2il Gynhadledd Dysgu ac Addysgu

 2nd Annual Learning and Teaching Conference

16 Mis Medi – 18 Mis Medi| 16 September – 18 September 2014

# Crynoldebau / abstracts

Coding in the Cloud

Bernie Tiddeman

In many areas traditional desktop computer applications are being replaced by online tools, where data is stored in the "cloud" and interacted with through a web-browser. The use of online tools, such as Google Docs, has the advantage of ease of setup, sharing and collaborative working, automatic backup, automatic updates and use on a wide variety of devices (PCs, tablets, Chromebooks etc.) from any location where the internet is available. The disadvantages include: reliance on a third party for storage and tools, which could be updated or changed in unexpected ways; security concerns relating to how the data is used by the third party; and the need for a reliable network connection. Integrated Development Environments (IDEs) are programming systems that provide a rich text editor, a compiler and other build tools, testing tools, a graphical debugger etc. Recently cloud-based development systems have started to emerge, and this talk will discuss the experience of using a cloud-based IDE for teaching on a computer graphics module. The chosen IDE (www.codeny.com) provides many useful features in addition to those associated with desktop IDEs, such as the ability to "clone" a project using a "factory", which provides a URL that can be distributed to students who can then immediately start working with the code, with all the correct settings, libraries etc. The experience of using a cloud-based system has been generally positive, but limitations and risks of the current offerings in the context of teaching will also be discussed.