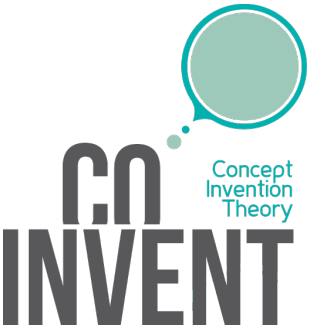

D8.3
Experimentation Coding Camp

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Disclaimer

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Abstract

This deliverable is a testimony to the celebration of the Experimentation Coding Camp (ECC) from 7-11 September, 2015, in Ripoll (Catalonia, Spain). It contains the progamme of the ECC.
The objective of the ECC was to bring together the Architects of the COINVENT project in a rural location in the north of Catalonia with the objective of:

- advancing the integration of all COINVENT modules and producing a more polished version of the system
- generating an extensive library of blending examples in a variety of domains, beyond maths and music

The ECC was attended by Maximos Kaliakatsos-Papakostas (AUTH), Asteris Zacharakis (AUTH), Joseph Corneli (GOLD), Martin Möhrmann (UOS), Danny Gómez-Ramírez (UOS), Stephan Günther (OVGU), Alan Smaill (UEDIN), Ewen Maclean (UEDIN), Roberto Confalonieri (CSIC), Félix Bou (CSIC), and Blanca Díez (CSIC).

EXPERIMENTATION CODING CAMP PROGRAM

Wednesday - September 9th

14:00 - 15:00 Welcome to the Experimentation Coding Camp (*WP8 leader and chief Architect*)

Coding Camp main objective:

from **TRL 3**: Applied research. First laboratory tests completed; proof of concept
to **TRL 4**: Small scale prototype built in a laboratory environment ("ugly" prototype)

15:00 - 16:00 State of the art of system modules (one member of each group)

16:00 - 17:00 Tutorial: Diagrammatic system representation to evaluate progress (*Joe Corneli*)

17:00 - 17:30 Coffee Break

17:30 - 18:00 Talk: Conceptual Blending as a meta-generator of mathematical theories and towards the development of our computational creative system that collaborates with the working mathematician (*Danny Arlen*)

18:00 – 20:30 Implementation begins with two main tasks (2 groups)

- *Architecture team*: system development and integration
    - Diagram creation
    - Web Interface
    - Integration with HDTP
    - Adaptation HETS API
    - Amalgams API
- *Examples team**: set up library of examples

(Joe to help developers to describe current state of the art with diagrammatic system)

20:30 Dinner

Thursday - September 10th

8:30 – 11:00 Continue with two main tasks

- *Architecture team*: system development and integration
- *Examples team*: set up library of examples

11:00 – 11:30 Coffee break

11:30 – 12:30 Apply library of examples to developed system

12:30 – 13:00 System integration with HDTP and HETS

13:00 – 14:00 Lunch

14:00 – 17:00 Continue with two main tasks

- *Architecture team*: system development and integration
- *Example team*: set up library of examples

17:00 – 17:30 Coffee break

17:30 – 19:00 Apply library of examples to developed system with HDTP and HETS

19:00 – 20:00 Packaging of the system for download (includes documentation)

20:00 – 20:30 Brainstorming for names of the COINVENT system

20:30 Dinner

Friday - September 11th

8:30 – 9:30 What have we achieved? Gather all the new data and information

9:30 – 11:00 Defining new goals: Where are we aiming at?

- Objective for M30 March 2016 (milestone MS4):
  TRL 5: Large scale prototype tested in intended environment.

- Objective for M36 September 2016 (milestone MS5):
  TRL 6: Prototype system tested in intended environment close to expected performance.

11:00 – 11:30 Coffee break

11:30 – 12:00 Choosing the name (or candidate names) of the COINVENT system

12:00 – 13:00 Future tasks, meetings and next events.

13:00 – 14:00 Lunch

***For the Examples team:**

- Which implemented examples do we have? Is it necessary to refine, or improve these examples (Music & Maths) to made them more complex?
- Brainstorming of new examples (icons, recipes, cellular automata, others…)
- Choose 3 examples to work with and the language to implement this example (OWL, CASL, DOL)
- Define the new example (ontology) and start to build the new example
- Share examples and issues with all