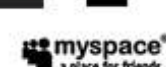
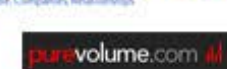
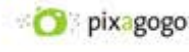




OpenQuake **Social** **Networking** for EarthCube

QuakeSim Team
Sidd Maini & Geoffrey Fox

The bird's eye view of the Blogosphere



Collaboration Needs

Earlier vs Current

Traditional Level of Collaboration?



http://user.good.is.s3.amazonaws.com/community/etling/wordnickheaderdsc_0549.jpg

• facebook.

• twitter

• Google+

•  Dropbox

• 

•  NING



Social media sites have been around for atleast a few years, the most popular of which have some sort of a love and hate relationship with the masses and that includes scientists and researchers alike.

Scientists and researchers interface with each other for collaboration in various disciplines ranging from science to medicine to humanities.

The use of social media for collaboration purposes has been growing in the scientific community in different ways.

SocialMedia for Researchers and Scientists has a primary goal of facilitating scientific collaborative research amongst the academic and scientific communities.

“Distance Matters” – Olson & Olson

Common ground

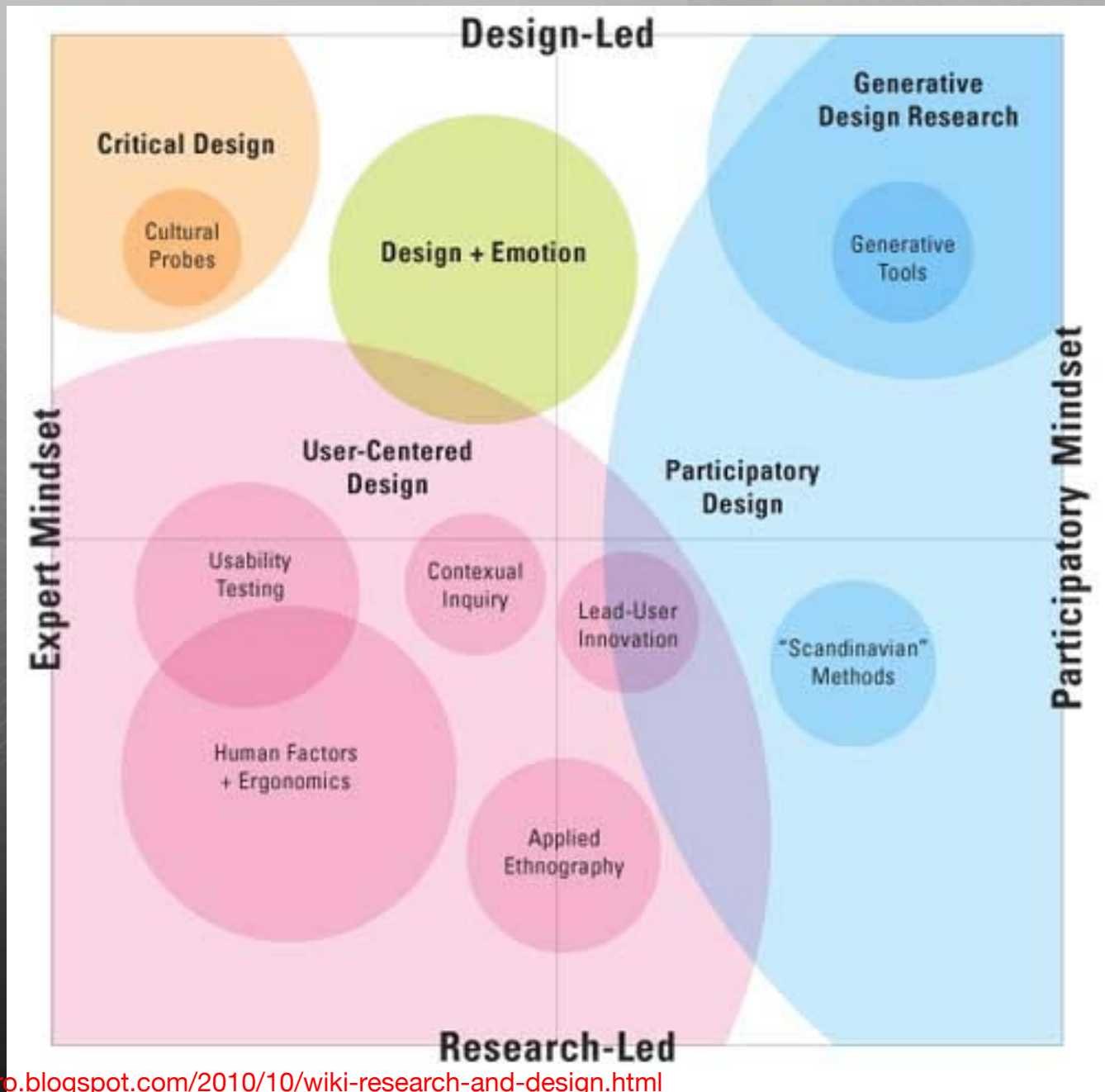
- Develop tools that can support CG

- Can predict performance

Loosely vs. tight coupled work

Collaboration Readiness

Technology readiness



Strategy

Investigate the issue of collaboration – scientific study on value of technologies

security, privacy (ehumanity) etc.

Use expertise of people such as Olson & Olson, Dan Atkins and Tom Finholt (CSCW in CyberInfrastructure)

Expertise + Research + Participatory Design methodologies

Prepare ground work in the next three month (by end of June 2012)

Develop tools that would support CSCW (after June 2012)

Thank You!