Topic 8: Cloud technology Implementation and application, security, and impact on local systems	Do I understand how to ...
	• define the term cloud computing;
	• describe the advantages and disadvantages of cloud computing for an organisation;
	• describe the impact of cloud computing on gaming, file storage and sharing (including collaborative tools).

9   Alex owns an online gaming business with offices across Northern Ireland. All
     software and data used by his company are stored in the cloud.

   (a) Give **two** advantages of using cloud computing to store software and data.

   1. _- Cost effective_

   2. _Unlimited storage._

   OR _- Immediate availability of software updates._   [2]
        - Promotes file sharing.   - Reduced carbon footprint.
   (b) Give **two** disadvantages of using cloud computing to store software and data.

   1. _Reliance upon broadband provider reliability_

   2. _Security concerns / hacking._
                                                                                     [2]

   Many game developers now distribute games online.

   (c) How has the online distribution of games helped the game developers and their
        customers?

   Game developers _Increased customer base OR_
   Reduced cost of distribution OR Increased sales[1]
   Customers _Immediate availability of game OR_
   Updates immediately available   OR   [1]
   Can buy at home.

7   The development of cloud computing has greatly benefited the gaming industry.

Describe **two** benefits that cloud computing has brought to gaming customers.

- Cost effectiveness in relation to providing software eg developers can reduce cost.

- Unlimited storage and the ability to save progress

[4]

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9   Many companies are now making use of cloud storage or cloud computing.

(a) What is cloud computing?

-Using the Internet to provide software/services
-Uses a remote server via the Internet
-To store/process data instead of using [2]
your own hard drive, increasing storage capacity.

(b) List two advantages to a company of using cloud computing.

1. -Easy to access data from anywhere with internet connection. [1]

2. -Manages backup & security. [1]

(c) State two ways in which cloud computing can help an online gamer.

1. Provides gamers with a pay as you go option, reducing cost, no need to purchase physical game.

2. Game installation not necessary, no large files to install

[2]

3. Updates applied automatically

4. Powerful hardware not required

5. Access game from any device, saving progress.

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Specific technical answers

2 Many web-based email accounts use cloud computing technology.

(a) State what is meant by the term cloud computing.

Cloud computing is storing/accessing data or programs through the Internet. [1]

(b) Give one advantage of cloud computing.

Remote global access to files/Unlimited storage/ Collaborative working/Software updates/ [1] Backup and recovery

(c) List two potential risks with cloud computing.

1. Security issues, data stored in cloud at risk to hackers

2. Viruses upload to cloud could destroy data [2]

3. Potential downtime

4. Bandwidth limitations.

11 Cloud computing has had an impact on the way some organisations operate.

(a) Explain what is meant by the term 'cloud computing'.

- Uses a number of remote servers.
- Via the Internet.
- To store/access/process data.
- Instead of own hardware, therefore [2]
  can offer unlimited storage

(b) Describe **three** advantages of cloud computing to an organisation.

Quality of written communication will be assessed in this question.

- Access to automatic software updates.
- Cuts the cost on hardware needs.
- Staff can access resources from anywhere.
- Helps with collaboration in real-time.
- Provides secure back-up and recovery.
- Increased security, files not sent as attachments.
- Easy to increase storage capacity,
  if business expands, for additional
  cost.

[6]