

Coding Advisory Council / Minutes
July 10, 2014

- The virtual meeting took place on the START Software Development network using the Yammer software.

- Virtual Attendees: Brian Davis, Eric Burley, Tim McMichael, Scott Balentine, Cristian Muresan

Agenda #2 (Creating the curriculum)

1. Review and provide input on Coding Information Sheet

Question #1 - Are these good buzz words to describe the coding program to high school students? Should there be any other words?

- Input from advisory council:
 - a. Mobile devices such as phones, tablets, websites
 - b. Building an application from beginning to end

Question #2 - Should students be required to have any math skills to take this program?

- Input from advisory council:
 - a. Math skills are important but Algebra 1 is high enough bar for now
 - b. Algebra 1 seems reasonable for a junior interested in software development

Question #3 - If a student chose to get a certification after he/she completed the program, are the ones listed above worthwhile from an industry perspective?

- Input from advisory council:
 - a. The worth of certifications varies by employer. Most startups won't care, Some big enterprises will. For an enterprise the certification is a good substitute for real experience, but building a portfolio along with it would make sense too.
 - b. I think some places care about certifications but most places I have interacted with do not. Portfolios and technical interviews is where people get sorted out.

Question #4 - Are these good examples of careers in software development? Do you have any other examples?

- Input from advisory council:

a. Add Web Developer, Mobile application designer, Product Manager, Quality Assurance Engineer, software development engineer, web developer

Question #5 - Are these salary ranges for software developers accurate?

- Input from advisory council:

a. Those are a bit out of date, and maybe express salary ranges in k/year, since these positions tend to be salaried. In Phoenix I was hiring new college grads at 75-82k (that's 36-39 an hour).

b. Definitely give the salaries in k/year, and maybe give a couple of regional data points, too? Arizona, Bay Area, NYC, etc.

2. Review and provide input on Coding Course Catalogue

Question #1 – Do you have anything to add/delete under each course descriptions? Are we on the right track from a standpoint of teaching the basics through advanced?

- Input from advisory council:

a. I think you're on the right track. I'd make sure that C101 includes some hot technology to whet student's appetites. for hot technology I'd look at something mobile. You might be able to put together a one or two week unit in 101 that gets students to create a side-scroller game.

- Look at <http://www.cocos2d-swift.org/docs>

- Or maybe consider using swift's interactive notebooks (<https://developer.apple.com/swift/>) (<https://developer.apple.com/library/prerelease/ios/samplecod...>)

b. C201 maybe you could include some concrete examples of the applications students will write (If you have the curriculum planned out enough for that). Maybe something like:

Students will apply all the skills and knowledge from the previous courses to develop an iPhone app, a web site, a Mac program, and an Android Game.

c. I would love to see a focus on web-development for students which I don't see listed explicitly on the descriptions. (HTML, Javascript , CSS)

d. I think previous comments are on the mark here. I like that the descriptions are well aligned with college descriptions I've seen.