SESSION GAMESTORMING

…OR HOW TO KEEP YOU FOCUS AND ENTERTAINED
WHILE YOU ARE CHANGING THE WORLD

WHO AM I?

mtrellet

@mika_trellet
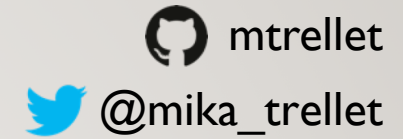
- PhD in Virtual Reality for exploration and analysis of molecular data

- Postdoc in the **C**omputational **S**tructural **B**iology team @ **BonvinLab**.org
  - Integration of scientific software (HADDOCK et al.) within efficient frameworks interfacing web portals and HTC resources
  - Part of BioExcel EU project aiming to improve core software in biomolecular research and spreading best practices and expertise in the community.

- Part of the **IHM** (Integrative and Hybrid Methods) taskforce lead by **RCSB/PDB and** grouping **SaliLab**, **ChimeraX** and **HADDOCK** to design the new mmCIF extension
  ➔ add metadata to make modelling process reproducible

https://pdb-dev.wwpdb.org/

TOPIC-DRIVEN SESSIONS - OVERVIEW

- 4 topics:

  - Standardization of file formats   **Monday 9h-11h45**

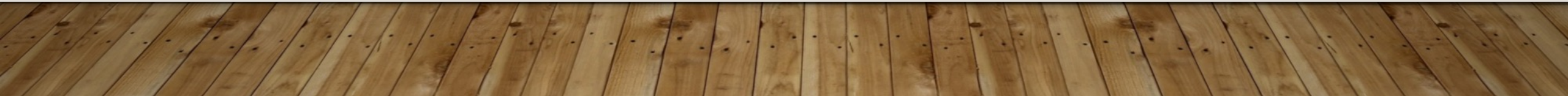 - Tools for trajectory file sharing   **Monday 13h30-16h15**

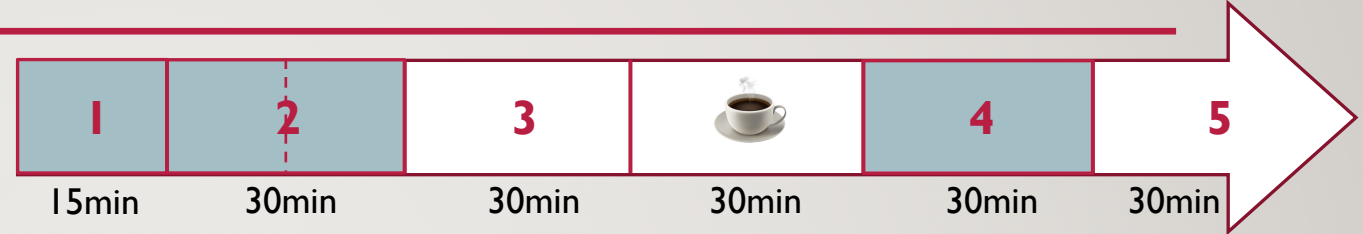 - Streamlining molecular simulations data   **Monday 16h30-19h15**

  - Reproducibility of molecular simulations   **Tuesday 8h30-11h**

TOPIC-DRIVEN SESSIONS - PROCEEDING

- Timing:

| 1	2	3	☕	4	5
15min	30min	30min	30min	30min	30min

Recorded

1. 15 min presentation from the **chair**

2. 2*15min talks from **session guests**

3. 30min **group gamestorming (what?!)** - 4/5 people per group

4. 30min **debriefing** with one representative per group

5. 30min **final discussion** with key points for **white paper**

ROLE OF THE CHAIRS

- (Re-)introduce what is the **goal of the topic**, give some **context**

- **Briefly** introduce the speakers

- Be careful with **timing**

- Merge group ideas during **debriefing**

- **Lead** the final discussion

GAMESTORMING..?!

- <u>Sailboat metaphor</u>

  3 out 4 topics

  few words to describe an idea

  - *What makes it possible **(+)***

  - *What makes it complex **(-)***

  - ***Initiatives** going in this direction*

  - ***Actions** to be taken*

INITIATIVES

ACTIONS

⊕

⊖
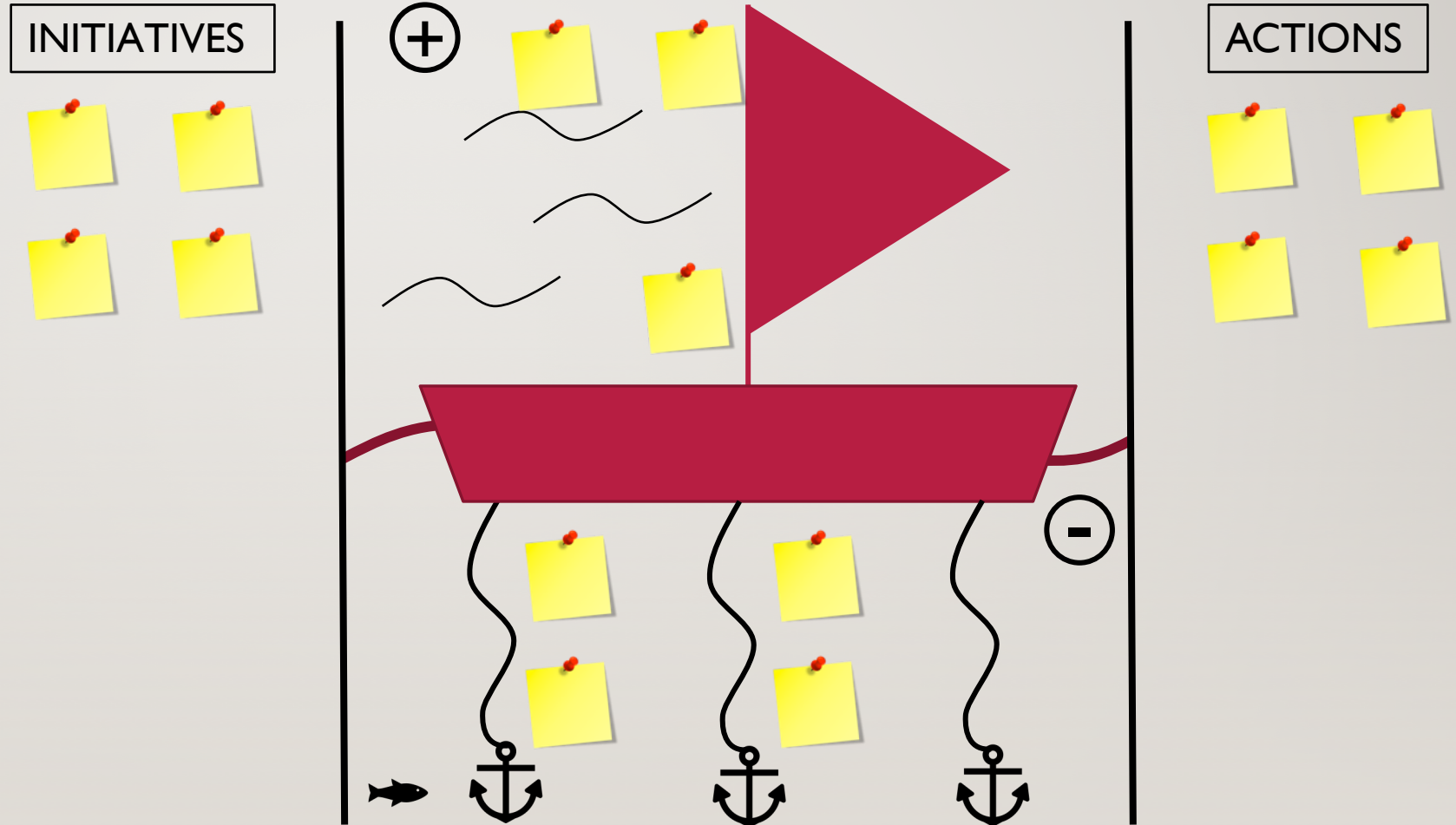
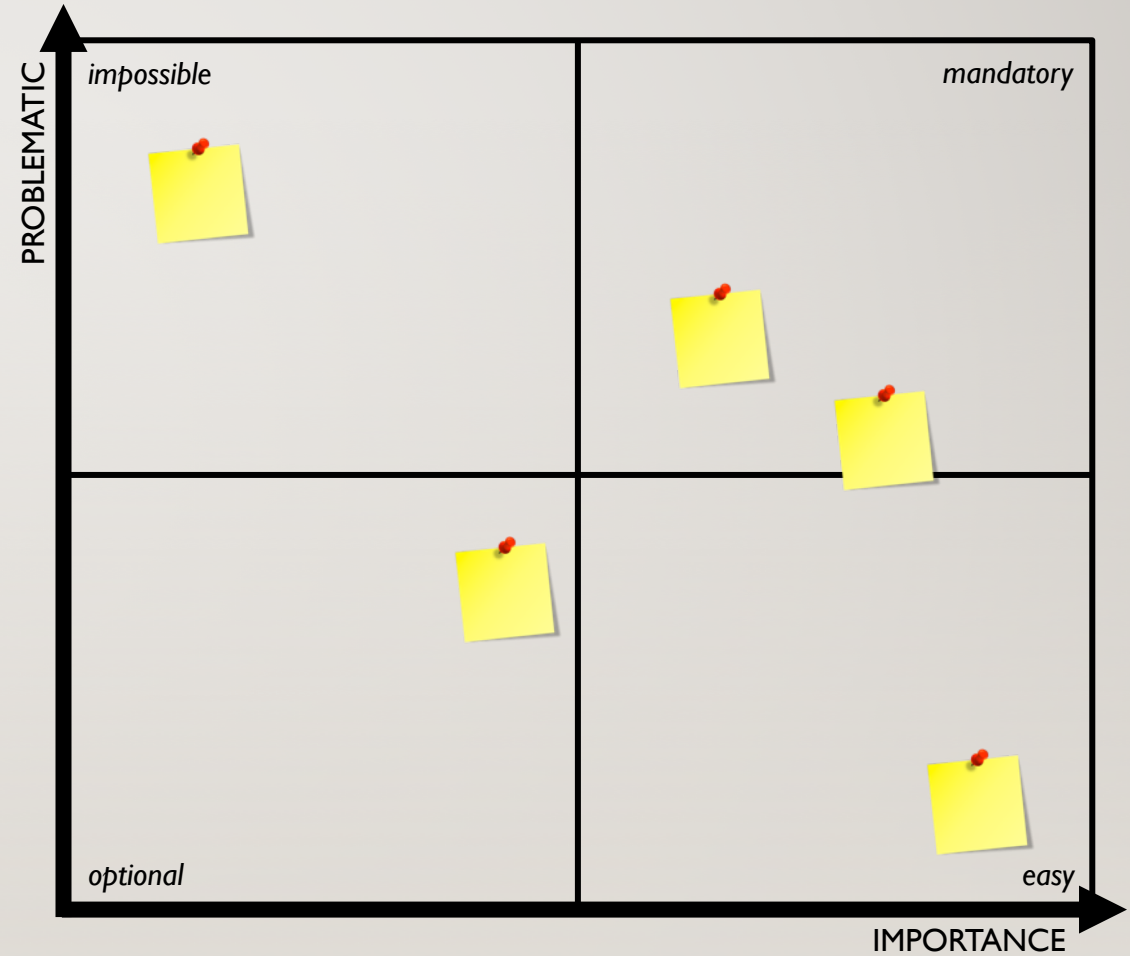# GROUP DISCUSSION PROCEEDING

- <u>Achievability map</u>

  1 topic – "Tools for trajectory file sharing"

  few words to describe a feature

  - *How **important** is the feature*

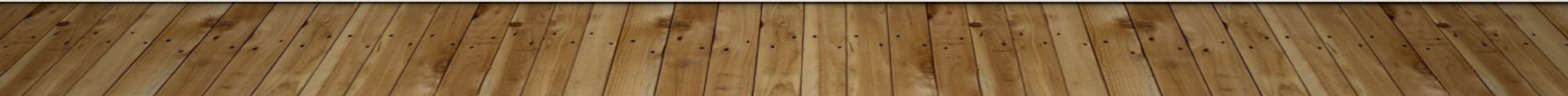 - *How **problematic** is it to implement*

NOT SURE

LET'S PLAY!

- Get ready for an extra topic
  - In 5/10 minutes, let's gamestorm around the following topic

How to have a fruitful workshop in Stockholm?