Project Aims:
This project aims to investigate:
- The effects of using tags to deliver feedback to undergraduate programming students.
- Which students opt to share their work and which do not.
- How sharing tags and associated code fragments between students affects their learning.
- Whether learning communities form around feedback as seen in social networking environments.

Results: Preliminary Study
A preliminary study was conducted with a level 2 software engineering group project.
- Student projects were annotated by two assessors with feedback tags [Figure 1].
- Students could then view their feedback as a tag cloud [Figure 2 and 3].
- Students could then opt to share their feedback and associated code and in exchange are able to see that of their peers.
- System usage was recorded and results are shown in Table 1.

Conclusions:
- Almost half of groups opted to share their work.
- Student feedback has been positive.
- Students think that the approach is useful and have shown interest in using it with individual projects.
- Data analysis and follow up research is still in progress.

The approach is “... useful to see comparisons of work, and quality of feedback, plus common pitfalls...”
- a second year participant.