

# **SKA.TM - UI meeting**

**Thursday, 26 March 2015 - Saturday, 28 March 2015**

**Trieste**

## **Scientific Programme**

## General Aim

At the end of the workshop we want to be clear as to what will be the principle elements or components of the TM GUI. This will lead to a clear way of allocating work packages (Sub Elements) responsible for developing the components. We also want to be clear as to how the different components will be dependant on the other ones by having defined a high level architectural style to facilitate the required relations. We also want to have better information and knowledge to come up with a good prototyping strategy.

### Day 1:

#### Goals:

To share and obtain a common domain knowledge regarding GUI architecture development principles.

To report and communicate the current state of GUI architecture and ensure everybody are aware of what has been done and what should be done.

#### Agenda:

Introduction and status report

Concepts and principles regarding GUI architecture in general

Concepts and principles regarding TM architecture

Proposed PBS and high level architecture for TM GUI

Principles of Usage centered design

Lessons learned from Meerkat UI

Presentation on implementing GUI with TANGO and EPICS

### Day 2:

#### Goals:

Continue with domain knowledge sharing (ALAM and user centred design tools)

To get a common view of the operation needs of a user of TM (from the perspective of presentation) by having open discussion and brain storms

To get a common idea of the key architectural design issues needed to provide a GUI for TM by having open discussion and brain storms

#### Agenda:

ALMA Lessons learned

Usage Centered design techniques

Brain storm on operations (ideal, alarms and failures)

Brains storm on proposal management

### Day 3:

#### Goals:

Continue with brain storm on life cycle management/ failure management

Do a panel discussion on technology choices and architectural styles

Get a common view of prototyping needs

**Agenda:**

Life cycle management brain storm

Architecture and technology choices (common themes)

Control frameworks - GUI tools

Prototyping needs