EaaSi

CAPACITY BUILDING TEMPLATE: "Exploring our Emulation Environment"

Objectives:
- Demystify emulation environments
- Raise awareness of defaults versus intentional changes to system and software settings
- Begin to think about environment configuration workflows in terms of your specific designated user community needs
- Present metadata and long-term reuse challenges to preserving software/emulated environments

Supplies:
- A pre-configured emulation environment should be accessible via a web browser for each group that is going to be participating in the exercise.
- Feel free to use the [EaaSI Sandbox](#), which has numerous pre-configured emulation environments already available with no login necessary.
- Preferably, each group has a different environment - perhaps the different environments correspond to specific use cases such social science data, design files, etc. However, if you only have one configured environment that you can provide access to, you can still accomplish all the objectives of the exercise.

Instructions/Set-up:
NOTE: This exercise was originally designed for a half day workshop with close to forty attendees. As a result, the instructions assume that the larger group will be subdivided into several smaller groups. So, if you are meeting with your department colleagues in a much smaller group setting this exercise is a great fit - just skip Step 1.

1. (3 min.) Split into several groups
    a. Please assign a note-taker (for this worksheet) and one person to report out to the room at the end of this exercise
    b. Each group will be assigned one emulation environment/use case for inspection
2. (10 min.) "Unstructured time" - attendees are encouraged to interact with their assigned environment in the provided EaaSI workshop sandbox

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3. (15 min.) Please discuss the following questions about your assigned environment **as a group** - and log your answers/thoughts below!
4. (20 min.) Reports out to the room

Questions for evaluating your use case environment:

What tools or software were necessary to create this emulated environment?

Was this environment created to evaluate an existing research object? Could it be used to create a new research object?

Who are the likely users or intended audience for this environment?

What are some of the decisions made to create this environment? Do you think those decisions were made by the person who created the data/software/object, or the person who made the emulated environment with EaaSI?

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