

Research Software Engineers mini-conference

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GENERAL INFORMATION

- This is a full day workshop.
- There may be group discussion and writing down materials needed
- No constraints on the number of attendees
- Breakout tables and writing equipment may be needed
- There may be a need for multiple big monitors.

DESCRIPTION

This mini-conference is the first time in Australasia that the Research Software Engineer (RSE) community will bring together its members to share experiences and knowledge at their own conference. This is important as the 2018 International RSE Survey conducted among Australian and New Zealand researchers found that the majority of the respondents wanted networking as the top priority of an RSE organisation.

The term 'RSE' was originally coined by the UK RSE association (rse.ac.uk), who define RSEs as: "A growing number of people in academia combine expertise in programming with an intricate understanding of research. Although this combination of skills is extremely valuable, these people lack a formal place in the academic system." In Australasia, we interpret the term RSE inclusively to encompass;

academics and researchers who code;

professional software engineers working in the research space;

system administrators who maintain research systems and closely interact with their researchers; and

generalists who brings communities together and can engage with both researchers and technical staff.

Please join us on this event to help develop a stronger community by networking and sharing your experiences, skills and knowledge with your peers.

WORKSHOP OUTLINE

1. Introductions and Lightning talks based on a single page electronic poster. Bring along your favourite IT/research meme to share.

90 minutes

2. Break

30 minutes

3. Unconference Agenda Preparation pt 1 - The facilitator will ask attendees to propose topics and an approximate time for the topic. All topics will be presented to the group and introduced by the propose-ee. The topics are then voted on by the group with each attendee allowed 3 votes. The most voted topics will be placed into the sessions. Scribes to help write the community-generated post will be identified.

The types of topics that could be proposed are:

- Short presentation (followed by discussion)
- Group discussion
- Show and tell
- My Big (or little) question
- Learn how to do X

20 minutes

4. Unconference Session 1 - Breakout sessions can be in parallel.

60 minutes

5. Summary of unconference session 1

Participants present a short summary of what has been covered in the session/discussion and this will be written as a community-generated post

10 minutes

6. Break

60 minutes

7. Unconference Agenda preparation pt 2 - Reminder of topics from session 1 which were not discussed during that session, plus short presentations on new topics arisen from discussions in session 1.

20 minutes

8. Unconference Session 2 - Breakout sessions can be in parallel.

60 minutes

9. Summary of unconference session 2

Participants present a short summary of what has been covered in the session/discussion

10 minutes

10. Break

30 minutes

11. Write up details of the day and close

60 minutes

WHO SHOULD ATTEND

This workshop is for building a community for:

- academics and researchers who code;
- professional software engineers working in the research space;
- system administrators who maintain research systems and closely interact with their researchers; and
- generalists who brings communities together and can engage with both researchers and technical staff.

WHAT TO BRING

Attendees need to bring enthusiasm and a willingness to volunteer their thoughts and their time and a lightning talk to introduce yourself and your tools for research.