

[Software Carpentry for the Geophysical Sciences](#) [1]

Submitted by Krbm on Wed, 2014-01-08 09:49 Wednesday, January 8, 2014 - 08:45

Event: [Winter Meeting 2014](#) [2]

Session Type: [Plenary](#) [3]

Notes:

- Talk is about geoscientists constructing software
- “Dark Matter Developers” – Scott Hanselman
- o These people are working on science
- Most scientists are still not using computers effectively
- o We are still using yesterday’s code – they are not being updated
- o Still not collaborating – small technical problems are still be solved daily
- o Don’t trust other people’s code and thus can’t trust the science
- o Need to start embracing sustainability in software development
- Basic computing exam questions – pass is a 5... most people in earth science wouldn’t pass
- o What works – short courses for graduate students
- § Practical & exercise-driven lesson...
- Get involved
- o Ask questions when reviewing a paper
- o Where is the code, what is the coverage, and versioning
- o Hosting a workshop
- § Need a room, pay for hosting an instructor
- o Will train new instructors
- software-carpentry.org

Creative Common License: Creative Commons Attribution 3.0 License

Accepted:

Source URL: <http://commons.esipfed.org/node/2001>

Links:

[1] <http://commons.esipfed.org/node/2001>

[2] <http://commons.esipfed.org/taxonomy/term/1029>

[3] <http://commons.esipfed.org/session-type/plenary>