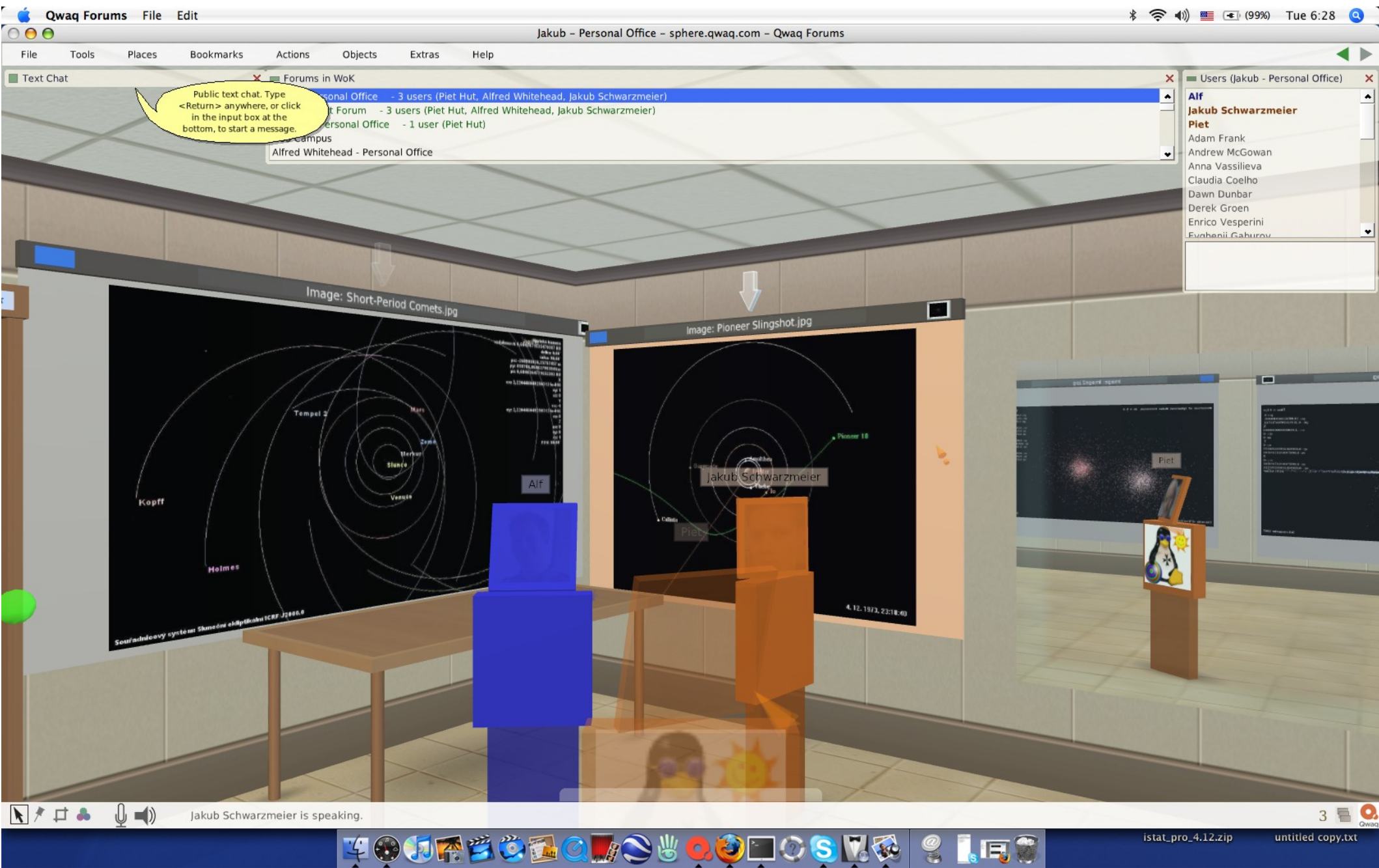


From facilitating to creating collaborations

Piet Hut
Institute for Advanced Study
Princeton, NJ

Building effective virtual teams
MediaX Summer Institute, Stanford University, Aug. 2007

Three astronomers (Czech Republic, Canada, U.S.) discussing computer simulations in a simulated room



Qwaq Forums File Edit

Jakub - Personal Office - sphere.qwaq.com - Qwaq Forums

File Tools Places Bookmarks Actions Objects Extras Help

Text Chat

Forums in WoK

- Jakub - Personal Office - 3 users (Piet Hut, Alfred Whitehead, Jakub Schwarzmeier)
- ACS - Project Forum - 3 users (Piet Hut, Alfred Whitehead, Jakub Schwarzmeier)
- Piet Hut - Personal Office - 1 user (Piet Hut)
- ACS Campus
- Alfred Whitehead - Personal Office

Users (Jakub - Personal Office)

Alif

Jakub Schwarzmeier

Piet

Adam Frank

Andrew McGowan

Anna Vassilieva

Claudia Coelho

Dawn Dunbar

Derek Groen

Enrico Vesperini

Evanhenii Gaburov

Image: Image1.jpg

Image: Image2.jpg

Image: Image4.jpg

Link

Alf is speaking.

istat_pro_4.12.zip untitled copy.txt

A tale of three surprises

I expected Qwaq Forums to provide:

- => a quick start for my astronomy group, and a slow start for my interdisciplinary group.
- => a way to facilitate existing collaborations
- => an emphasis on using tools: web browsers, 3D objects, etc.

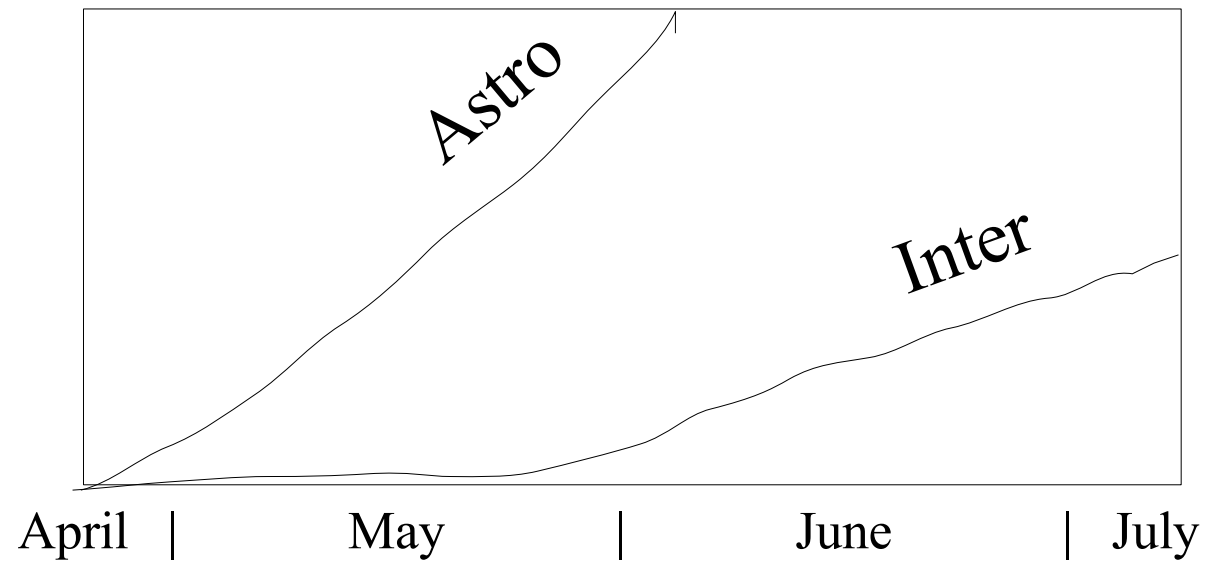
But

. . . . I was wrong. Instead:

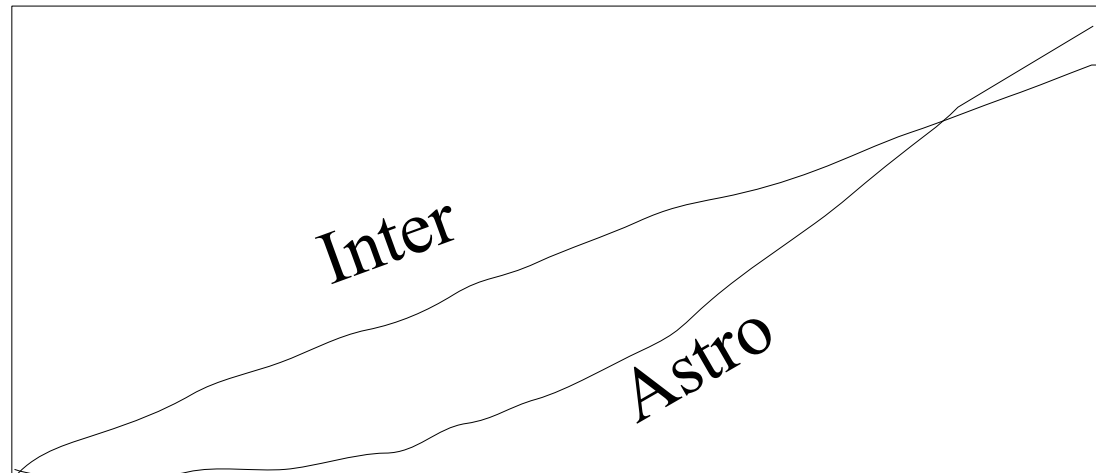
- my interdisciplinary group took off immediately
- I found myself creating new collaborations naturally
- 3D presence was far more important than specific tools

Surprise # 1

Expected :



Actual :



Surprise # 2

Expected : -- start with an existing group
-- try to get them to start working in Forums
-- hope that they will spawn new ideas / projects

Actual : -- unpredictably, some individuals got interested
-- they first behaved like tourists, then like neighbors
-- and then they started to spawn new ideas / projects

Surprise # 3

Expected : the main attraction would be the lure of toys:
designing and building 3D objects, using web
browsers, traveling through output of simulations

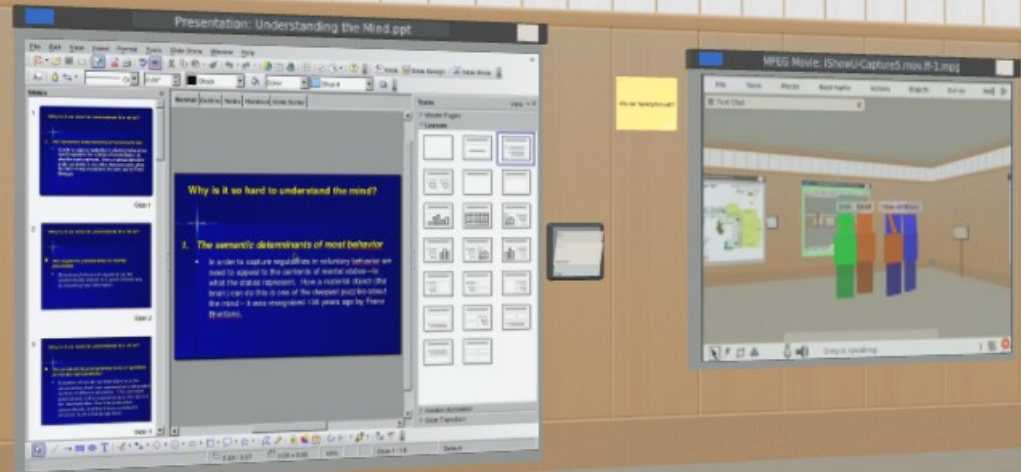
Actual : the main attraction was PRESENCE
in a persistent space, a watering hole that
quickly became a familiar meeting ground.
Everything else was clearly secondary.

An unexpected use of Qwaq as a tool:

Surprise # 3

Expected : the main attraction would be the lure of toys:
designing and building 3D objects, using web
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Actual : the main attraction was PRESENCE
in a persistent space, a watering hole that
quickly became a familiar meeting ground.
Everything else was clearly secondary.



To display my talk on a computer without powerpoint or openoffice !

Mixing in massive stellar mergers

E. Gaburov^{1,2}, J. C. Lombardi, Jr.³, S. Portegies Zwart^{1,2}

¹ *Sterrenkundig Instituut “Anton Pannekoek”, University of Amsterdam, the Netherlands*

² *Section Computational Science, University of Amsterdam, the Netherlands*

³ *Department of Physics, Allegheny College, 520 North Main Street, Meadville, PA 16335, USA*

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We thank Alexander Brown, Evert Glebbeek, and Ujwal Kharel for useful discussions. We also acknowledge the use of the 3D virtual collaboration environment **Qwaq Forums**, which greatly sped up the remote collaboration leading to this paper. The calculation for this work have been carried

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Ways of Knowing: 6-week experiment (May-July)

[to be continued from mid September onwards]

Twice Daily: T4: Ten to Ten Ten. 10:00—10:10 am & pm
lab-like sessions about concrete experiments

2x – 4x Weekly: T3: Topical Tea Time. 10:15—11:00 am/pm
discussion centered about a specific topic

Twice Daily: T2: Tea Time. 10:15—10:30 am & pm
freewheeling conversations

Weekly: T1 : Talk. Sunday, 2:00—3:00 pm
seminar, followed by a discussion

Lessons learned :

- 1) Interdisciplinary Researchers are the most eager early adopters
but once a traditional disciplinary project is started, progress is faster
- 2) Individual adopters spontaneously form new research projects
but they need encouragement aka “herding cats”
- 3) A shared presence in a persistent space is the main attraction
but it requires persistent management, like a never-ending workshop

Next steps :

- 1) Libraries with archives of text documents, movies, etc.
- 2) Virtual laboratories: let avatars travel through simulations
- 3) Open Source --> Open Knowledge : movies of code writing