

Cloud Computing

Cloud computing is the delivery of on-demand computing resources which include everything applications to data centres over the internet on a pay for use basis. This gives users and businesses to scale up or down quickly and easily meet the demand of their enterprise. They only pay for what they use and finally all the IT resources that are needed are self service access.[1]

There are many different service models for cloud computing and they are as follows:

- Infrastructure as a service
- Platform as a service
- Software as a service
- Mobile “back-end” as a service [2]

So from these service models different uses for cloud computing can be used such as storage and data retention on large scale, examples of this is Google Drive and Microsoft OneDrive. Other uses are running virtual machines in the cloud if the business does not have the money to upgrade physical computer equipment. Run software applications in the cloud like Quickbooks and MYOB so that businesses don't need to update all there copies each year it is easier to deploy the software from the cloud.

Some companies like Nvidia, Sony, Microsoft and Google are developing technology to stream video games to players in web browsers, on there consoles or mobile devices using cloud technology. It is still in its infancy but this will impact the video game market by providing games in a software as a service model and give another option for all gamers once the technology is perfected a bit more.[3]

The fast pace that computing technology changes with several upgrades each year brings with it making cloud computing even better as the hardware the data centres and other platforms use is constantly getting faster and faster. The only thing holding it back at the moment is the speed of the internet in places as it is sub-optimal. But with further advances in internet infrastructure this problem can be erased.

The impact of the development of cloud based computing is that options are limited and thus keeps the cost of cloud based systems cheaper. Because this technology relies on a the internet there can be times when there are outages or even downtime and if a business works entirely in the cloud this can cause a problem as they will not be able to access the required software or data.

The most drastic change that cloud computing has brought is the slow decline in IT professionals employed in large businesses because of the outsourced work to cloud based systems there is little need for on site IT personnel so they have become the most effected people in all industries that use cloud computing

This affects me because I use Microsoft OneDrive to store photos and other small files online so I

can access them in the eventuality that I have to reformat my computer and I lose some data I can get it back from the backup in the cloud. It will also give me another option to enjoy my hobby of playing video games if I can play them in a simple web browser I don't have to upgrade my computer as often. It would have little impact on my family as they don't use much technology and would not know where to begin with cloud computing. My friends use it all time as one of them uses it for his job all across Australia.

References

[1] What is cloud computing?

<https://www.ibm.com/au-en/cloud/learn/cloud-computing>

[2] Cloud computing

https://en.wikipedia.org/wiki/Cloud_computing#Service_models

[3] Google Stadia

https://en.wikipedia.org/wiki/Google_Stadia