Tech Tent: Future Farmers, Minecraft And Doom

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Every Friday we go through the latest tech news from the week on Tech Tent on the BBC World Service. This week's news looks like.

Big Data on the Farm

It's the oldest industry in the world and one you might not think was that modern - but it's going through a massive data-driven revolution. From drones that provide aerial surveys of crops, to combine harvesters measuring precisely the output of each square metre, or sensors giving minute-by-minute updates on the health of livestock, farmers are navigating an ever-growing volume of data. PREMIUMEBOOKS.ORG We'll be hearing from a chicken farmer who is adapting to the new ways of working. Our special guest is Rob Carter, the co-founder of Field Margin which aims to aid farmers in managing their data via an app for smartphones. Our colleagues from BBC Radio 4's Farming Today have been covering technology in farming all week. They will be presenting a special report on Saturday's On Your Farm.

Minecraft in the classroom

We've heard nothing about Microsoft's plans for Minecraft since it was acquired by Microsoft. Microsoft has announced a major move into education with the launch of Minecraft for classroom use. Our Jane Wakefield went along to BETT the biggest UK educational technology event to speak with Microsoft about the plans that allows children to learn about Minecraft in school and play at home. To access the education edition, schools will need an Office 365 account. We'll be asking if this is part of Microsoft's plan to challenge Google as the leading software provider in the classroom.

Lessons learned from a Kickstarter

Kickstarter received a lot of criticism after the Zano mini-drone project went down to earth last November. The crowdfunding platform employed an investigative reporter examine what went wrong. Mark Harris' 13,000-word report was released this week. It's both an extremely detailed account of how to run a technology company as well as a warning to anyone who isn't sure that crowdfunding isn't like buying products from Amazon. We speak to Mark Harris

on the show about where he thinks this leaves crowdfunding as an option to get tech ideas off the ground.

Doom increases in level

Twenty-three years have passed since the original game Doom was released, there is still an avid group of players. This week, they're celebrating a milestone. John Romero, one of the original developers has released the first Doom level since the mid-90s. Our reporter Zoe Kleinman has been talking to him - he admits he was nervous about how the community would react but the majority of players have been very happy.

Tune into the BBC World Service at 15:00 GMT for all of that and more, or catch the show later.