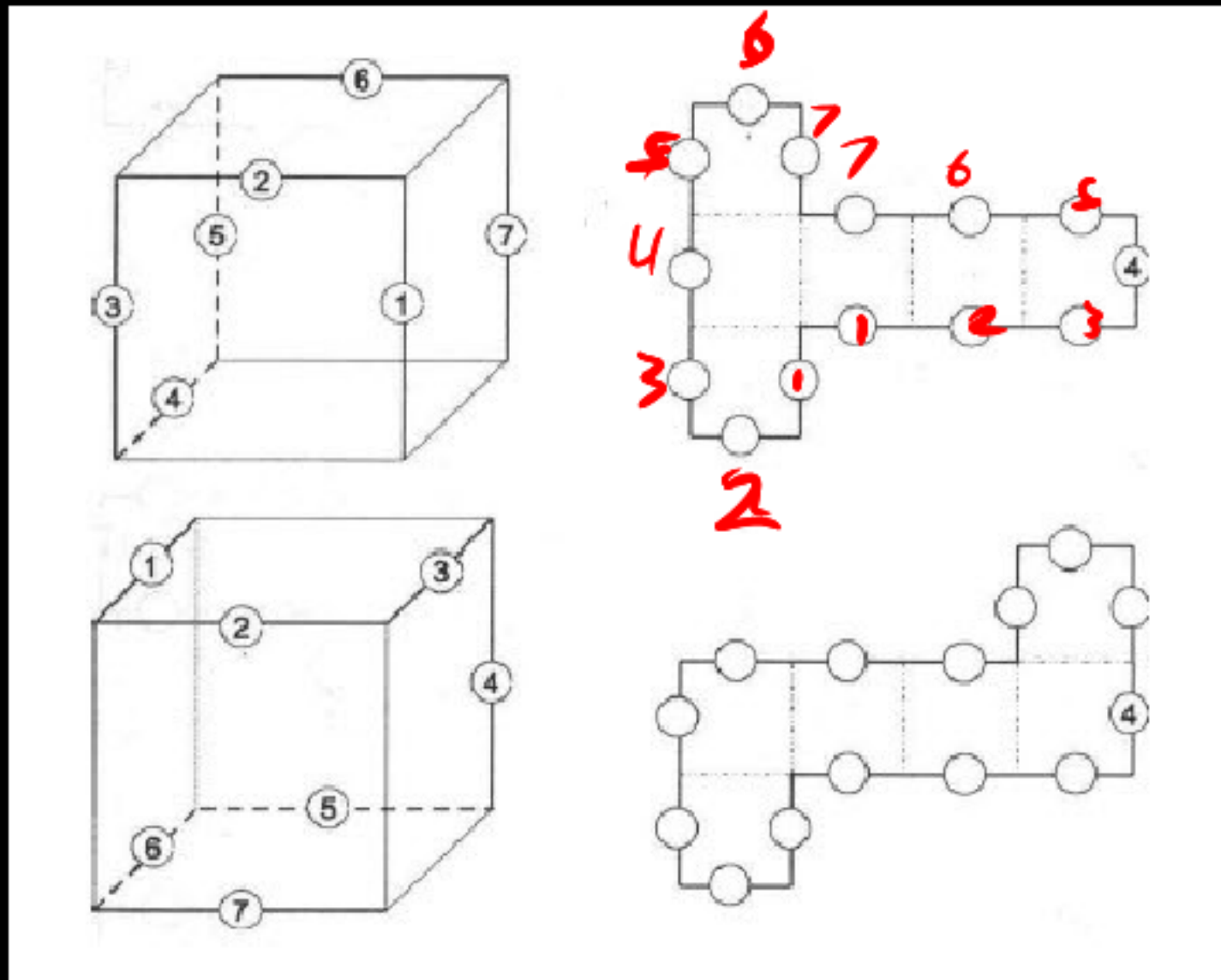
Measuring Spatial Skill

Rotating



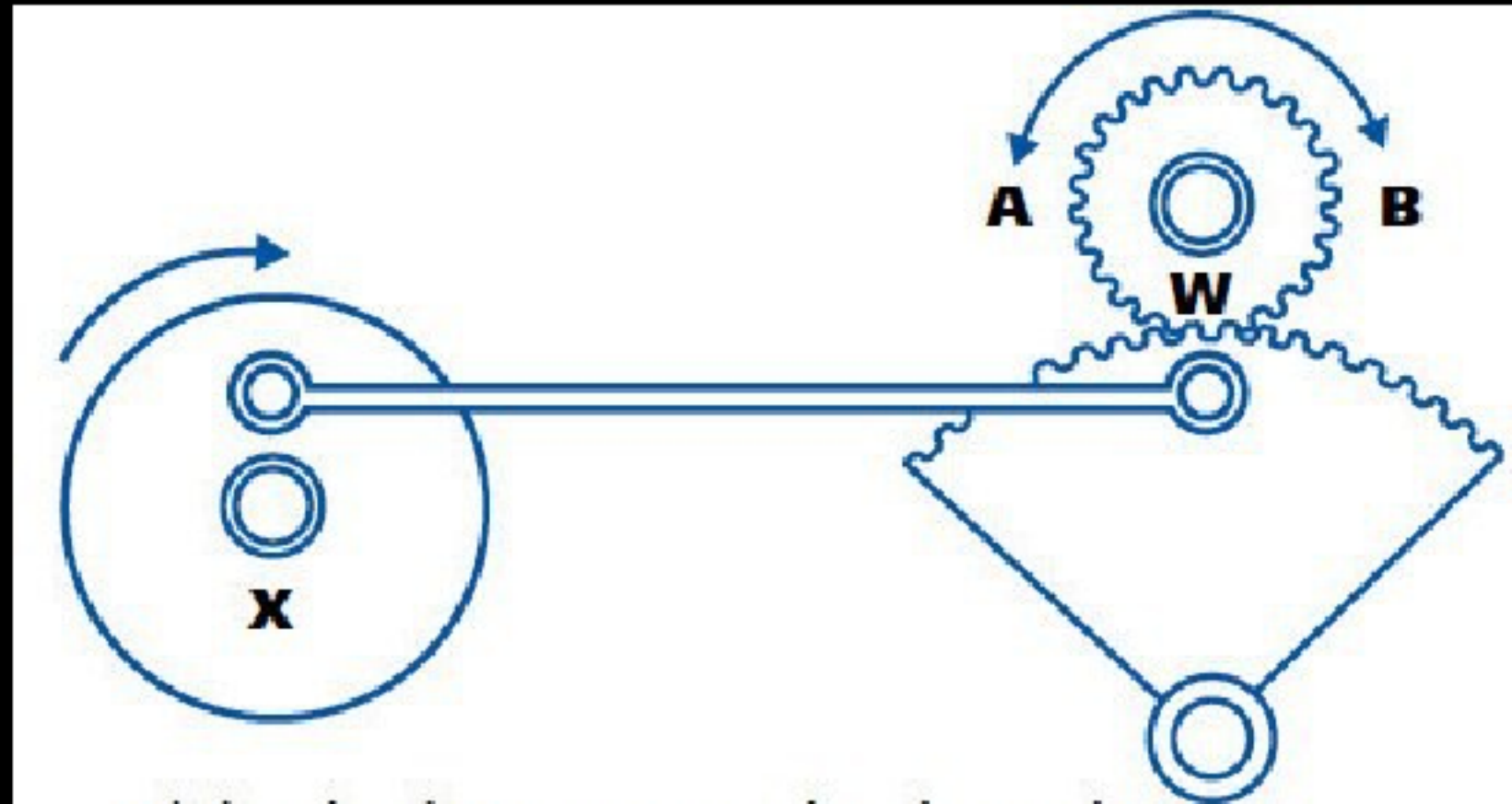
Measuring Spatial Skill

Folding



Measuring Spatial Skill

Mechanisms



While wheel **X** turns round and round in the direction shown, wheel **W** turns

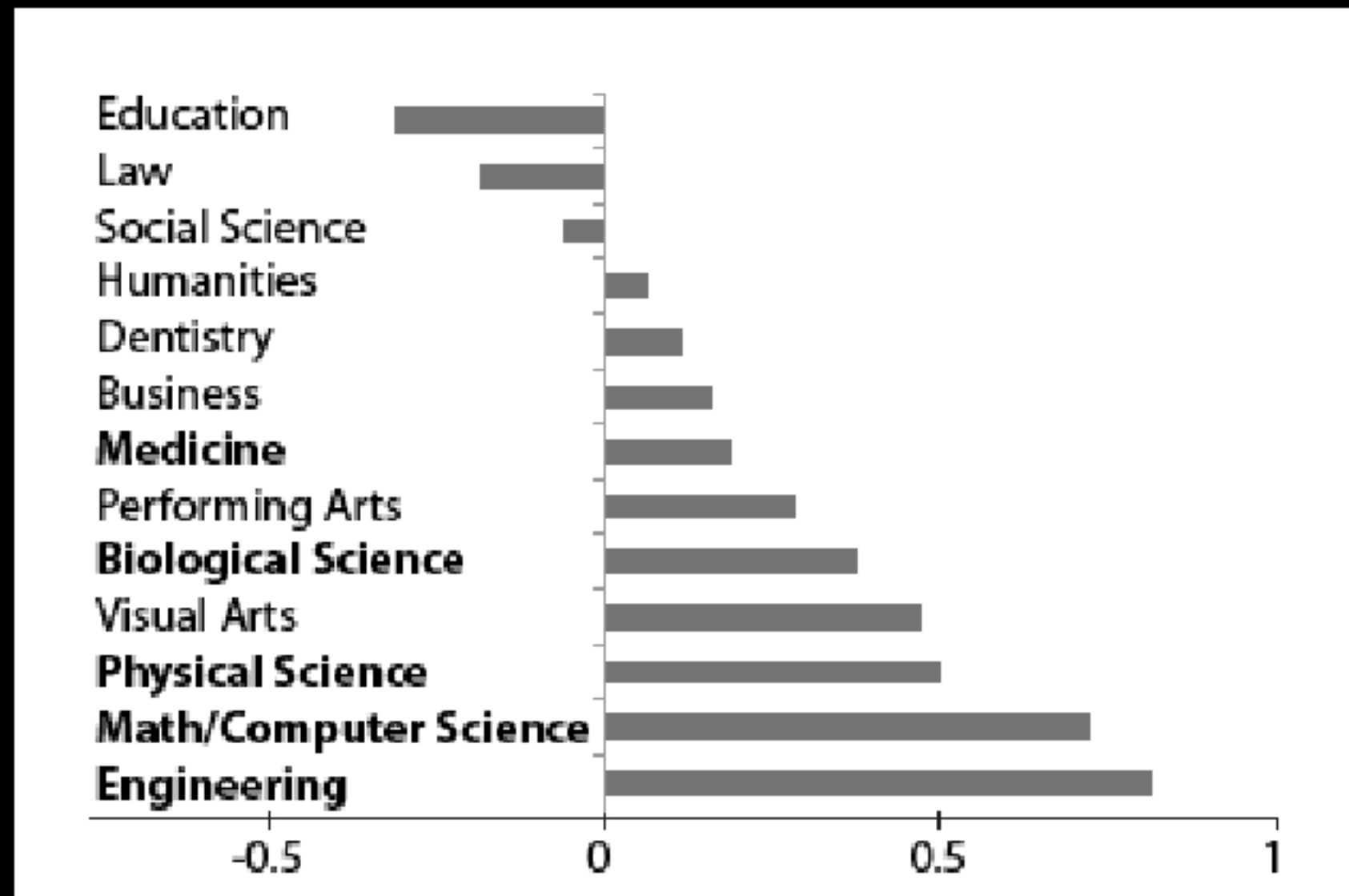
- A. in direction **A**.
- B. in direction **B**.
- ☒ C. first in one direction and then in the other.

On a scale **from 1 to 10**,
where 1 is non-spatial fields like singing
and 10 is highly spatial fields like sculpture,
how spatial is computing?

5 8 9 7 7½ 1 9 5 10

Spatial Reasoning in CS

- Correlation between HS spatial ability and career choice



Spatial Reasoning Matters

- Correlates with ability in many fields, including **computing**
- Correlation appears **causative** (increasing spatial reasoning skills has been shown to **increase performance** in related fields, including computing courses)

Why Does it Matter?

- Definitive answer not known
- Some ideas:
 - We **teach** concepts visually
 - Variables = boxes, addresses = arrows, ...
 - Computing **terminology** is visual
 - Stacks, trees, threads, flow, branching, nesting, lining up, moving, addresses, ...

Why, continued

- Challenge: find a **computing concept** that is **not visual** in terminology and that you can explain **without a spatial analogy**

recursion

int/float

binary
addition
modulo