



Australian Government

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eResearch Game Plan

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AeRO forum
4th May, 2017

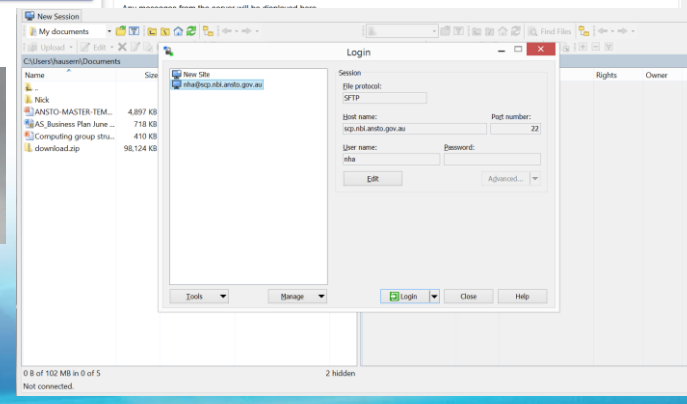
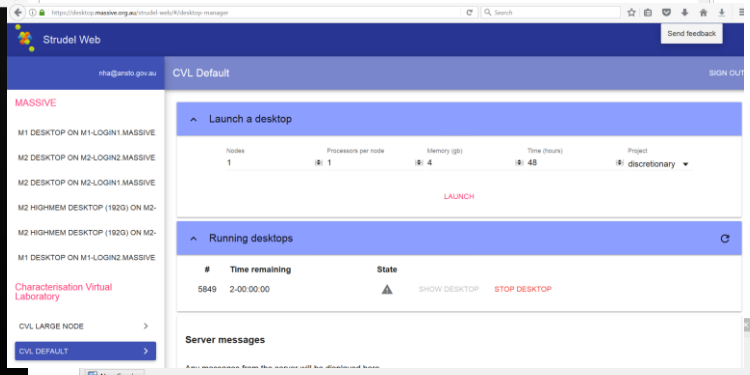
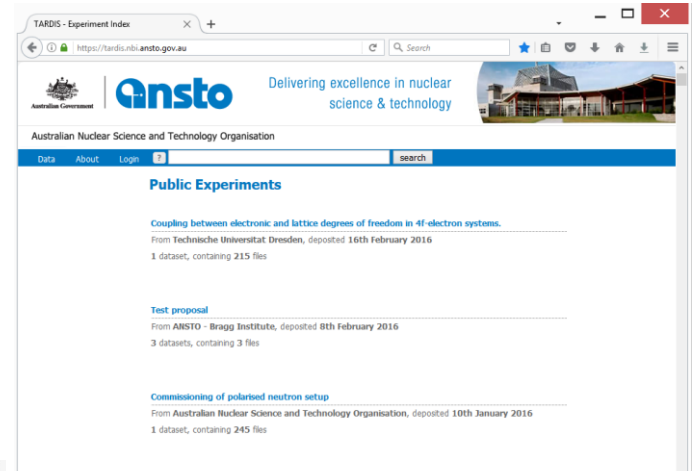
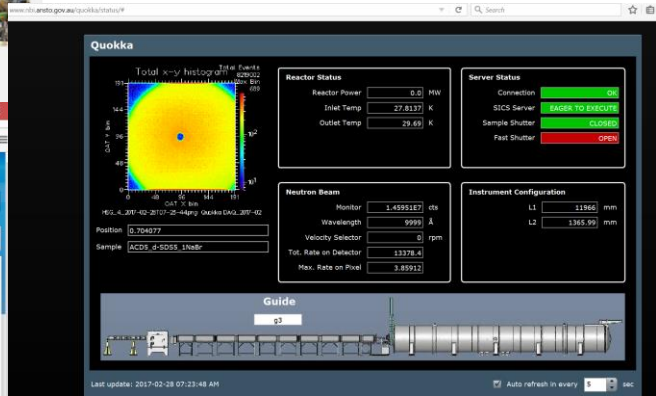
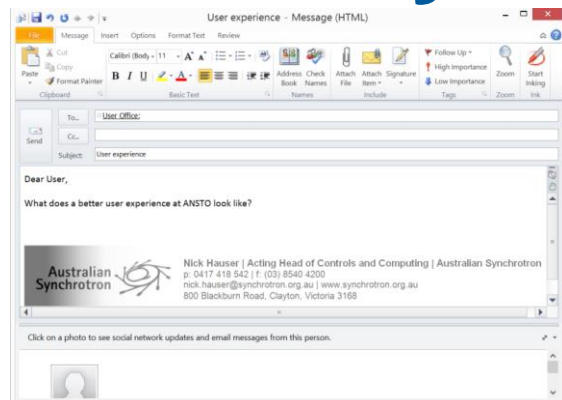
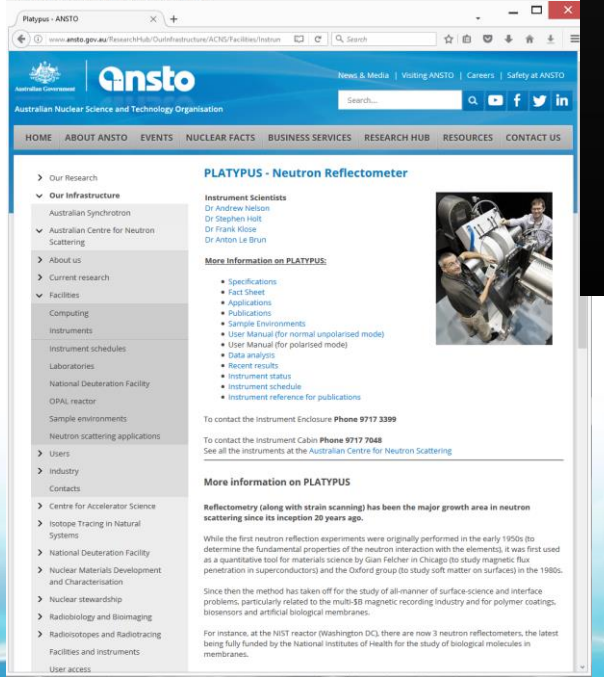
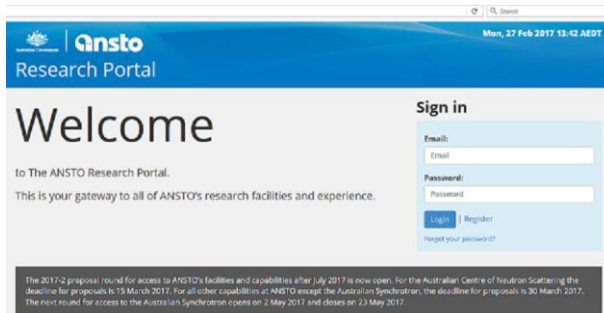
Objective of eResearch at ANSTO

Enhancing the user experience

- Supporting researchers from birth to worth, concept to knowledge and commercialisation
- User portal – finding the right technique and scientific expertise
- Identity management
- Communication with users
- Remote instrument status and control
- Data processing, workflows and visualisation
- Reproducibility
- Data access, curation and search
- Video conferencing & telepresence

Bring this functionality together for all NSTLI platforms under a coordinated game plan

Coordinate the delivery of these services



Understanding researcher needs

5000 users, 90% domestic

Conversations with user representatives.

“Don’t make it harder...”

User feedback after each experiment

Scientific advisory committees

Workshops with the characterisation capabilities

ANSTO, AMMRF and NIF

What eResearch infrastructure and where

Data. Curation in-house. User data pulled by user to institutions. A few PB per year and growing.

Compute. NCI, Massive, In-house

Workflows. In-house workflows, Nectar Characterisation Virtual Lab, Massive

Identity. AAF

Engaging with national / international frameworks

Work in-progress to determine which frameworks will add value to our users.