

## Self-ethnography study

### Aim of the study:

To understand how software developers acquire new technical skills eg: learn a new framework or programming language

### Objectives:

- Understand the current tools / resources software developers are currently using.
- Find out what features can further improve this learning process

Name of Participant: Shujun

### Participant Background:

A second-year student currently enrolled in University of London Bsc Computer Science.

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### Question:

1. Take a few moments and think about your learning journey, what tools/resources have you used.

Recommended readings from lectures like textbooks, official documentation.

I go on codecademy or sololearn whenever I need to pick up a brand new programming language to learn about the basics. Thereafter to start practicing the new language, I would search for tutorials online to understand how it is used in a specific context.

During the start of actual development work, I often get confused between syntax across the different languages, so I will have to google for some sample code snippets or use the tutorials codes as a basis to start the development process and familiarise myself with the language syntax.

I turn to google search whenever I encounter compilation or runtime errors in my codes and stackoverflow usually return as the first few results. I would scan through the questions to determine if the author had a similar problem as me and look out for the answer with a green tick. This process is useful for reference error.

2. How those tools/resources supported your learning

Textbook reading helps with the introduction of core concept knowledge, example in object orientated programming, there is the concept of inheritance where class can inherit another class's attributes and methods. However, textbooks could get lengthy and hard to comprehend at times and time consuming at times.

I find the codecademy and sololearn a good platform to pick up a new programming language with no frills as they provide somewhat a structured yet flexible route to run through basics syntax, data type and the corresponding methods.

Tutorials from official site or youtube help to reinforce the basics by learning how they can be utilised in possible context

3. What features/function can be added to those resources/tools to further enhance and improve your learning

I personally feel it is hard to start a project from an empty canvas especially after taking a break from development work even for a month. I hope to see templates to start a new project and recommended project directory structures to minimise the barrier to start a project and to enforce some structure in project resource management.