

Agency for Whom and To What Ends: A Plan for Investigating Impacts of Agentic AI in Computing Education

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Abstract

Agentic AI, where AI systems have their own forms of agency, will present some of the most critical challenges that computing education will face, including regulatory gaps and amplified cascading social and ethical impacts. This working group proposes a landscape analysis of the ethical and societal implications of using Agentic AI in higher computing education. By exploring emerging literature and use cases of Agentic AI, we aim to contribute a timely landscape study exploring 1) the emerging challenges and opportunities associated with Agentic AI, 2) how higher education is beginning to adopt and use Agentic AI and the resulting ethical and societal impacts, and 3) the implications (e.g. challenges, opportunities, limitations) of integrating Agentic AI in computing education. The expected outputs are: 1) a protocol and literature scoping review of Agentic AI in education, and 2) an analysis of current practices and use cases in computing education. Together, these outputs aim to identify emerging patterns, use cases, key challenges, and principles to support the ethical and responsible integration of Agentic AI in education.

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CCS Concepts

• **Social and professional topics** → **Computer science education**.

Keywords

AI, Agentic AI, Computing Education, Ethical and Societal Impact

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1 Background and Related Work

The role of Generative AI (GenAI) to date has mostly been conceived as communicative chatbots (e.g., ChatGPT, Gemini, Copilot). The limitations of these narrower scope AI spurred interest in a paradigm shift [7] to Agentic AI, which marks a new era of AI systems that are capable of planning, reasoning, adapting, and interacting with the environment without direct human intervention [1, 9]. This working group will conduct an exploratory analysis to investigate the emergent use and impact of Agentic AI. These rapidly evolving directions in technology, including trends where AI systems have their own forms of agency, will present some of

the most critical challenges that computing education will face in the immediate future.

These challenges include and are not limited to regulatory gaps and amplified cascading effects [1, 4] of Agentic AI in health care, education, manufacturing sectors, legal practices, creative industries and customer-facing services. There are predictions that one-third of industry will use Agentic AI in their workflows by 2028, up from one percent in 2024 [4]. GenAI impacts how we access and use information, particularly in educational settings. These impacts extend to society at large and include impacts on intellectual and creative works. The context for the working group is framed through the *ACM Taskforce on The Ethics and Societal Impacts of GenAI in Higher Education*¹ which investigated the ethical and societal impacts of GenAI within the higher education landscape.

The results of this working group will provide insights into the potential contributions and risks of Agentic AI, building on prior ACM sponsored working group reports [10, 12]. The working group will conduct a landscape analysis on ethical questions arising from Agentic AI tool use in higher education contexts, identifying promising principles, use cases, challenges, and principled ways to navigate the implementation of Agentic AI in ethical and responsible ways.

2 Goals of the Working Group

By exploring the emerging literature and use cases of Agentic AI in higher education, this report will contribute a timely exploratory landscape study to guide higher computing education and the research community. Our research questions (RQ) are:

- (1) What emerging challenges and opportunities are associated with the use of Agentic AI in computing education?
- (2) How are HE institutions using Agentic AI in computing education?
- (3) What ethical and societal implications arise from these emerging practices?

3 Proposed Methodology

The overarching goal of this working group is to produce an exploratory analysis of the emerging use and impacts of Agentic AI in higher education through a literature review and qualitative study. The scope of our literature review will include empirical practices and research involving Agentic AI and their implications for computing curricula, instruction, pedagogy, assessment, and competencies. We acknowledge from the outset the critical role that grey literature (GL) will play in our work. Including GL in a rigorous way will support the identification of emerging practices, challenges, and opportunities, especially given the rapid and emerging role that Agentic AI currently has in industry. Therefore, we will approach the literature review by taking a Multi-Vocal literature review approach (MVLRL) [2, 6, 13, 14], which represents multiple voices and perspectives on emerging topics. As such, MVLRL embodies diverse information sources beyond academic settings, including professional societies, government, research centers and trade press [3, 5, 8, 11].

¹<https://www.acm.org/binaries/content/assets/about/annual-reports/ed-board-fy25.pdf>

For the qualitative research component, we will interview individuals who are using Agentic AI in computing education across a range of institutions (e.g. public, private, urban, rural) representing diverse countries. We will recruit participants through the ACM listserv and working group members. Arizona State University will serve as the lead institution for the IRB process and ensure compliance across institutions. We will use a combination of inductive and deductive coding. Inductive coding will identify emerging practices, challenges, and opportunities, while deductive coding will apply the ESI-Framework [10] to analyze ethical and societal implications.

4 Expected Deliverables

The expected deliverables will include: 1) development of a protocol and a scoping literature review of the emerging challenges and opportunities associated with the use of Agentic AI in computing education, and 2) an analysis of current practices and use cases of Agentic AI in computing education through a socio-ethical lens.

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