

Experiential Learning and Cloud Resource Education DevOps

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Abstract

Improving our ethical cyber workforce remains a persistent endeavor as educational programs work to entice students with a variety of scholarship packages. Instructional access to cloud services which enables students to interact with and develop their cloud interactions remains problematic. Furthermore, cloud service education must become an educational pillar for performance metrics as these service adoptions expand. Cloud resource interactions support backend awareness for how system architectures are built, established, and securely maintained. Funding high performing cyber students is not an issue; with browser-based computing, neither is providing effective tooling to students for high achieving performances through cloud technology instruction. The evolution of Cyberspace is accelerating, whereas our education of techniques and operations within Cyberspace are not keeping pace. This paper seeks to introduce a framework for a curriculum(s) that may quickly engage young students and develop their aptitudes for computing interactions beyond Chromebooks.

References

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