

NRC-CNRC

*Institute for
Information
Technology*

The National Research Council in New Brunswick

7 October 2008

Stephen Downes
Senior Researcher



National Research
Council Canada

Conseil national
de recherches Canada

Canada



NRC Goals

Our Vision:

To be valued as the world's best national organization for research and innovation

Strategic Outcome:

To provide integrated science and technology solutions in areas of critical importance to Canada

Goal 1:

To contribute to the global competitiveness of Canadian industry in key sectors and to the economic viability of communities

Goal 2:

To make significant contributions to Canada's priorities – areas critical to Canada's future

Goal 3:

To strengthen Canada's innovation system

Industry Sectors

Community
Innovation

Environment

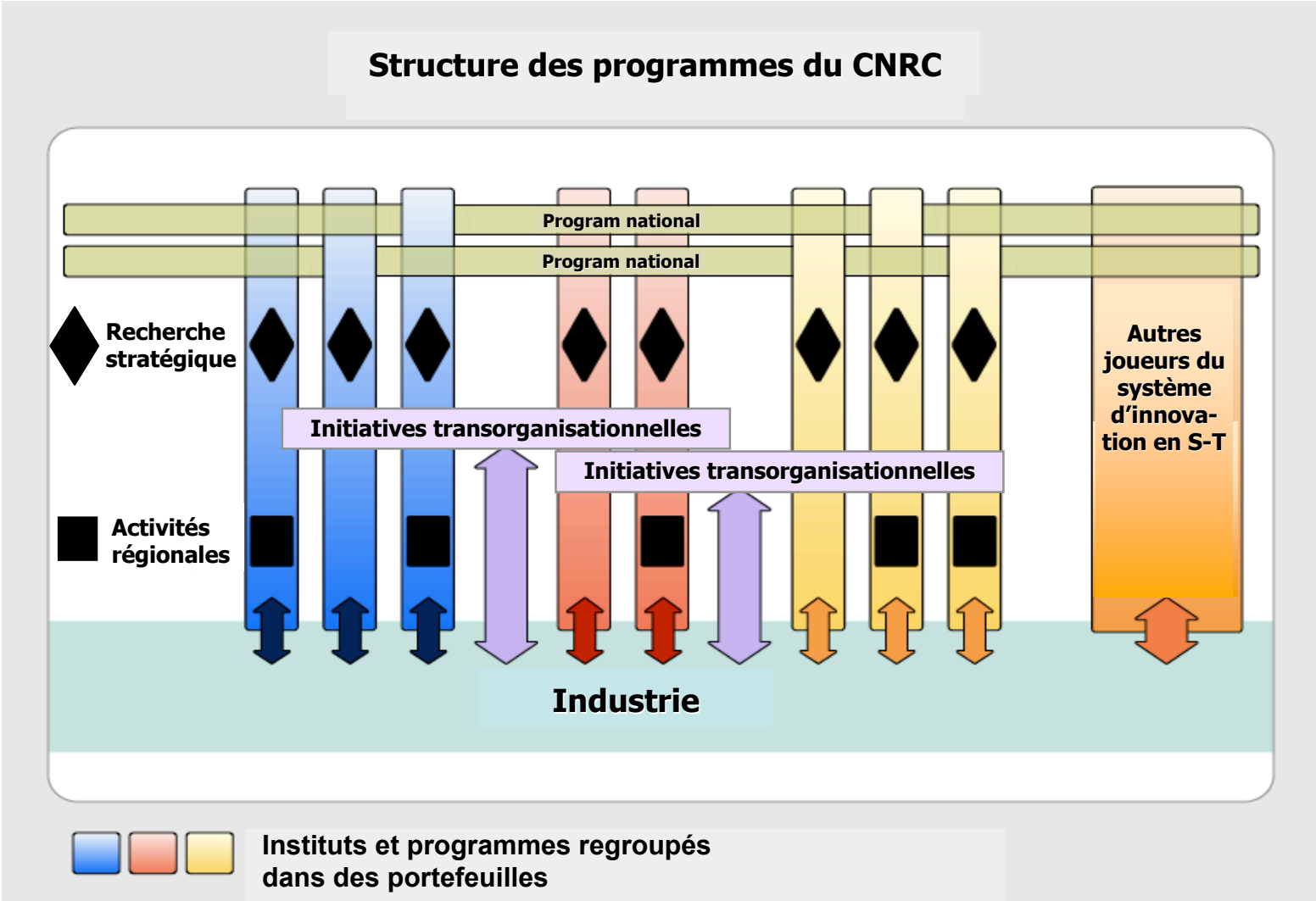
Health &
Wellness

Sustainable
Energy

Mandated
Activities

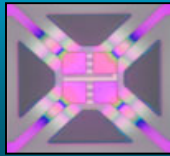
National
Facilities

Structure des programmes du CNRC



Neuf secteurs clés

Instruments
électroniques



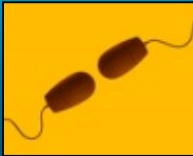
Aérospatiale



Agriculture



Information et
communication



Critères de sélection

- Importance pour l'économie canadienne
- Dépendant de la recherche
- Secteurs dans lesquels le CNRC peut apporter une contribution importante

Automobile



Construction



Produits
chimiques



Bio-
pharmaceutique



Fabrication et
matériaux





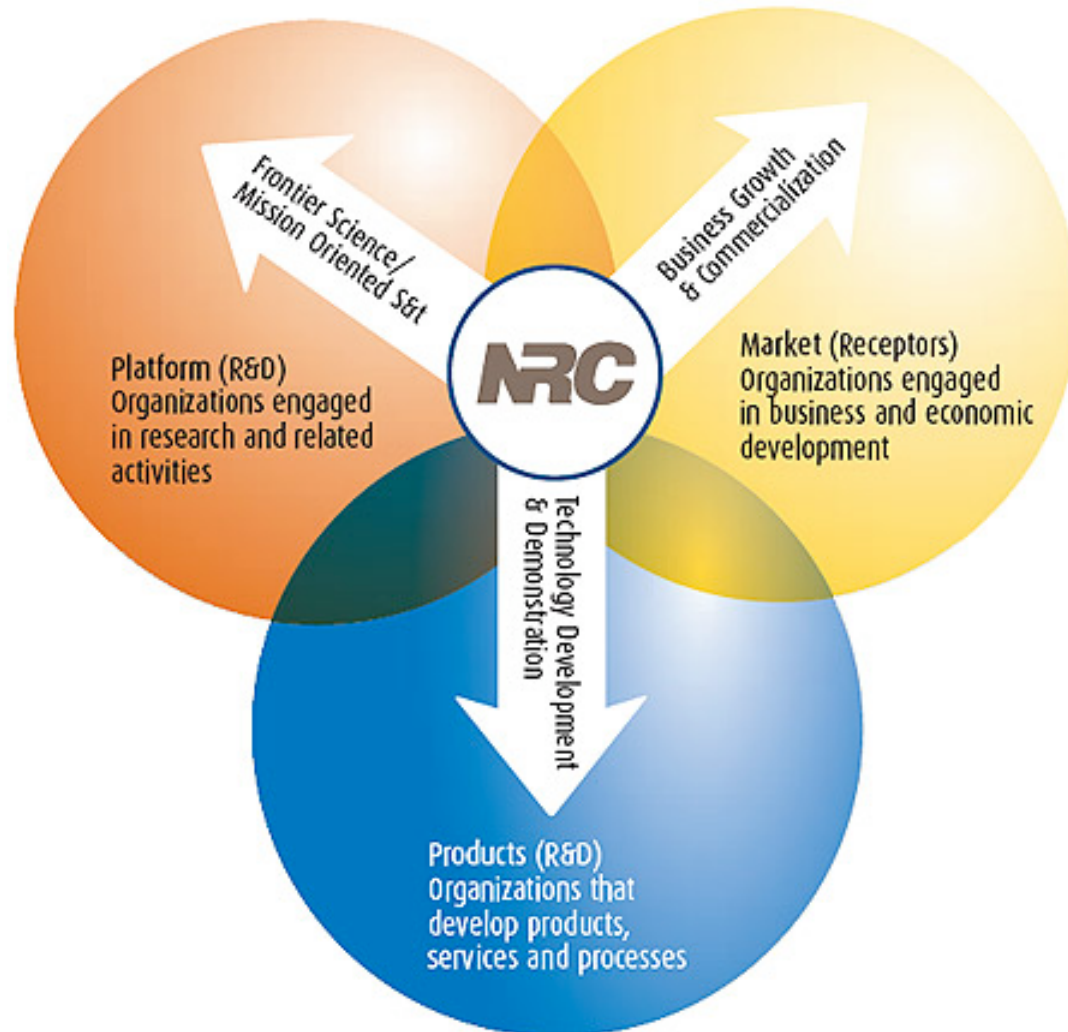
NRC Institute / Program Structure





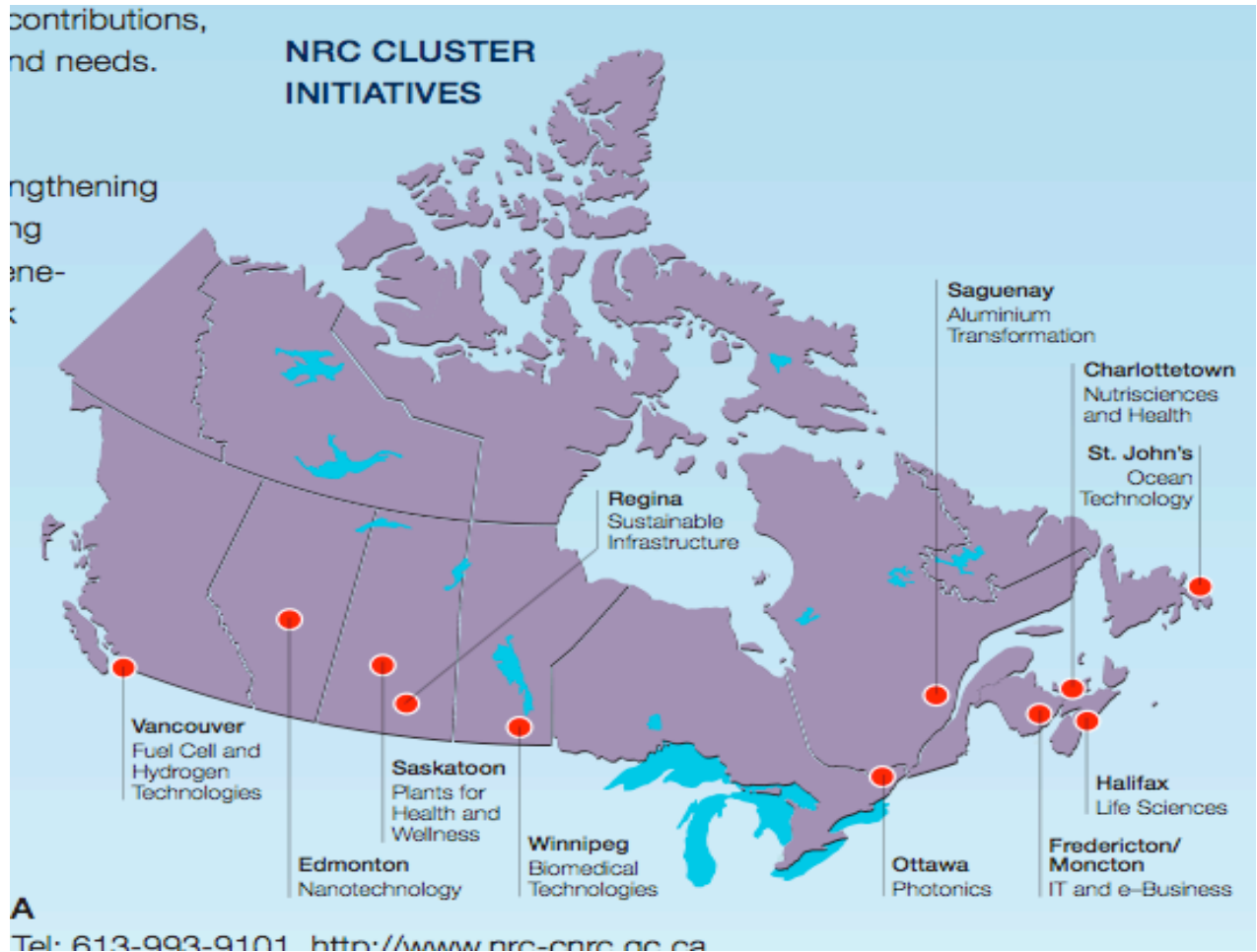
Putting Science to Work

NRC's collaborative activities help create market solutions that sustain our quality of life and contribute to the competitiveness of Canadian industry.





NRC Clusters



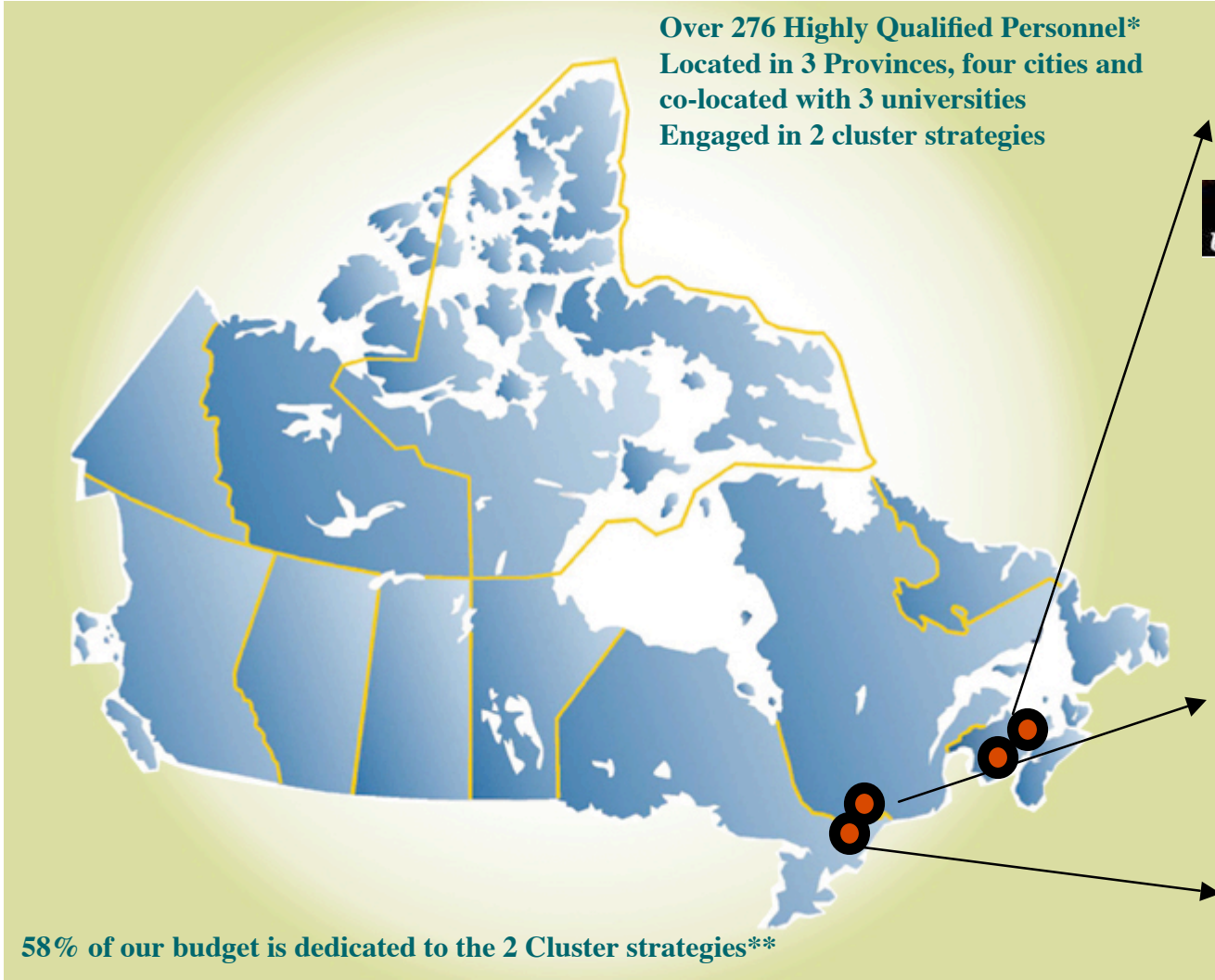


NB Cluster: Information Tchnology





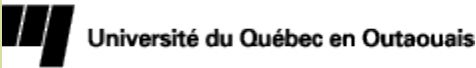
NRC-IIT's presence in Canada



e-Business Cluster
(New Brunswick)



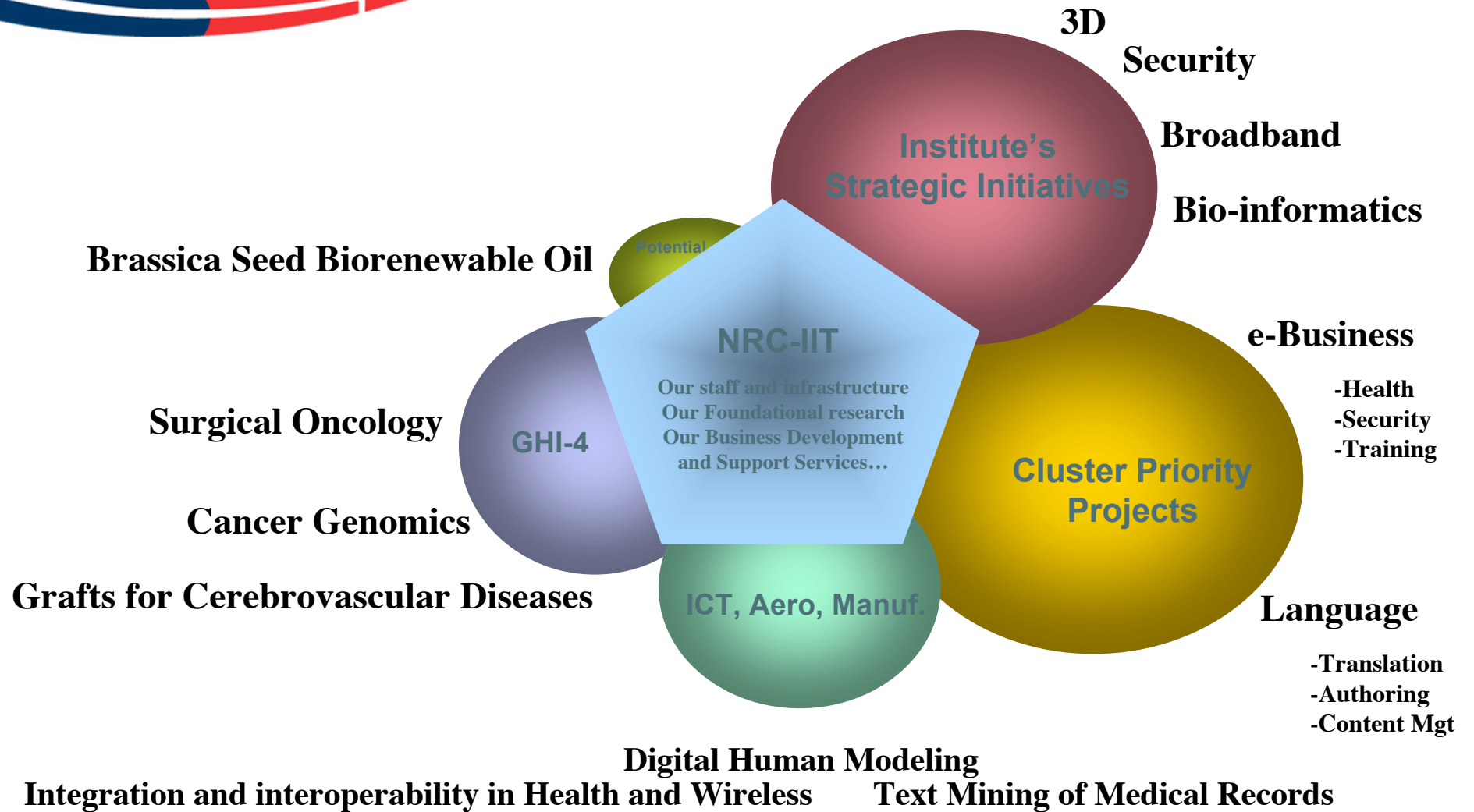
Language Technologies Cluster
(Québec)



IT Research
(Ontario)



NRC-IIT Structure /Programs



Integrate different modes of interaction (speech, gesture, keyboard, stylus)



NB Cluster Highlights

- 2000 NRC announces New Brunswick site for e-business cluster
- 2001 NRC convenes Moncton roundtable to establish research agenda for New Brunswick initiative
- 2003 Official opening of NRC Fredericton labs
- 2004 \$11 million NB/PEI research grid unveiled
- 2004 NRC opens its industry partnership facility in Fredericton
- 2007 NRC's RACOFI technology underlies Bell Canada's new independent music site, indiscover.net
- 2007 Desire2Learn announces opening of Moncton office
- 2007 NRC wins Gold Award of Excellence in Innovation at Canadian Information Productivity Awards



@ NRC-IIT? efficient learning and training



LCT Research

Broad R&D areas

Two main research foci



- Technologies to reduce development time for creating “learning resources”
 - How do we create better learning resources more efficiently?
 - i.e. development process improvements
- Technologies (and resources) to enhance learning outcomes
 - What is needed to make learning more efficient?
 - i.e. making content clear, usable and engaging



SynergiC³

A collaborative effort with industry and academia

- A software framework
 - “eLearning productivity enhancement framework” to allow collaboration and consistent development
- A collaborative effort
 - D2L: Expertise in LCMS, LMS, Commercialization
 - U de M: Expertise in “learning content” creation process
 - NRC: Several R&D areas
 - DDRM, MD extraction, Learning Design, Weak Workflows, ...
 - ACOA: AIF financing (\$3M for a \$5.5M project)
- Some drivers
 - D2L: Market demands, commercialisation channels
 - Complementary expertise → Common goal, Varied objectives



SynergiC³

Research scope and elements

- Scope
 - DDRM
 - Distributed Digital Rights Management
 - MDX
 - Automated Metadata eXtraction
 - LD | ID Accelerators
 - Learning | Instructional Design Accelerators
 - WWF | PA
 - Weak WorkFlows | Product Accelerators
- Out of Scope (examples)
 - Distributed LOR Network (DLORN)
 - Work Opportunity Billboard



LCT Research

Other initiatives

- IRET | LCT (Immersive Reflexive Engagement Trainer: DnD)
 - Combat training for soldiers for urban operations
 - currently done in live outside simulations
 - LCT role
 - Interactive learning technologies for combat training simulation
 - Multiple laser tracking functionality, Cognitive modeling for system design, HCI, User-centered design
- CEALT
 - Center of Excellence in Advanced Learning and Technologies
 - “intended to provide leadership and facilitate strategic partnerships to leverage funding for advanced learning technologies R&D, facilitate knowledge transfer, build research capacity and foster innovation in advanced learning”



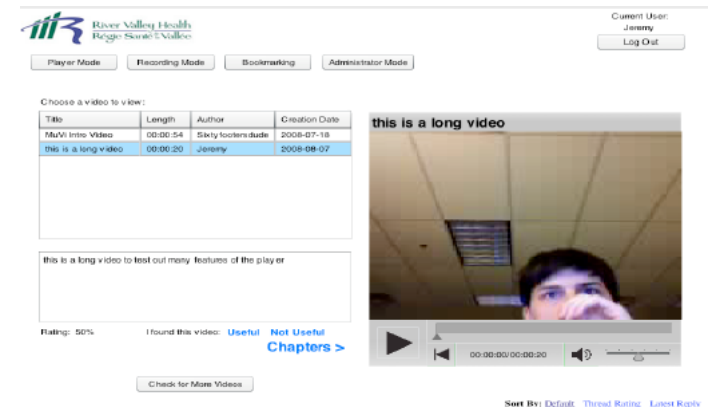
@ NRC-IIT? efficient interactions



Technologies for remote collaboration

- BVC-SI (Broadband Visual Communications Strategic Initiative)
 - Research activities in Fredericton, Moncton and Ottawa linked by 3-site co-laboratory
 - Rich visual interaction technologies (video) for distributed health and learning organizations

- Peer-Generated Video: *creating innovative tools for remote interaction*
 - Remote collaboration and information sharing by video in distributed health organizations
 - Rich video content created by peers for peers, promotes interactive learning among distant locations

Current User: Jeremy
Log Out

Player Mode | Recording Mode | Bookmarking | Administrator Mode

Choose a video to view:

Title	Length	Author	Creation Date
Multi Intro Video	00:00:54	Sixty factors@duke	2008-07-18
this is a long video	00:00:20	Jeremy	2008-08-07

this is a long video to test out many features of the player

Rating: 50% | I found this video: [Useful](#) [Not Useful](#) [Chapters >](#)

[Check for More Videos](#)

Sort By: [Default](#) [Thread Rating](#) [Latest Reply](#)



Technologies for remote collaboration

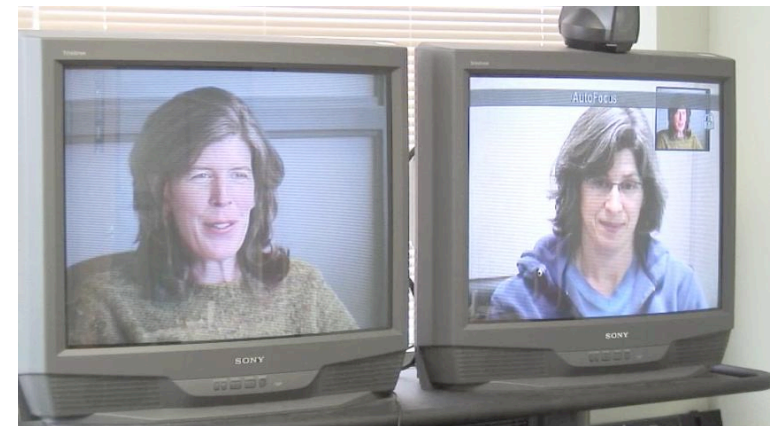
- BVCam (Broadband Virtual Camera): *computer cluster for remote video recording using H.323 telecommunications protocol*
 - Recording multiple videoconferences and video clips using existing network infrastructure
 - Successfully implemented for collaborative learning in Virtual Classroom project linking high-school students real-time in 6 locations, 4 time zones across Canada
- VideoCom (northern, remote, rural, Aboriginal communities): *identifying innovation for improved communication*
 - Empirical and participatory research with remote and northern communities using video communications
 - Identifying innovative use of technology for remote collaboration, social and sustainable development of remote and northern communities





Technologies for remote collaboration

- Social Analysis of Broadband Visual Communication: *improving technologies for remote collaboration*
 - Research for more efficient multi-site videoconferences for health administrators in rural and remote communities
 - Analysis of ICT for mental health services to clients in remote locations across Atlantic region
 - Video tool for disseminating best practices for multi-site videoconferencing in rural and remote locations (community health clinics, rural hospitals)



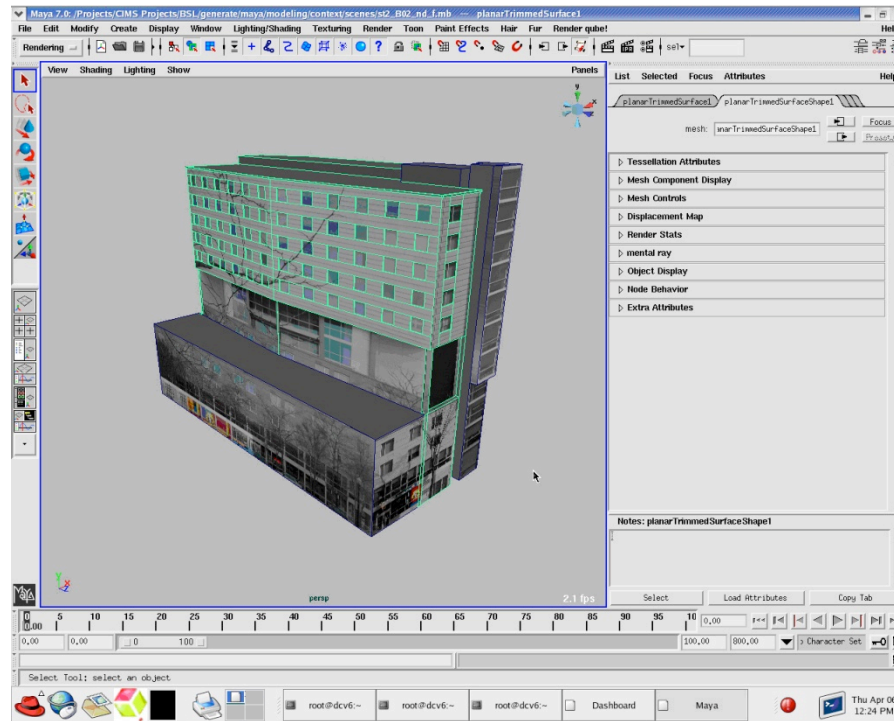
Download useful NRC-IIT publication:

Good Practice Guidelines for Participatory Multi-Site Videoconferencing

http://iit-iti.nrc-cnrc.gc.ca/publications/nrc-49869_e.html



@ NRC-IIT? efficient software systems






Health Services Virtual Organization (HSVO) - Mission

- A sustainable research platform for experimental development of shared ICT-based health services
- **a focused collection of functioning services supporting**
 - patient treatment planning
 - team & individual preparedness
 - in the operating room,
 - emergency room,
 - general practice clinics,
 - patients' bedsides
- **a growing Virtual Organization**
 - **utilizes and contributes to expansion of the platform and services.**

**EHealth
 Record
 Server**




**Video
 Conf
 Server**




**Digital
 Anatomy
 Server**




**CMA
 InfoBase
 Server**



**Chat
 Server**



**Virtual
 Patient
 Server**




**Mannequin
 Server**



C




C



C




C



C



C



Instructor










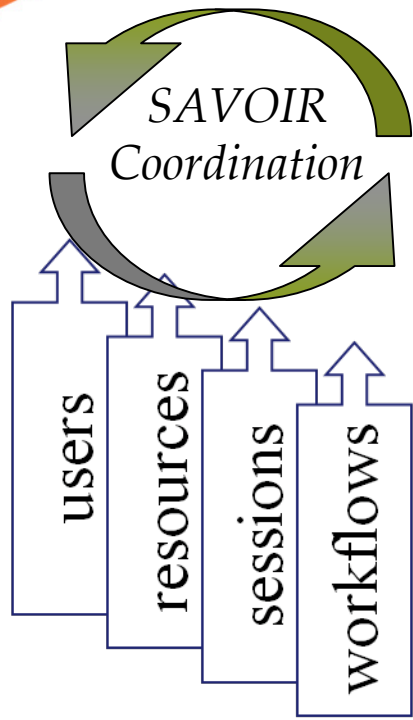

Learners



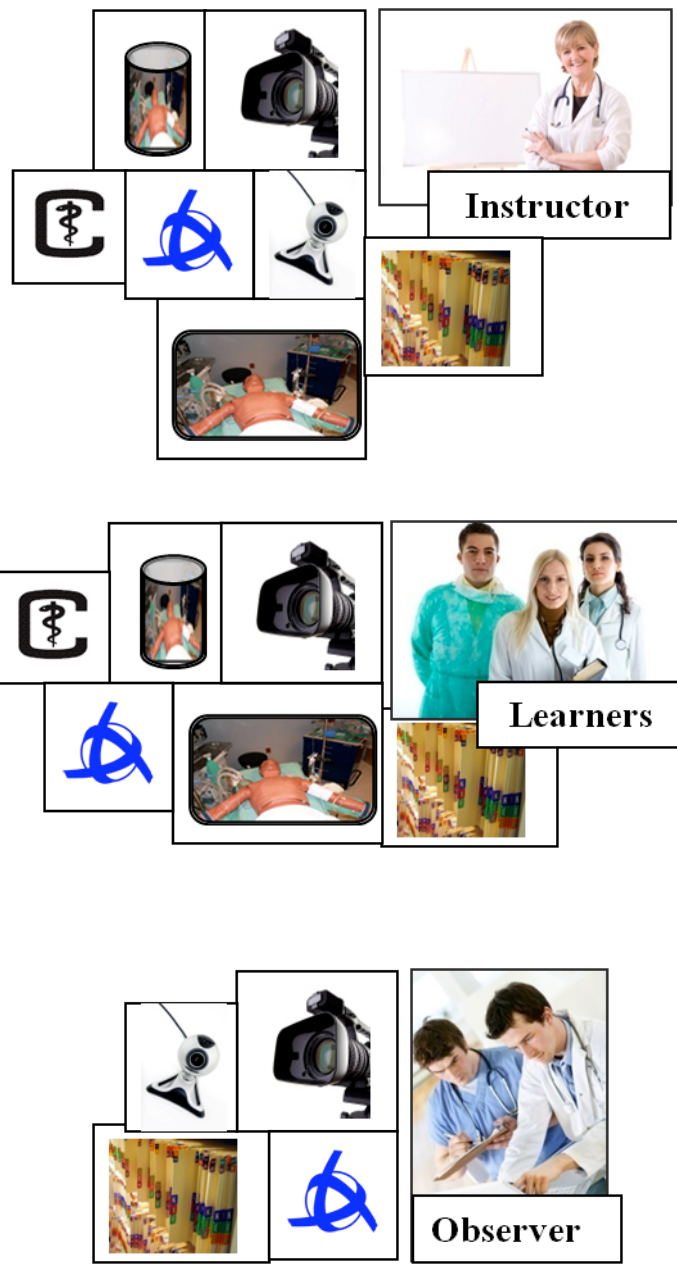

Observer



- EHealth Record Server** 
- Video Conf Server** 
- Digital Anatomy Server** 
- CMA InfoBase Server** 
- Chat Server** 
- Virtual Patient Server** 
- Mannequin Server** 



- **Authenticates users**
Permissions
- **Invokes resources**
Policies
- **Sessions**
Scripts, scheduled
- **Workflows**
Monitor, failback



Mannequin control environment



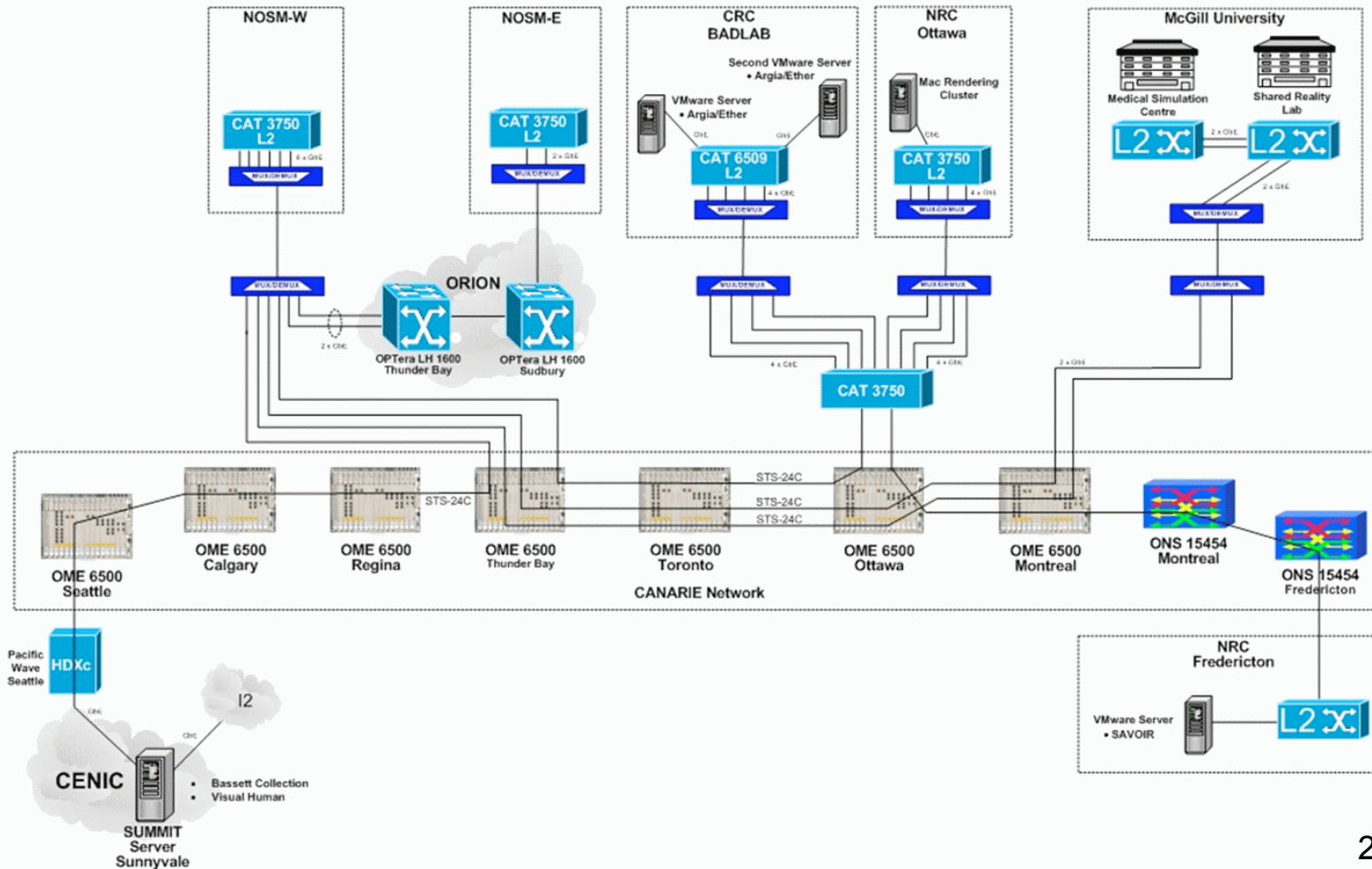


Our Results

- The user selects resources and people, then presses go
 - Integrating legacy systems
 - Wrap tools as services
 - User can create, share and install new services on demand
 - Solved!
- An optical network is just another resource
 - Lightpaths from CRC: dedicated wavelength
 - multi Gbps, no jitter
 - Solved!
- 2007 ORION Discovery award (Eucalyptus)
- Canarie
 - CIIP Project (\$1.2M completed 2006)
 - NEP Project (\$2M Sept 2008-Aug 2010)

HSVO Network

HSVO Final Physical Network





HSVO Impacts

- Health Services Virtual Organization
 - Rich media changes how we do medical training and consultations
 - Virtual patients, standard data images, 3-D data sets, mannequins
 - Virtual cadaveric dissection reduces the need for donations
 - Camera arrays so each participant can control own zoom/pan/tilt
 - Medical training and services delivered to remote centers
 - high definition, jitter free media
 - Forming Virtual organizations with multidisciplinary talents
 - Members can share own resources back to the community

“Intelligent” SOA allows the team to more freely participate in creative activity. Given this emerging paradigm of work, we must also re-think the fundamental nature of participation.

-- Michael Jemtrud, Eucalyptus project, 2007

NRC CNRC

*Institute for
Information
Technology*

Science
— at work for —
Canada



National Research
Council Canada

Conseil national
de recherches Canada

Canada