Tinder for Collaboration

Setting: A Holodeck of Collaboration

Actors:
Established collaborators (creators of all flavors (science, engineering, art, etc))
Students.

Once upon a time (in the not too distant future), in a Holodeck far far away, there was a stream of young collaborators searching for their perfect collaboration match. These collaborators are young, energetic, and confident. Around them are so many opportunities, so many choices. Will they find that perfect match… only time will tell…

(good outcome)
In the first and most positive example, Angela is interested in pursuing a global societal problem. She ponders her passions and searches for problems that interest her. She enters the basic parameters of her interests into “Tinder for Collaboration” to find collaboration partners. She virtually meets with her collaborators regularly in the Holodeck. Her institution provides her with the resources and tools to make the collaboration successful. Three years later the collaboration develops a cure for the common cold.

(failed outcome)
Poor Roger on the other hand is trying to create a collaborative sculpture with a diverse global team. Several attempts are made together in the Holodeck but many collaborators are unsatisfied with the results. Despite regular use of the Holodeck, the coordination has not resulted in a shared vision for the sculpture that is sufficient to actually produce it. The team ultimately abandons the work and each pursues their own creative visions separately, having learned from the experience.

(rare problems not being addressed)
Felicity has a rare allergy to sunlight. She searches Tinder for Collaboration for anyone with a similar allergy or researchers working to address it. All she finds are a few other sufferers and people posing as collaborators who actually want to take advantage of their plight. Because there is no coordinated research program on the topic, bona fide researchers are not drawn to the work.

(duplication of results --)
John from the Moon University and Jason from Lower Texas State university have searched Tinder for Collaboration, established teams, and worked for five years to solve the issue of potable water on the Moon. While they are aware of each other’s efforts, because they have plenty of resources, they choose not to collaborate. They both get results and publish them in different venues, only later discover their results are virtually identical and each suffers from

small inconsistencies that the other has solved. Lack of coordination results in duplicate efforts and that damage the reputation of each.

(grand challenges not being addressed)
The problem of successfully colonizing Mars is not making any progress because of a lack of a unified vision and leadership. While many want to see it happen, the scale of the logistical challenges requires significant coordination and planning that is not occurring. The sum of the parts being produced does not equal the whole needed to solve the problem.

(Impacts on Society)
Society benefits from lots of innovation, entrepreneurial spirit, opportunity, and freedom to pursue one's passions and talents. However, there is difficulty getting to a rational research program, and critical mass in grand challenge types of problems. Also, those who require more support and direction may be left behind leading to increasing disparity. Resources are not used optimally in the presence of plenty.

(impacts on Institutions)
Institutions are also confronted with both the opportunity to thrive in the presence of adequate resources but the risk of falling behind and losing reputation for lack of real innovation… too much competition.

(impacts on infrastructure/services to support this vision)
Infrastructure is increasingly virtual and distributed. Access management and identity proofing are key to individuals using these resources. New technologies and techniques are rapidly tested and deployed when these infrastructures are adequately resourced.

A Federation 2.0 story by Karen O'Donoghue, Michael B. Jones, Sander Engelberts, Mikkel Hald, and Takeshi Nishimura.