





Beyond normal: the future of meetings and collaborations in science

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Introduction

Based at CSIRO Space & Astronomy (Sydney) since June 2019 - prior ASTRON (2017-2019) and University of Sydney (2010-2017)

Current key roles include:



Head of ASKAP Science Operations focusing on survey science specification to ingest



ATCA DA Coordinator responsible for training duty astronomers to support the telescope



The Future of Meetings (TFOM) Chair (ongoing as part of post-symposium phase)



EMCR Forum exec member as part of the Australian Academy of Science



Overview of this talk

TFOM and Labs of the Future

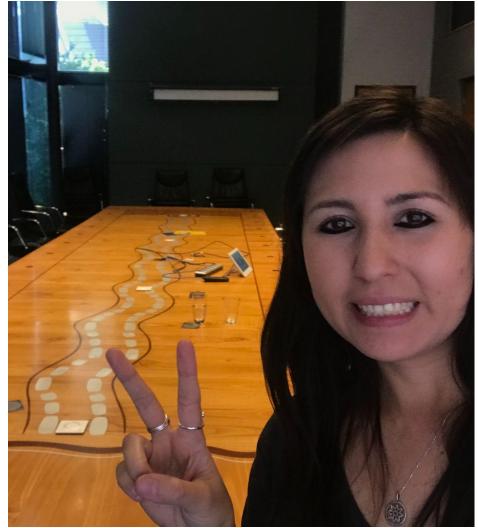
2020 and the "old normal" The Future of Meetings On the role of in-person S&A context TFOM outcomes for labs A path to a new normal?

2020

the year that was...









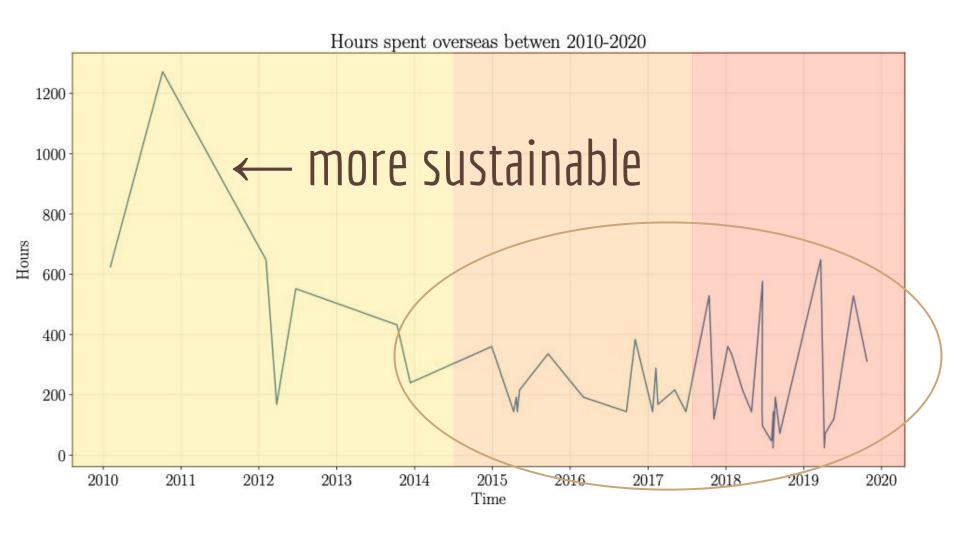
The last thing I did before COVID-19 closed Australian borders was a Perth trip for training, meetings and collaboration





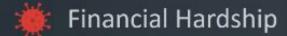


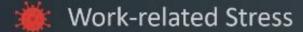


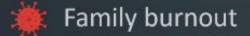




Current Trends









🌞 Uncertainty

🌞 Languishing



CSIRO EAP slide, July 2021



What happens when you're not "in the room"?





Can we be together with people when we're apart?



Was everything about COVID-19 bad?









The Future of Meetings Symposium, 15-17 Sep 2020







What's wrong with our current normal?

In-person format directly ported online People in the room ignore online people Time zones make scheduling impossible Several hours straight without a break The "void" of online webinars No hallway/serendipitous conversations Too many (long) meetings Technical failure is super common Tech stack has too many apps Video calls aren't serving the need Don't get feedback as a speaker Hours and hours of conference talks Can't attend virtual without distraction

- V Design the format to suit the interaction
- ✓ Use digital-first to give all a voice
- Maximise asynchronous communication
- Mandate breaks every hour
- ✓ Have ways of signalling presence
- ✓ Use tools that allow organic interaction
- Only use a meeting when needed
- Prepare, practice, test, have back ups!
- ✓ Build purposefully but keep it simple
- Use the right tool for the job
- Develop skills, allow audience feedback
- Prioritise many-to-many interaction
- Develop cultural norms and boundaries



When to "in-person"

Maximising the value of F2F interaction

- Social events/activities
 - Lunches, farewells, BBQs
- Difficult conversations
 - o c.f. "Up In the Air" movie
- Catch-ups / sharing ideas
 - The "hallway conversation"
- If the work requires it*
 - o c.f. Labs of the Future
- Building personal networks
 - Especially for new people
- Immersive collaboration
 - e.g. sabbaticals, long-term stays



SIGGRAPH BOF

"The Future of Meetings: Working in XR?"

XR: The term "XR" is typically used to collect and describe the various kinds of "extended reality", including virtual, augmented and mixed reality



Mentimeter



-> The "new normal" can be more inclusive and accessible



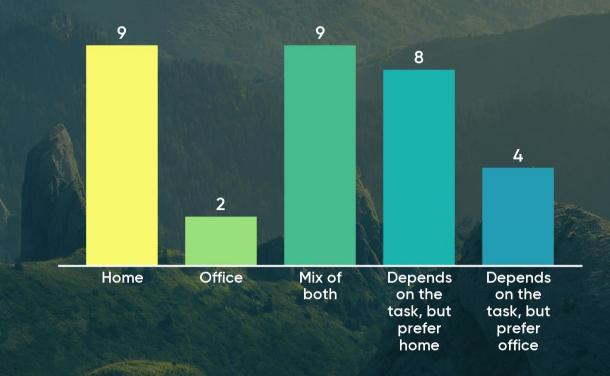
When will XR stop becoming a gimmick and be truly useful?



- Mixed and extended reality is going to change everything



Are you more productive working from home or from the office?



- The role of the office is changing on a large scale



"What's the role of the office anyway?" - WeWork











The S&A context

What do our labs of the future look like?

Engineering labs

- Receivers, antennas, signals
- Balance between east/west

• Telescope operations

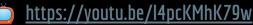
- Remote observing (ATCA/Parkes)
- Training the next generation
- Remote management (ASKAP)
- Autonomous control (SAURON)

HPC and supercomputing

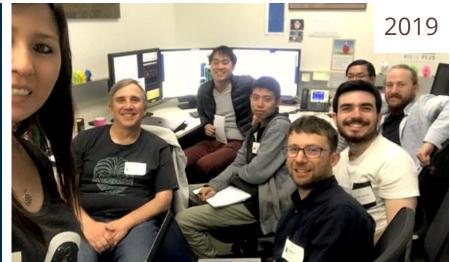
- Bringing code to data
- Virtual distributed machines

Collaboration

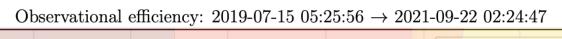
- Cross-country and international
- Widely distributed teams

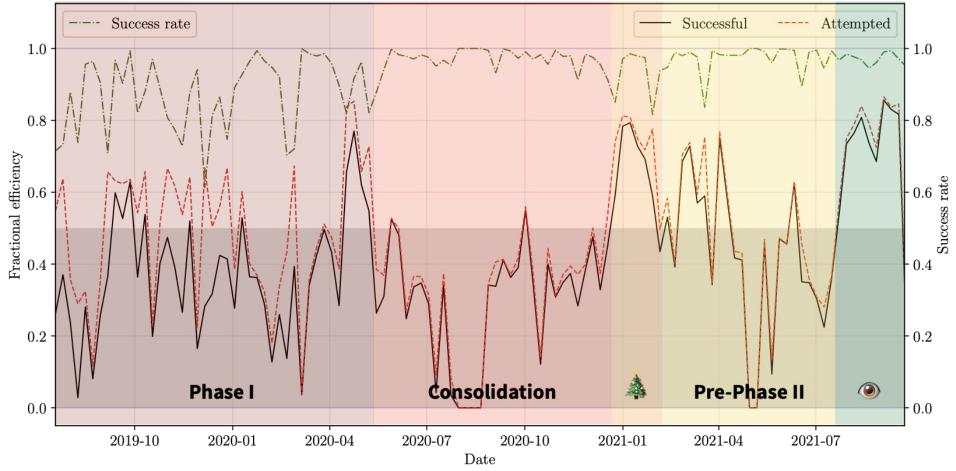








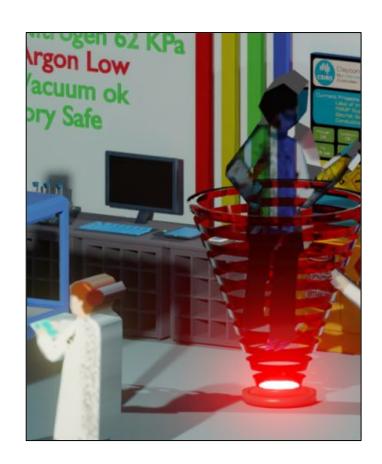




DAISERVE for LOTF?

DAISERVE came out of exploration for the future of meetings, but it has central relevance for our **future** ways of working, including future-proofing our labs.

- **Digital first:** how do we conduct lab work efficiently, across states, nations, globally?
- Accessible and inclusive: are we designing our experimental workflows to include, or exclude?
- Sustainable: what is the minimum possible environmental footprint of our future labs?
- Experiment for right tools: will the LOTF be flexible in the face of changing tech/approach?
- **Value:** what is the role of the human in LOTF?
- Evaluation: can we assess and adjust during?





Recommendations

From TFOM to Labs of the Future

- Consider role of DAISERVE
- Aim to include, not exclude
- Incorporate in-person wisely
- Prepare for the future of work
- Maximise location neutrality
- Minimise human dependency
- Account for growth in XR

2020

the year that showed us what could be



Appendix

Additional material to accompany main slides

Resources and links

- TFOM Report: https://zenodo.org/record/4345562
- TFOM Nature comment: https://www.nature.com/articles/s41550-021-01325-z
- TFOM website: https://thefutureofmeetings.wordpress.com
- SIGGRAPH BOF: https://thefutureofmeetings.wordpress.com/siggraph-2021-birds-of-a-feather
- URSI 2021 talk on ASKAP: https://youtu.be/l4pcKMhK79w
- TFOM Twitter: https://twitter.com/futuremeetings
- DAISERVE infographic: https://zenodo.org/record/4588075
- CSIRO TFOM blog: https://blog.csiro.au/five-tips-future-meetings
- Astronomers for Planet Earth: https://astronomersforplanet.earth
- Beyond Being There: http://worrydream.com/refs/Hollan%20-%20Beyond%20Being%20There.pdf

Digital-first

- Give preference to digital forms of communication over in-person
- Ensure that chosen methods allow everyone involved to have an equal voice
- Design networking to be via virtual means regardless of location
- Avoid scenarios with a majority of people in-person and only a few virtual participants
- Focus on ways of connecting people that remove emphasis on their physical location
- If doing things in-person, consider who is not given access and whether this is okay
- Establish methods to check on whether the ways of communicating are working for everyone
- Ensure there is always an effective digital-first way of connecting (by design) for any interaction

Embrace a Digital-first approach to interaction where possible

Accessibility, Inclusivity, Sustainability

- Be clear about accessibility measures in place for a given interaction
- Give participants a way to make any further accessibility needs known
- Enable accessibility features for all meetings, not just when required (e.g. live captioning)
- Make content available before and after a meeting, to allow others to participate asynchronously
- In group interactions, give ample opportunity for everyone to contribute
- Assess your interactions to see if anyone might have been unable to fully participate (and why)
- Consider, quantify and minimise the carbon impact of your research or work activities
- Calculate the carbon footprint of interactions, and offset them via appropriate schemes or trees
- Use in-person interaction sparingly, as it minimises accessibility, inclusivity and sustainability

Maximise Accessibility, Inclusivity and Sustainability in all activities

Experimentation

- Encourage and be open to the trial of new approaches and tools for a given interaction
- Set aside dedicated time on a regular basis for experimentation to try new tools
- Keep track of possible new tools and approaches in a centralised location, e.g. a Padlet
- Carry out experiments in a group that can provide diverse perspectives on the outcome
- Consider aspects such as accessibility, inclusivity and sustainability when experimenting
- Channel a growth mindset as much as possible when it comes to existing processes/structures
- Ensure that policies do not impede the ability to find the best and most suitable solution

Experiment regularly to build awareness of new solutions

Right tool/approach

- Clearly define the goals and outcomes from an interaction, as well as requirements
- Make a shortlist of potential candidates and trial these where possible to see if they are a good fit
- Ensure you are aware of constraints within your organisation when seeking the tool/approach
- If a tool/approach requires investment, consider short and long terms gains/costs from adopting
- Treat the adoption of a new tool/approach as experimental, and be open to feedback or change
- Discuss your needs with others who may be aware of other solutions to your context
- Evaluate the approach on a regular basis, combining with experimentation for new approaches

Find the Right tool/approach for the given situation

Value

- If designing an event, conference or meeting, list what capabilities are needed for it to succeed
- Actively recruit committee members based on their expertise, capabilities and interest
- Consult with other organisers for advice based on their recent experiences
- Be willing to share advice and lessons learned on the conclusion of your event or conference
- Discuss your needs with external parties and be clear about what your expectations are
- Balance outsourcing against the factors of time, cost, processes involved and expected result
- Rank capabilities needed in terms of in-house, nice to outsource and necessary to outsource

Recognise the Value your team brings

Evaluation

- Make sure the goals and outcomes of any event or interaction are clearly defined from the start
- Alongside goals, identify ways that success will be quantitatively or qualitatively measured
- If relevant, partner with experts in evaluation to define a clear path for evaluation
- Involve organisational representatives of ethics and/or privacy as early as possible in the process
- Provide ways for stakeholders to give insight and feedback through the process of an interaction
- Ensure that as well as evaluating, you commit to taking action on addressing the outcomes
- Keep track of choices and decisions made (and why) to help you evaluate success later
- Hold yourself accountable to evaluation and make the outcomes clear to stakeholders as well

Evaluate at every step of the process for maximum impact