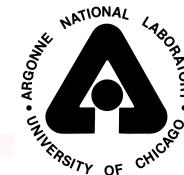




Middleware to Support Group to Group Collaboration



MICS/SciDAC Middleware



The Novel Ideas

- Peer-to-peer Virtual Venues servers to enable worldwide, secure virtual communities through the use of high-end collaboration environments
- Collaborative work sharing beyond simple application sharing
- Integration of High end visualization environments into collaborative spaces
- Methods of asynchronous collaboration: capture, synchronization, record, playback and annotation of collaborative experiences

Impact and Connections

- IMPACT.
 - Wide-spread deployment and use of high-end collaboration technologies to further scientific inquiry
 - Advances in our understanding of the effects of distance based collaboration environments on group dynamics and communication quality
 - Extending asynchronous collaboration capabilities to embrace all types of data streams exchanged in a collaboration, with synchronized capture and playback
- CONNECTIONS: SciDAC collaboratory pilot projects. SciDAC Software Centers, Grid middleware for discovery, security and information services. Other scientific collaborations

Milestones/Dates/Status

Milestones for End of year 1

- Venues Services
 - V1.0 Architecture document, Prototype
 - Access Control Architecture
 - Docking Architecture, API
- Display:
 - Node Management Architecture, Software V1.0 release
 - Xplit Prototype, Architecture white paper
- Asynchronous Collaboration tools:
 - Software Architecture Definition documents
 - New media type plugins for existing tools
 - Generalized Voyager server V2.0 release

Principal Investigators: Rick Stevens, Argonne National Laboratory

MICS Program Manager: Mary Anne Scott

9/13/2001