



Who are the stakeholders?



Science Community

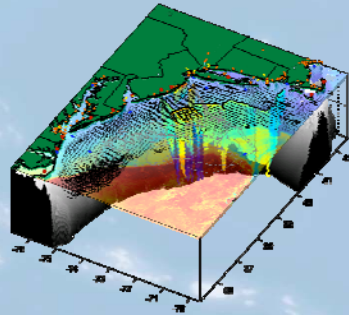
-How do we entrain science stakeholders?

short term: Demonstrate immediate utility for the community

-engage the users who can start using the CI tools even before the infrastructure is in the water

A specific target audience is the ocean modeling community, they are quantitatively advanced, can immediately use CI tools, they provide scalability, can use existing test-beds, can start showing science impact before OOI in the water

In current plan: This is the reason initial efforts have focused on the OSSE using web based adaptive sampling efforts. Use IOOS test bed in Northeast to test.





Who are the stakeholders?



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short term: Demonstrate immediate utility for the community

-develop tools to start documenting impact within the community via the ocean observatories

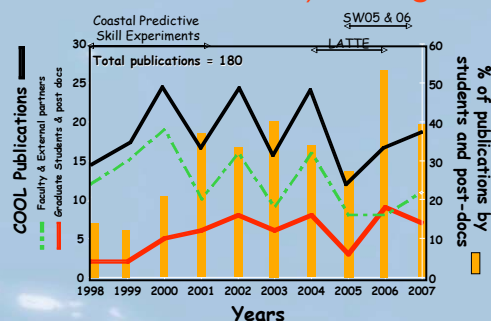
providing metrics that can be documented, making publication impacts

a) adjust the academic society's: AGU electronic journal for data and technology

b) series of white papers based on addressing the science issues and the infrastructure design

(OOI/IOOS Oceanography special issue?)

c) 2 EOS articles, and d) catalog stories





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-How do we entrain science stakeholders?

short term: Web presence

-develop OOI & CI web presence

- 1) hub through OL for now, exploit the new awesome energy
- 2) build CI web presence, blueprint that is compelling, understandable and sexy
- 3) integrated tools as they come online (a web prototype space)
- 4) demos and GUIs for potential science users
- 5) building the site for all environmental observations, the CI is scalable and transferrable
- 6) collect stories
- 7) tutorials how to use CI
- 8) conduit to social networks, tweet alerts, etc....



Who are the stakeholders?



Science Community

-How do we entrain junior stakeholders?
short term: Web presence again highlighted

-develop tools that allow stories to be communicated from OOI but also allow junior stakeholders to become the story tellers

- 1) catalog compelling stories
- 2) provide tools to allow all to own the OOI
- 3) improve visualization capabilities
- 4) alternative delivery mechanisms (sound)
- 5) integrate in gaming technology when possible