



## D7.2 – TREX Web platform

Version 1.0

GA no 952165

### Dissemination Level

<input checked="" type="checkbox"/>	PU: Public
<input type="checkbox"/>	PP: Restricted to other programme participants (including the Commission)
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<input type="checkbox"/>	CO: Confidential, only for members of the consortium (including the Commission)

## Document Information

Project Title	Targeting Real Chemical accuracy at the EXascale
Project Acronym	TREX
Grant Agreement No	952165
Instrument	Call: H2020-INFRAEDI-2019-1
Topic	INFRAEDI-05-2020 Centres of Excellence in exascale computing
Start Date of Project	01-10-2020
Duration of Project	36 Months
Project Website	<a href="https://trex-coe.eu">https://trex-coe.eu</a>
Deliverable Number	D7.2
Deliverable title	TREX Web platform.
Due Date	M3 – 31-12-2020 (from GA)
Actual Submission Date	18-12-2020
Work Package	WP7 - Communication, Dissemination and Engagement
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Version	1.0
Dissemination level	Public
Nature	DEC: websites, patents filing, press & media actions, videos, etc.
Draft / final	Final
No. of pages including cover	26

## Disclaimer



TREX: Targeting Real Chemical Accuracy at the Exascale project has received funding from the European Union Horizon 2020 research and innovation program under Grant Agreement No. 952165

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## Versioning and contribution history

Version	Date	Authors	Notes
0.1	01.12.2020	Andrea Schillaci (Trust-IT)	Table of Content
0.2	03.12.2020	Andrea Schillaci (Trust-IT)	Chapters 2, 3
0.3	04.12.2020	Mirko Santori (Trust-IT)	Chapter 6
0.4	09.12.2020	Andrea Schillaci (Trust-IT)	Chapters 5, 7, 8 and 10
0.5	09.12.2020	Sara Pittonet (Trust-IT)	Chapters 4, 9, 11 and conclusions
0.6	11.12.2020	Sara Pittonet (Trust-IT)	Final version for internal review
0.7	14.12.2020	Fabio Affinito (CINECA)	Review + Minor revisions
0.8	14.12.2020	Claudia Filippi (UT)	Review + Minor revisions
1.0	18.12.2020	Andrea Schillaci (Trust-IT)	Final version



## Abbreviations

Abbreviation	Translation
CMS	Content Management System
CORDIS	Community Research and Development Information Service
FAQ	Frequently Asked Questions
GA	Grant Agreement
KPI	Key Performance Indicator
PC	Project Coordinator
PMB	Project Management Board
PPC	Pay-Per-Click
QMC	Quantum Monte Carlo
Q&A	Questions and Answers
RIA	Research and Innovation Action
R&D	Research and Development
SEO	Search Engine Optimisation
SME	Small and Medium-sized Enterprise
UT	University of Twente



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## Executive summary

This document is intended to present the TREX Web Platform (<https://trex-coe.eu>) and the plan of its evolution over the three years of the project.

The main goal of TREX is to enable the community codes for stochastic quantum chemical simulations to successfully exploit the most advanced European computing facilities. To this end, the website will be developed and continuously evolved to be the Single Entry Point for all the results and outcomes of the project, namely:

- the complete software platform of inter-operable flagship codes and libraries;
- user-friendly documentation for the use of TREX software components (libraries and codes);
- detailed documentation of performance indicators of all flagship components on different architectures to help the user find the best hardware and software strategy for his/her needs;
- documentation on how to interface an external code (not currently part of our consortium) to our software ecosystem;
- the curated test suites developed in WP1 and WP2.

The website will also act as the main hub to connect with relevant TREX stakeholders and raise awareness around High Performance Computing (HPC), High-accuracy Quantum Chemistry and Materials Science, and Exascale Computing.

The document is structured as follows:

**Section 3** of this document describes the rationale behind the TREX web platform, its architecture, the infrastructure and the main sections to be developed to ensure visibility to the main TREX assets. **Section 4** focuses on the online engagement strategies and the channels that will be exploited to ensure this engagement. **Section 5** presents the optimisation that will be carried out to make the website indexable, user-friendly, and easy to navigate. **Section 6** is about the graphic identity of the website. The section describes the adoption of the project brand described in *D7.1 Branding and Communication kit* by the web platform. **Section 9** briefly refers to the links with the external HPC framework and other Centers of Excellence (CoE) around Europe, while **Section 9** explains the Content Strategy that will be driving the website evolution. **Section 10** finally describes how the project will monitor the website performance and other Key Performance Indicators (KPIs).



## 1 Introduction

Among the tools that will be exploited to achieve the project goals, a major role is played by a tailored web platform (website) that acts as a Single Entry Point to access the vast majority of the results, the dissemination activities, the training material as well as general information and resources like branding elements, news, and events.

The importance of such a tool lies in having a reference point that can focus the effort of all the partners and maximise the information flow coming from the same source. A holistic approach is therefore the main rationale behind the adoption of a website. The capability to find answers to several problems within the same virtual place is the main added value of conceptualising the website in the way will be presented in this document.

This deliverable should be considered as an accompanying document to the main deliverable, the TREX website, describing its structure and functionalities, and the final form it will assume.

The website will constitute the main solution to the following:

- Dissemination of the project outcomes (from high level to single software components) acting, at the same time, as a repository for all the developed solutions.
- Act as an informative hub for the HPC and CoE environment at large, highlighting relevant news and events at European and international level in the reference domain.
- Establish and showcase synergies with other HPC CoEs.
- Deliver training material either for project personnel and for externals.

## 2 The TREX website

### 2.1. Purpose

The TREX website (<https://trex-coe.eu>) is a highly dynamic, responsive, and interactive web platform that aims to provide a multi-view of the results of TREX assets. To ensure the highest uptake of users and broaden the pool of developers, the TREX website will be designed as the Single Entry Point for public access to:

- the complete software platform of inter-operable flagship codes and libraries;
- user-friendly documentation for the use of TREX software components (libraries and codes);
- detailed documentation of performance indicators of all flagship components on different architectures to help the user find the best hardware and software strategy for his/her needs;
- documentation on how to interface an external code (not currently part of our consortium) to our software ecosystem;
- the curated test suites developed in WP1 and WP2.

The TREX website is powered by one of the most diffused and professional Open-Source CMS, Drupal 8<sup>1</sup>. It has a modern look and an intuitive structure reflecting all the latest trends in usability and web design. Nonetheless, the website has been designed following the most diffused responsive web design best practices, resulting in a full responsive platform that can be easily surfed from any device. Menus and submenus are designed to improve the user experience and facilitate navigation through the whole website.

The TREX website was online already at M1 at the time of the Kick off Meeting (13 October 2020) and will continue to evolve during the project implementation.

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<sup>1</sup> <https://www.drupal.org/8>



## 2.2. Structure of the website and its evolution

At the time of writing, a first minimum viable version of the website has been implemented, including the sections “About”, “Partners”, “Communication Kit”, “News” and “Events”. The TREX website will have different iterations during the project’s lifetime aligned with the forthcoming results and Milestones, reflecting the development of the project and adapting to suit the offering proposed by TREX. A draft evolution of the TREX site-map is presented below:

- **About**
  - Partners
  - Communication Kit
  - Quantum Monte Carlo
- **TREX for Chemistry & Materials science**
  - Research
  - Industry
- **TREX for HPC**
  - Research
  - Industry
- **TREX & the HPC ecosystem in EU**
- **Software platform & services**
  - Codes
  - Libraries
  - Support centre
- **Demonstrators**
  - Applications
- **Training**
- **News & Events**
  - News
  - Events

In the course of the TREX project, ad-hoc or additional development activities will be required either to cope with evolutions of the Drupal software environment (e.g., upgrades of software ensuring that the portal is also upgraded for compatibility reasons) or to deal with the need to address evolutions of the project (e.g., the need to introduce a new functionality in the website or new tools). Trust-IT will provide support for the implementation of different kinds of activities: the operation and maintenance of the website and tools, analysis of new tools for future use, management of the website content and data, handling of user requests etc.

In this perspective, a specific team has been put in place consisting of the following profiles:

- **Webmaster**, responsible for all activities regarding operation and maintenance of the website, web application and tools (Trust-IT);
- **Web development managers**, responsible for supervising the evolutions of the website; for considering potential technical enhancements; and for ensuring that the information architecture environment is revised regularly (Trust-IT);
- **Content Managers and editors**, responsible both for the general content of the website (Trust-IT; other partners);
- **Helpdesk Managers**, responsible for user support activities (Trust-IT, other partners).



### 2.3. Homepage overview

The main offering of the website is displaced above the fold, letting people reach their intent in less than three clicks, as major designers recommend<sup>2</sup>. A wide use of Call to Action buttons, a fluent page scroller, and social media buttons complete an opening page capable of delivering a wide range of functionalities at once.

The current version of the homepage already addresses the above-mentioned guidelines with a series of menus visible on the top side of the screen (About, Open positions, Communication kit, News & Events, Partners) as well as links to the project social media channels. Call to actions to subscribe to the newsletter and access the TREX space in the European Commission CORDIS website are included, too.

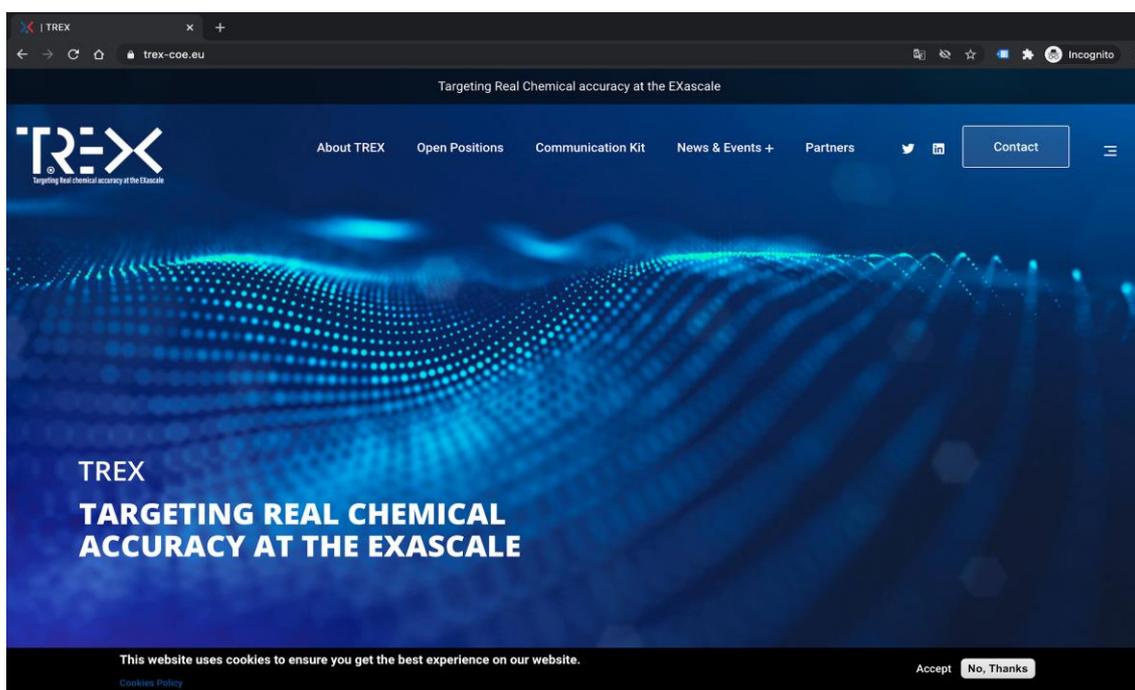


Figure 1 - TREX homepage slider overview at Month 2

The project homepage is expected to evolve already in the course of the first six months. In particular, the following wireframe gives an indicative overview of the layout of the next release, foreseen by March 2021 and aligned with the TREX communication and dissemination plan expected for that time:

<sup>2</sup> [https://www.zeldman.com/talent/Taking\\_Your\\_Talent\\_to\\_the\\_Web.pdf](https://www.zeldman.com/talent/Taking_Your_Talent_to_the_Web.pdf)

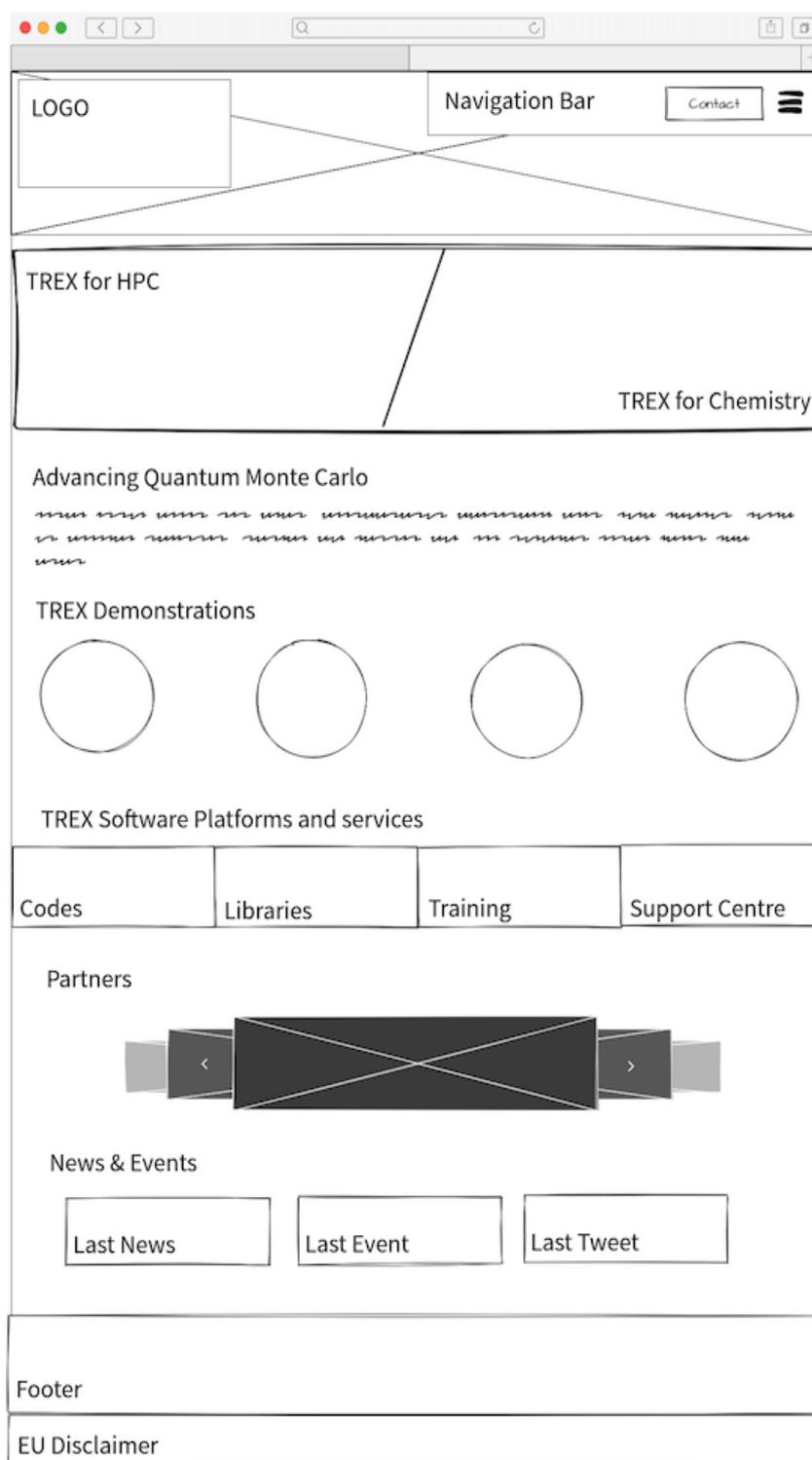


Figure 2 - TREX website homepage second release - tentative wireframe

## 2.4. Software platform & services

The **TREX consortium** is committed to build an efficient and state-of-the-art framework in HPC and exascale computing by developing an integrated **software** platform. The main goal is to provide a sophisticated computational facility of software and services for the exploitation of the new **EuroHPC supercomputers**, to facilitate stochastic quantum chemical simulations, and to enable scientific and industrial stakeholders to benefit from these large-scale machines.

The TREX website will be the entry point for the HPC assets developed by the consortium, therefore a specific area will be dedicated to TREX software platforms and services with great visibility ensured already from the homepage.

- At the centre of the website offer, there will be the **TREX quantum Monte Carlo (QMC) flagship codes**, offered to the TREX stakeholders as a unique possibility to compute high-accuracy properties for very large or extended systems, where other accurate quantum chemical approaches are often very difficult to apply.
- The TREX website will also grant users and developers access to the **integrated and high performance platform of independent codes**, a flexible, open, and inclusive platform for software development, which will act as a reference centre for all the communities in quantum chemical simulations at the exascale.
- The high-performance self-standing **QMC kernel libraries** will be an asset to be included in this area. Since all the software produced by TREX project in terms of repositories and codes will follow an open-source development model, specific reference to the BSD license will be ensured, to facilitate their introduction in commercial codes, and allow private companies to provide revised versions to the final users.
- Finally, a **software repository area** will link to those repositories where the TREX Consortium's academics and experts have decided to host and share their code development work (GitHub).

## 2.5. Demonstrations

A specific area of the website will be dedicated to the challenging exascale-enabled demonstrations that will be designed by TREX to test the readiness and effectiveness of TREX software into real exascale use cases, namely those identified in the field of materials for energy conversion; water description; quantum magnetism and high temperature superconductor and functional materials. Single pages will be dedicated to each demonstration with informative materials and available documentation. A categorisation can be implemented, too, with filters and labels guiding users to find the demonstrations that best match their needs. The area will also constitute the main entry point to access the supercomputing resources needed to execute the demonstrations by new users.



## 2.6. Training area

One of the strategic objectives of the **TREX training and education policy** is to increase the adoption and usage of training material in HPC and quantum Monte Carlo methods among both internal and external stakeholders. An efficient training management procedure is also one of the main goals of the **dissemination and communication strategy of the project**. In this scenario, the **TREX website** becomes a fundamental tool for storing training content and making it available to the whole scientific community, in particular to researchers involved in developing HPC software solutions for quantum mechanical simulations.

The TREX website will be the main entry point for all the training materials collected and made available for the project stakeholder users, as well as an educational-purpose Python-based visual and modular QMC application. The TREX website is already structured to have a clear and intuitive navigation menu with an easy-to-reach content panel. A **dedicated training area** will be easily accessible from the main homepage, and will guide different users to targeted training materials and information. Training materials including the recorded sessions of online training activities will be published and made available to registered users, together with contributions to university courses and curricula, train-the-trainers materials, and train through research opportunities (internships and exchanges at TREX partner institutes). Guidelines for industry stakeholders will also be part of the training area, together with information and materials about TREX training workshops and events. Last but not least, the Docker container developed by the CNRS-Toulouse partner to allow the participants of the trainings to work on the same software environment will be accessible from this training area<sup>3</sup>.

Here are the main types of training contents that can be found on the website:

### Content available through the training area includes:

- Publications
- Webinars
- Workshops
- Events and session recordings
- Links to external contents
- Lectures
- Slides and foils supporting lectures and presentations
- Any kind of relevant content shared by the WPs members

## 2.7. News & Events

The “News” section highlights all the relevant updates regarding the project and the TREX community. The news section is organised by chronological order (being on top the most recent publication), with a teaser text to get reader’s attention. The “Events” section lists all the TREX events, third parties’ events, and relevant events, organised by chronological order

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<sup>3</sup> See D6.1 Training and Education Strategy and Plan for more information

## 2.8. Legal notices

The TREX Privacy Policy is the statement that discloses the ways the project gathers, uses, discloses, and manages a TREX website user’s data. TREX Privacy Policy is GDPR (General Data Protection Law) compliant and gives control to individuals over their personal data and to simplify the regulatory environment for international business. The “Disclaimer & Terms of Use” is a section that limits the project liability for the outcome of the use of the TREX site, by setting up rules and regulations for visitors using our website. The “Cookie policy” completes the set of legal notices on the website, the declaration to TREX users on what cookies are active on the website, what user data they track, for what purpose, and where in the world this data is sent.

## 3 Online outreach

### 2.9. Key messages and value propositions on the website

Defining the main benefits of the project for each stakeholder group is essential to be able to formulate the key messages. Value proposition and key messages for each stakeholder will be defined as part of the **Communication, dissemination, and stakeholders-engagement strategy and plan (D7.3)** and will be driven throughout the TREX website. These will revolve around the TREX main objective to “develop and apply high-performance software solutions for quantum mechanical simulations able to exploit the capabilities of upcoming exascale computers at its highest” and will be further elaborated into specific messages targeting the identified main stakeholders of the project. Different sections of the website will present the value proposition of TREX towards the identified stakeholders, namely:

- End users in the educational and academic system: undergraduate and PhD students, postdocs, and researchers (internal and external to TREX) in chemistry, materials science, and, more generally, in computational-oriented disciplines; managers of academic curricula and courses;
- Current and upcoming players within and beyond the European HPC ecosystem;
- Hardware manufacturers and industrial players;
- Policy stakeholders, funding agencies, and national authorities.

Each of these sections will provide the specific value proposition, indication of the benefits for that stakeholder to engage with TREX, access to relevant materials, specific call to action to get engaged (for instance join the newsletter, register for the events, etc.), and more. The value propositions will be further updated throughout the project lifetime as a collaborative effort between the project communications team and all the project partners.

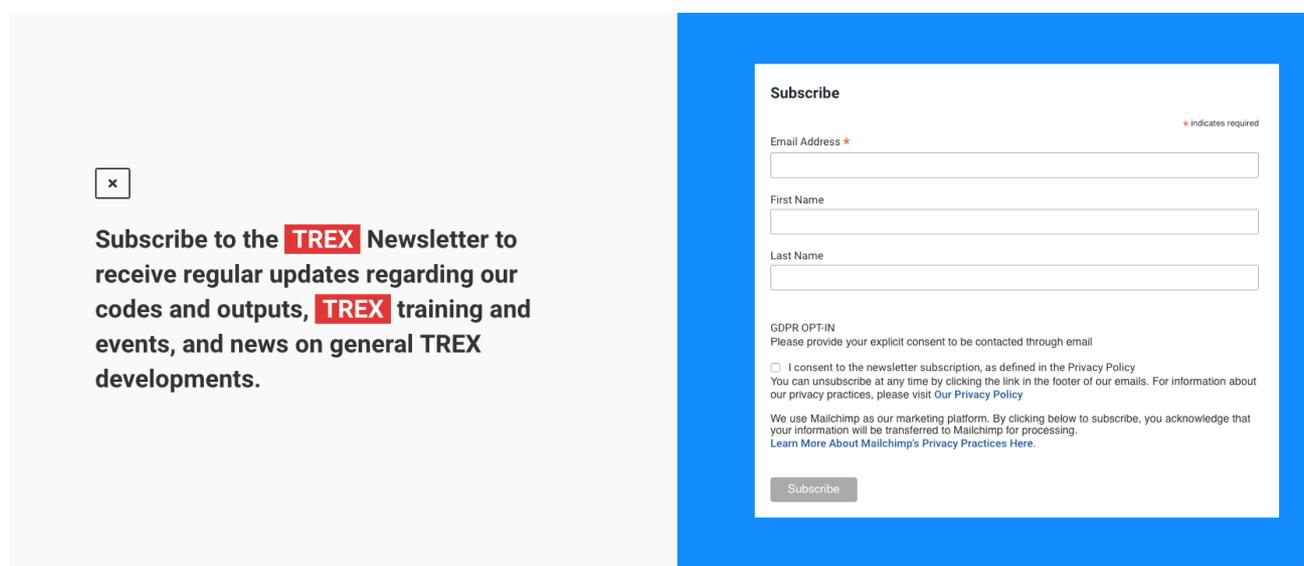
### 2.10. Engagement strategy online and channels

Being designed as the Single-Entry Point for public access to the complete set of TREX assets, an **online user registration strategy** will be defined, with indication on roles and rights of the users on the website, content accessibility levels, user registration and single sign-on policies. User profiling will be set-up in order to map the user categories and types and match them with the TREX target stakeholders. The abovementioned activities will be regulated by the General Data Protection Regulation 2016/679 (GDPR<sup>4</sup>).

<sup>4</sup> <https://eur-lex.europa.eu/eli/reg/2016/679/oj>

**Events** represent key engagement channels, therefore online registration will be foreseen for all TREX organised events, with event pages driving traffic and users to the website. Where relevant and considering restrictions that might still be imposed in the course of 2021 due to COVID-19 pandemic, session livestreaming and broadcasting will be provided, too. It is just known at the time of writing that the event page of the *TREX Summer School on Quantum Monte Carlo methods for ab-initio electronic simulations*, scheduled in July 2021, will be hosted on the TREX website, including the conference programme, eventual call for contributions and documents area.

Despite the many solutions available nowadays in the “mobile first” era, most companies still use email as a (formal and less formal) channel to communicate: this technology is easy to use, not intrusive, fairly flexible, traceable, and asynchronous, therefore allowing for reflection before replying. Be that as it may, several authoritative benchmarking studies demonstrated the significant impact of **email campaigns** both for marketing (>20% open rate) and for informative purposes. TREX will utilise services such as **MailChimp** for composing newsletters, and a Newsletter registration form is available already from the main website homepage:



The image shows a newsletter registration form with the following elements:

- Title:** Subscribe
- Fields:** Email Address (marked with a red asterisk as required), First Name, and Last Name.
- GDPR OPT-IN:** A section asking for explicit consent to be contacted through email, with a checkbox for consent.
- Footer:** A note stating that MailChimp is used as the marketing platform and that information will be transferred to MailChimp for processing.
- Button:** A grey 'Subscribe' button at the bottom.

Figure 3 - TREX Newsletter registration form

The TREX **help desk** will also serve as an online engagement tool. An online **support triage** will be set up via the website to ensure the support request is referred to the correct person. At the time of writing this deliverable, the following options are being discussed:

- the usage of a trouble ticketing system (such as JIRA) directly accessible via the website, allowing users to open ticket autonomously; this can also be moderated by a support triage team to be contacted by users via a contact email;
- the usage of a forum-like tool to be integrated on the TREX website, where to organise questions and topics of discussion.

The usage of simple **contact forms** is also included in this strategy.

Last but not least, the social media integration is a key in the TREX online engagement strategy and contents of the TREX portal will offer **social media share solutions**. In fact, while the dissemination of contents via social networks is very useful to reach users outside the website, being able to understand their habits and being shared among their own networks will be crucial to ensure the “multiplier effect” of the website.

## 4 SEO & UX

Among the main opportunities offered by a cutting-edge website, there is the matching and delivery of high-quality and pertinent content to those who are looking for information. Being able to show up among the very first results in the Search Engine Results Pages (*SERP*), when a certain query is performed by a user, is a matter of Optimisation for Search Engines, or Search Engine Optimization (**SEO**). SEO has evolved into a rather sophisticated discipline, which benefits from logic and a very strict scientific approach when it comes to ultimately rank well a particular website for search engines. The typical approach to rank among the first results includes keyword and intent research, reverse engineering processes, best practices, some heuristics, and a lot of analysis.

Search engine algorithms (among which Google's BERT<sup>5</sup> is a frontrunner) are moving towards a more and more semantic, human-centered approach, going beyond what a user writes and trying to extrapolate the meaning of what he is looking for. This concept applies to traditional search methods (webpages) but also to more sophisticated systems like AI-driven vocal assistants (Alexa, OK Google, etc). Crawling bots are now extremely attentive to the main purpose of web pages, focusing not only on single words but also on the connection that they have inside their own network of words. They evaluate the semantic proximity of each term compared to the probability of clustering them inside thematic areas and, as a result, they understand the main topic of the web page.

As part of the TREX website continuous optimisation, both on-page and off-page SEO will be constantly carried out to achieve good positioning for relevant keywords.

- **On-page SEO** activities will focus on producing tailored content with a keen eye on semantics to better guide search engines towards the web pages. Semantics *per se* is not sufficient though, and a series of technical implementations need to be undertaken to make a website appealing to search engines and people, regardless of its content. Technical SEO includes optimisations on the code of a website to make it lighter, faster, mobile-responsive and appealing to the users (according to Nielsen heuristics<sup>6</sup>, for instance), in a seamless and ergonomic way.
- **Off-page SEO** strategies (guest blogging, link building, link insertion, social media campaigns, etc) will also be performed to lend trustworthiness to the content delivered by the website, leveraging on backlinks to raise the domain authority score (an important parameter used by search engines to establish how trustworthy a website is).

## 5 Graphical identity online

A fundamental part of the communication strategy of the **TREX project** is delivered through the **website**, which represents the most important tool for the visibility and the brand awareness of the whole project. The realization of the website follows the visual guidelines explicated in **D7.1, TREX Branding and Communication Kit**.

<sup>5</sup> BERT (Bidirectional Encoder Representations from Transformers) is Google's neural network-based technique for natural language processing (NLP) pre-training.

<sup>6</sup> See [Heuristic evaluation](#), from wikipedia





Figure 4 - TREX official Logo

The **visual identity's website** is therefore a perfect blend of attractive graphical elements and iconic symbols of the **TREX project** and its main characteristics. Even though the portal is intended primarily for a qualified audience of academics, researchers, and industry experts, the **usability** of the website allows any user to navigate quickly and easily to find the needed content or material.

In the upcoming releases, the general **graphic layout** of the website will keep on, looking attractive and clear, with an intuitive and well readable navigation bar on the top (desktop), shifting to the right of the screen on mobile devices. The **menu bar follows the subitizing principles** and contains an appropriate number of items, all of them immediately visible and reachable.

The **User Experience (UX)** path brings the user easily across the website contents, allows a good **conversion capacity** of the TREX portal and encourages the achievement of its main objectives. Keeping the user to navigate directly to the intended piece of content, making him/her subscribing to the newsletter or ask for clarifications from the Contact tab.

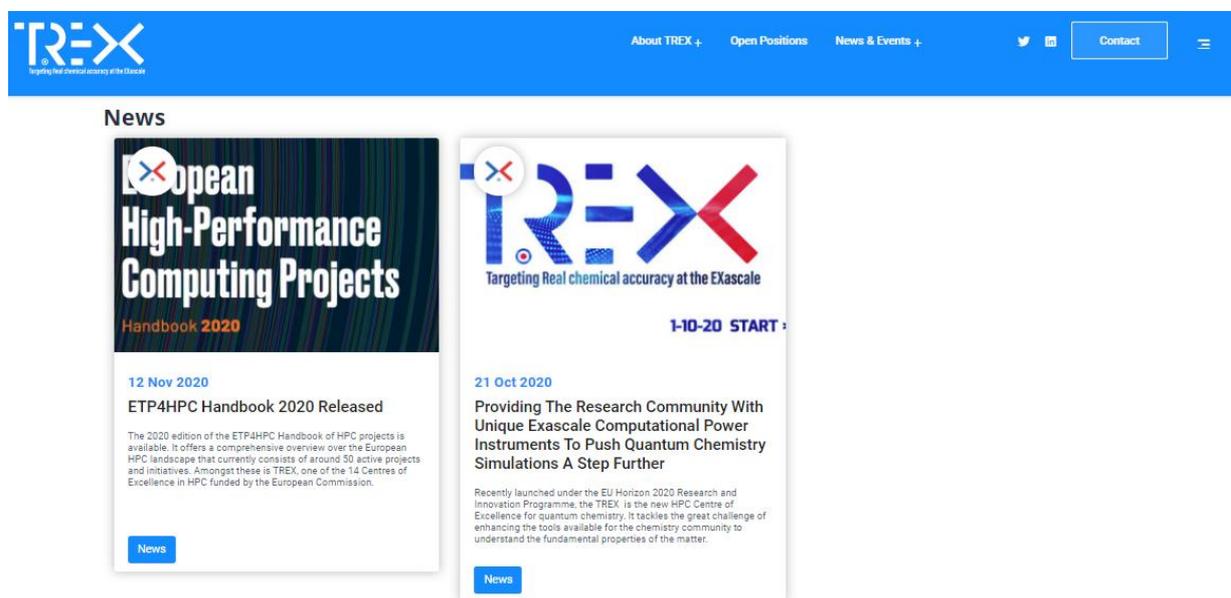


Figure 5 - News area on the TREX homepage

In addition, links for sharing content through social media platforms (such as **Twitter** and **Linkedin**), will help to **communicate the TREX project results** to all referred communities (researchers, organizations, business community members, consultants). **Twitter** will be more useful to share real time info on news, webinars, workshops etc.; **Linkedin** will be generally used to promote events, news, and other TREX contents. Both social media icons appear on the website, which make both tools immediately available.

## 6 Links with the HPC framework

The wide HPC framework, expanded and established all over Europe, plays a key role in the TREX project. Thanks to the strong synergies among the players of the HPC network, it will be possible to leverage on mutual visibility, presenting the TREX environment as shown in Figure 6. Given the open-source base upon which the entire TREX code infrastructure will be developed, as well as the collaborative approach characterising the nature of scientific research, the TREX website will ensure special visibility to the synergies among all the players.

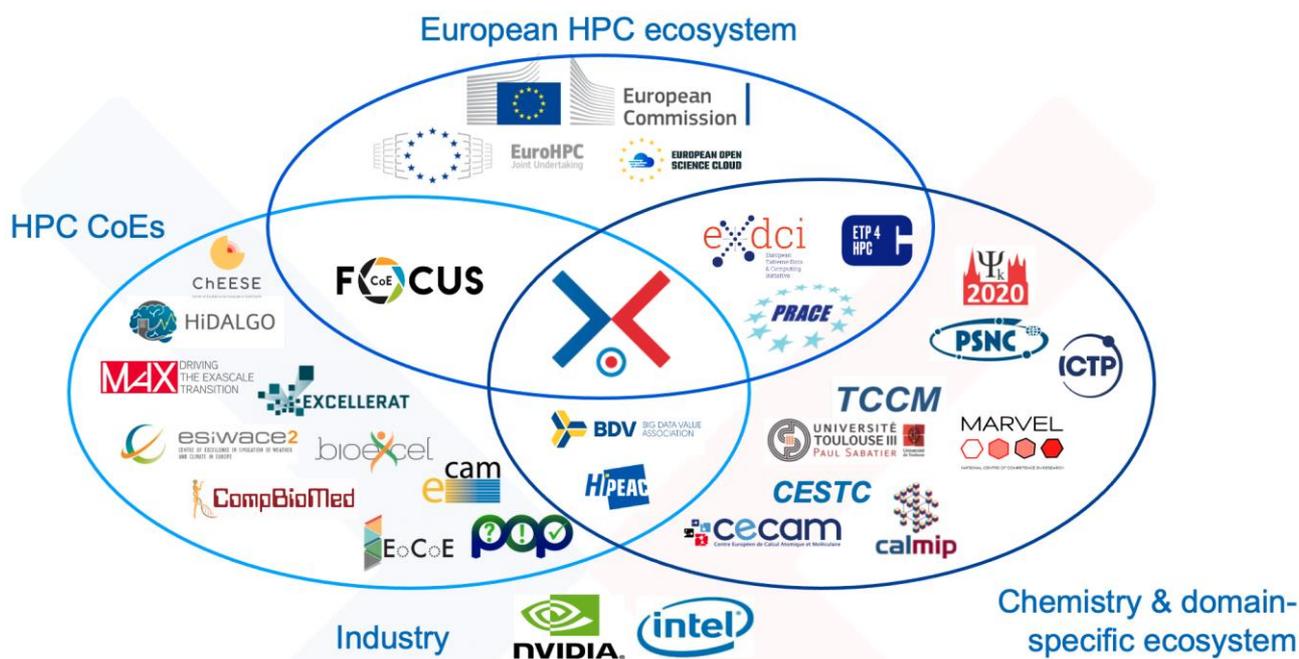


Figure 6 - TREX in the HPC ecosystem – overview

To this end, a proper section of the website will be populated with links to the relevant synergies established. The section will feature an overview of the overall European HPC ecosystem, represented by the major Centres of Excellence in High-performance computing, Chemistry and domain-specific organisations, European funded projects and Industry, with indications on TREX role in this framework.

## 7 Official repositories

Relying on public, open and free repositories for all the project outcomes is a pillar of the open-source strategy set in place for the project. The pilot use cases (demonstrations), the libraries, the flagship codes, workflows, and all algorithms, as well as the scientific publications and the project-related brand items will be publicly available through specific repositories.

In the website, all these repositories will be easily accessible via dedicated sections.

The repositories identified so far are:

- Github<sup>7</sup>, for software components, algorithms, and libraries.
- Zenodo<sup>8</sup>, for scientific publications; APIs will be exploited to ensure reproducibility of information on the main TREX website, too.
- TREX website<sup>9</sup> itself, for all the collaterals, editorials and dissemination materials.

## 8 Content-driven strategy

As part of the website animation activity, used to constantly improve the TREX web offer and address more and more specifically the research intent of users surfing the internet, a content-driven strategy will be set in place and carried out during the course of the project, ensuring a constant oversight of the content (editorial pieces, dissemination and branding materials, videos) and the style adopted by the project.

The communication, marketing and engagement plan will concentrate its efforts around copywriting and producing engaging, stimulating, and impactful content. The TREX editorial planning will include the regular publication of articles covering project updates, updated events calendars with their outputs, news pieces about TREX software and platform releases, landing pages dedicated to the software assets, and more general information on the HPC and Quantum Chemistry and Materials Science research field.

Additional inputs will be required from partners, linked third-party organisations, and from the TREX community. In this content-driven approach, also all the events and communities' messages will be disseminated. The TREX group of partners gathers research and university organisations and HPC communities, with the aim to reduce the barrier between advanced numerical simulations and scientific and industrial applications, thus accelerating innovation as well as establishing European leadership in computational science. TREX partners will therefore be all involved in the editorial plan and partners' highlights will be used to be included in communication activities, posted on the website and used for social media content and articles.

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<sup>7</sup> <https://github.com/TREX-CoE>

<sup>8</sup> <https://zenodo.org/>

<sup>9</sup> <http://trex-coe.eu/>



## 9 Performance Monitoring & KPIs

Communication, Stakeholder, and Dissemination activities will be the cornerstone aspects to be monitored throughout our strategy by meaningfully measuring feedback through Key Performance Indicators (KPIs) of the project so as to ensure each planned action contributes to the achievement of the project's overall goals.

This approach is underpinned by a SMART-based 36-month Communication Strategy with measurable impacts carefully monitored via a dedicated **data visualization solution** (Dashboard Analytics below in Figure 15). This will monitor the project online KPIs (to be further detailed in *D7.3 Communication, dissemination, and stakeholders-engagement strategy and plan*), ease the analysis process while suggesting areas of improvement as well successful contents that need to be leveraged on.

This collection of data and statistics meets three primary needs:

- Monitor access to the site and analyse user visits (web analytics);
  - On-site analysis. Measures the number and behaviour of visitors, analyses the interaction with the brand, interprets the responses to marketing strategies;
  - Off-site analysis. Focuses on internet traffic outside the site. It measures the potential audience and the opportunities offered by the online market.
- Analyse the traffic generated by social channels (social analytics).
- Carry out an analysis of online sentiment and reputation (market sentiment and brand reputation).

To analyse the progress and results of web marketing strategies, indicators are needed to measure what is happening on sites and other internet channels. Web analytics tools, such as Google Analytics, will allow to collect this data by organizing it into metrics. Some of the most useful indicators for the purpose of the TERX online outreach strategy are:

- Content and Communication
- Number of visits or sessions. A visit to the site is generally considered completed when the user does not carry out operations for more than half an hour;
- Number of visitors or users. Each user can make more than one visit, in this case the unique users of a site are counted regardless of how many visits or sessions they have made;
- Number of pageviews. The total number of pages viewed is measured;
- Views per page. That is, how many times a single page has been visited;
- Rebound rate. The percentage of visits that ends with the display of a single page;
- Number of pages per visit. How many pages are visited on average by visitors;
- Average duration of the visit. Calculated on all visits to the site in a given period of time;
- Events. Those user interactions with the contents of the site that contribute to the achievement of the business objectives; the quantity of occurrences is measured;

These are some of the most important metrics that help the project to weigh the success of the online dissemination activity and to draw, from the analysis of the web data, useful ideas to improve the strategy used. From these data, it will be possible to identify areas for continuous improvement in at least three areas:

- Graphics and Design
- Usability of the site
- Content and Communication



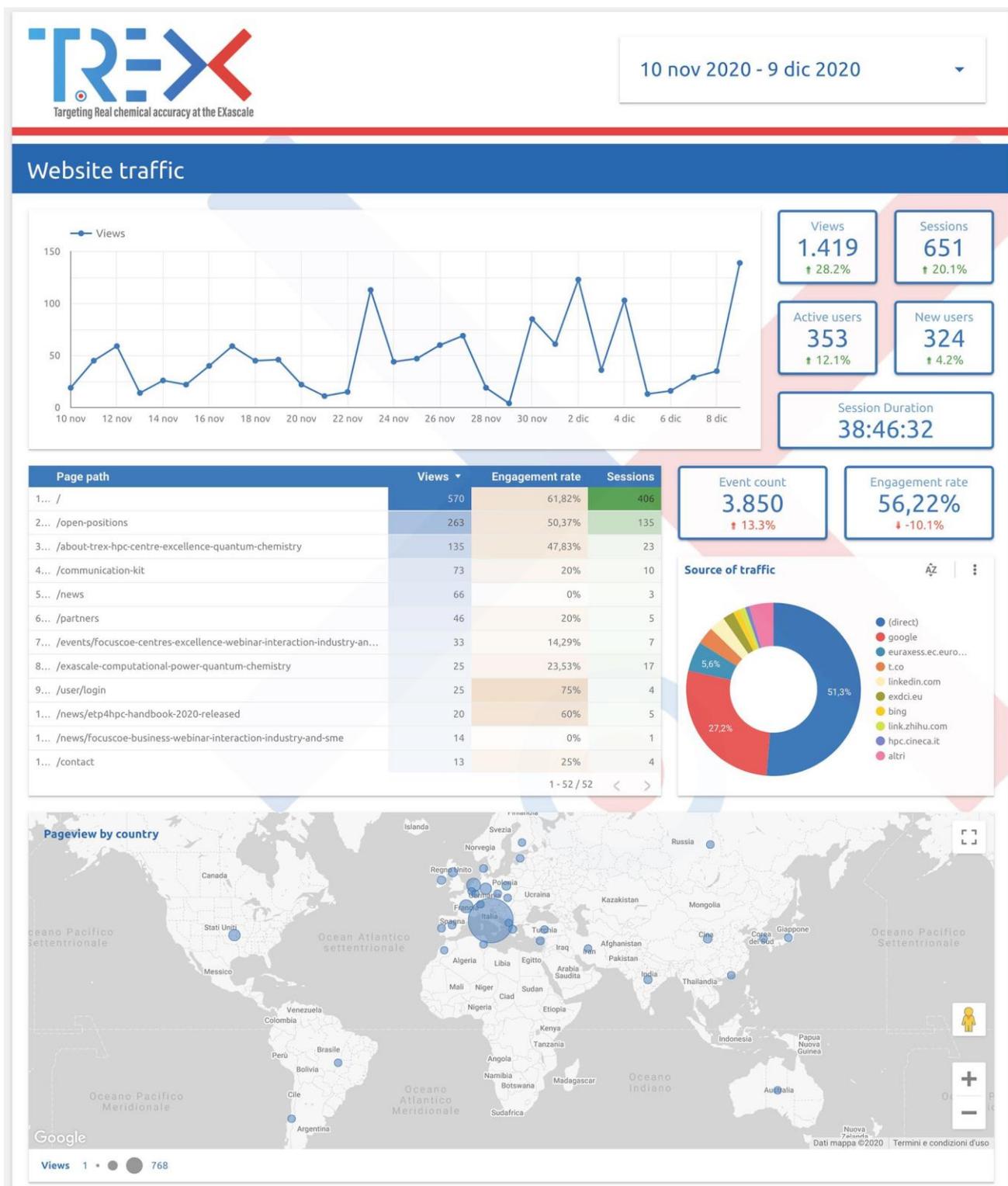


Figure 7 - TREX online engagement monitoring dashboard #1

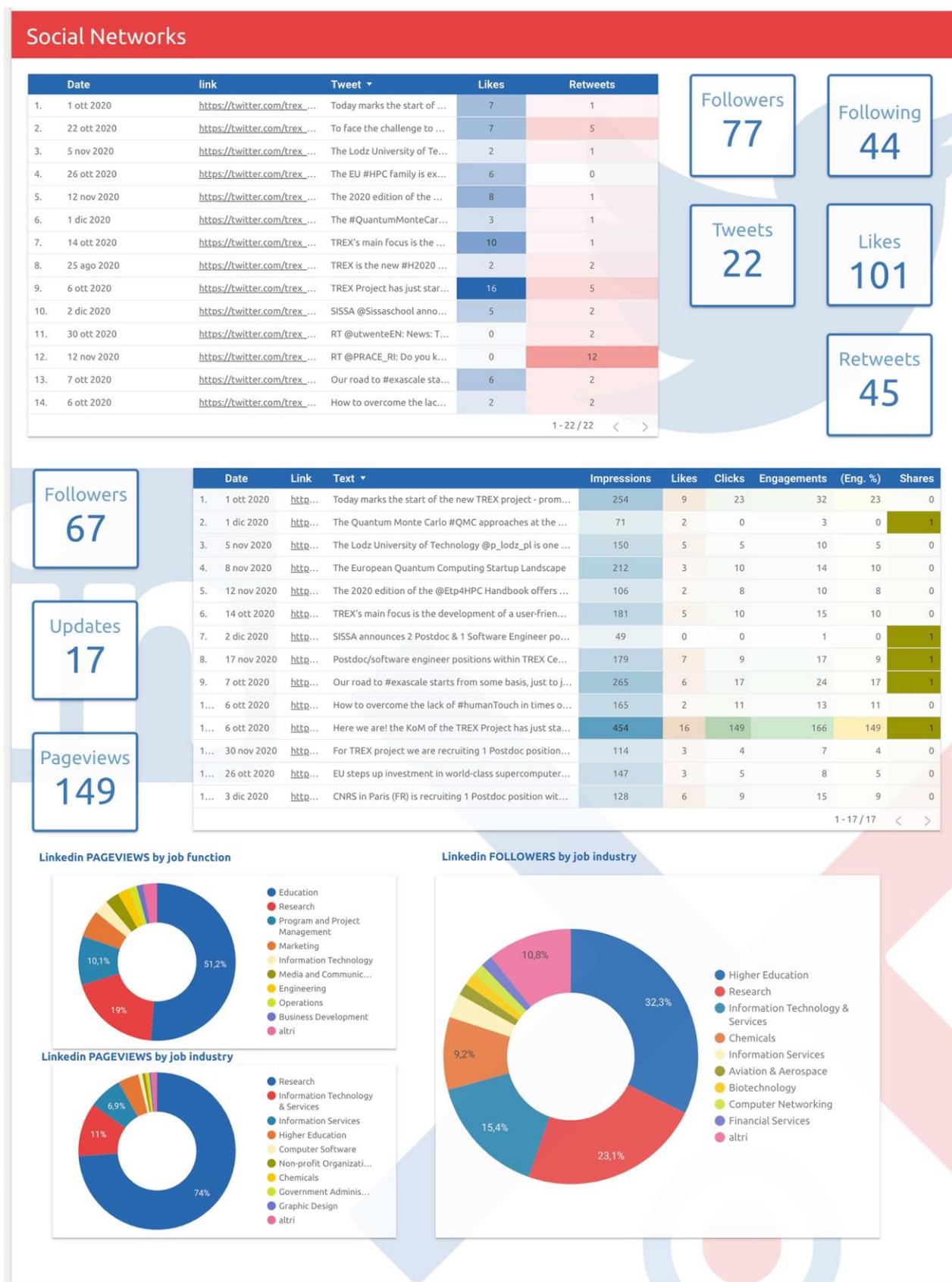


Figure 8 - TREX online engagement monitoring dashboard #2

## 10 Conclusions

This document presents the current structure of the TREX web platform and the plan for its evolution during the course of the project. It is to be considered as an accompanying document to the website, the deliverable itself, that will constantly evolve to meet the changing needs of the TREX project activities, its objectives and stakeholders.

