Software Carpentry for the Geophysical Sciences [1]

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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

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