TouchDevelop
an app creation environment for a world of devices
Jonathan "Peli" de Halleux
Senior Research SW Development Eng. Microsoft Research

We are experiencing a technology shift: powerful and easy-to-use mobile devices like smartphones and tablets are becoming more prevalent than traditional PCs and laptops. TouchDevelop is a novel programming environment and language that makes it possible to write applications directly on mobile devices, taking full advantage of touchscreens, and without the need for a separate PC.

TouchDevelop is freely available as a web app on PC, Mac, iOS, Android, and as a native app on Windows Phone. All artefacts created by TouchDevelop users are publicly available for research purposes via REST-based APIs, enabling external researchers to analyze the massive number of mobile applications developed with TouchDevelop. TouchDevelop can be used in the classroom to teach mobile programming... on a mobile device.

TouchDevelop was used to organize App Day, an high school event in Seattle where 500 students learned how to build mobile apps. Students were able to use their own device to build their first app, making this experience much more personal.

More info:
https://www.touchdevelop.com
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Jonathan “Peli” de Halleux is actively working on TouchDevelop, Pex, Code Digger and
rise4fun. Every morning, Peli teaches mobile computer science at his local high school.
Peli joined the Foundations for Software Engineering in October 2006. Peli worked in
the .NET runtime in charge of the Just In Time compiler testing (2004-2006). Before
joining Microsoft, Peli earned a PhD in Applied Mathematics from the Catholic
University of Louvain (2000-2004).
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