



Update from User Learning: Tutorials recap and future

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Summary from the ePIC Collaboration meeting

08:00

Collaborative Development Environment
Holly Szumila-Vance

Auditorium, APS Conference Center
08:00 - 08:30

Working with Simulation Output
Brian Page

Auditorium, APS Conference Center
08:30 - 09:15

09:00

Modifying Geometry, Digitization, and Anything Else
Kolja Kauder

10:00

Coffee Break
09:45 - 10:15

Reconstruction Algorithms
Nathan Brei et al.

Auditorium, APS Conference Center
10:15 - 11:10

11:00

Developing Benchmarks
Dmitrii Kalinkin

Auditorium, APS Conference Center
11:10 - 12:00

- Taught from the landing page with tutorials in Software Carpentry format
- Live questions during tutorials through Mattermost with online support

Feedback from the live tutorials (survey)

Most useful things learned:

- Useful to see the overview of what exists
- People liked the interactive tutorial structure

Wishes for future tutorial:

- See an offline full analysis chain
- More context for each tutorial (where does it fit in to the full analysis needs?)
- Tutorials worked out in real time to see the solution
- Where can I contribute on algorithms?

Next software tutorial dates:

- Before April meeting (~70%)
- April meeting (~15%)
- Summer (June/July) (~15%)

Feedback from the live tutorials

The Good:

- Lots of new documentation accessible to users in mostly uniform format
- Simulation output tutorial was very interactive and users found it especially useful
- Use of Mattermost for live questions was useful

Room for improvement:

- Desirable to have another tutorial before the April software meeting
- Better context; a full analysis chain overview would be helpful
- GitHub with ssh keys always a stumbling block
- More time per topic would be helpful
- Keep tutorials interactive with examples and time to work through them in real time
- More time for presenters to prepare tutorials; support from User Learning

Plans from User Learning

Tutorial Support:

- Identify those teaching asap
- Rehearsal or check of the material for feedback/bugs/points of confusion
- Structure in Software Carpentry format, along with an interactive component throughout
- Add some details/links on setting up ssh keys and checks prior to tutorials

Plans from User Learning

Remote/hybrid tutorials before April:

- Hybrid 2h tutorial planned for end of February (date TBA soon!)
 - Reconstruction algorithms
 - Led by Tyler Kutz & Nathan Brei
- Could have one more hybrid tutorial at the end of March
 - Modifying geometry?
 - eic-shell setup + GitHub + anything else in preparation for April meeting?

April Software Meeting Proposal

These proposed schedules are driven by user needs! What topics do people want?

Will include assigned helpers who have already seen the tutorials

4-hr time block with break:

- 3 tutorials
 - 2-1.5h slots + 1-1h or 30m slot
 - Setup of github, eic-shell to be done ahead of time and dedicated help session before the live tutorials

Full 8-hr day with lunch & breaks:

- 5 tutorials
 - 3-2h slots + 2-1h slots