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# Crynoldebau / abstracts

Coding in the Cloud

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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.