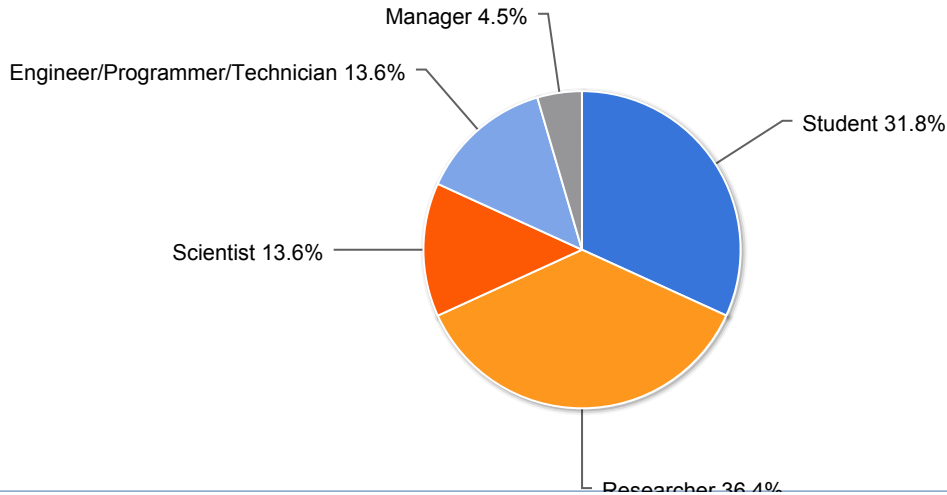


Summary Report - 20 Dec 2010

Survey: OOI AGU 2010

Regardless of your job title, which of the following best describes your primary job responsibilities?



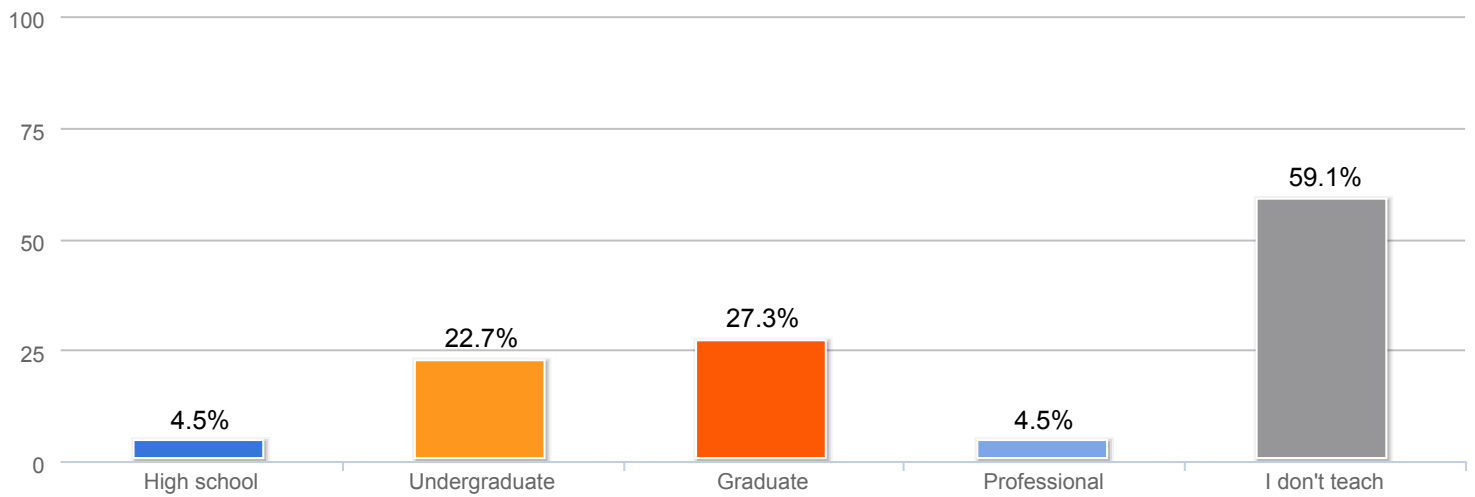
Regardless of your job title, which of the following best describes your primary job responsibilities?

Value	Count	Percent %
Student	7	30.4%
Researcher	8	34.8%
Scientist	3	13.0%
Engineer/Programmer/Technician	3	13.0%
Manager	1	4.3%
Educator	0	0.0%
Designer/Artist	0	0.0%
Policy maker	0	0.0%
Other	0	0.0%

Statistics

Total Responses	22
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If you teach, what grade levels do you teach?

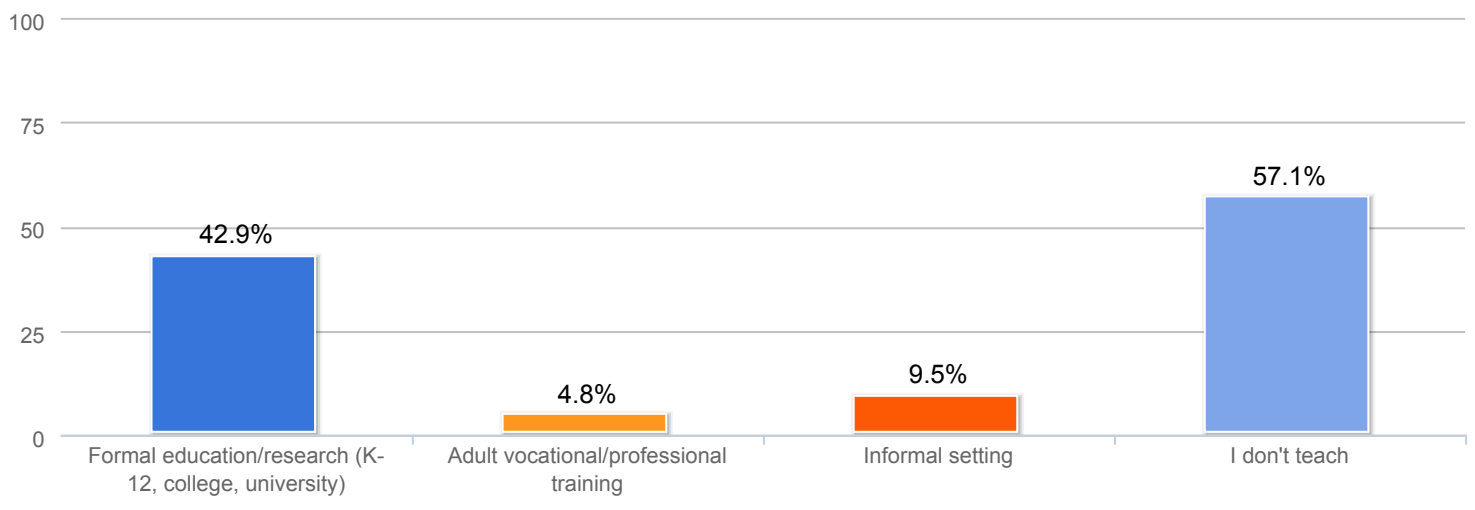


If you teach, what grade levels do you teach?

Value	Count	Percent %
High school	1	4.5%
Undergraduate	5	22.7%
Graduate	6	27.3%
Professional	1	4.5%
I don't teach	13	59.1%
Elementary school	0	0.0%
Middle school	0	0.0%
Other	0	0.0%

Statistics	
Total Responses	22

If you teach, in what types of settings do you teach?

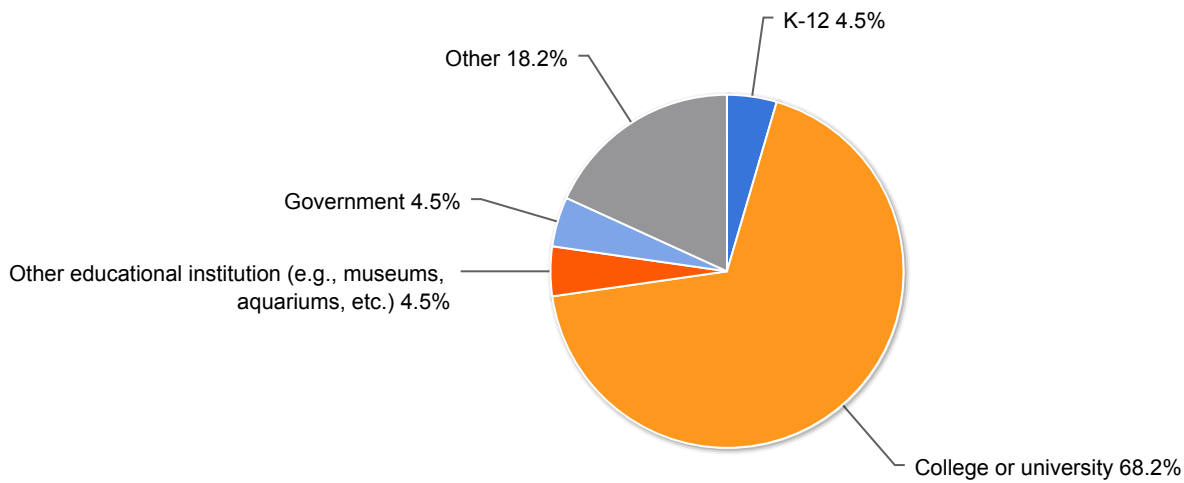


If you teach, in what types of settings do you teach?

Value	Count	Percent %
Formal education/research (K-12, college, university)	9	42.9%
Adult vocational/professional training	1	4.8%
Informal setting	2	9.5%
I don't teach	12	57.1%
Life-enrichment	0	0.0%
Other	0	0.0%

Statistics	
Total Responses	21

At what type of institution is your primary affiliation?

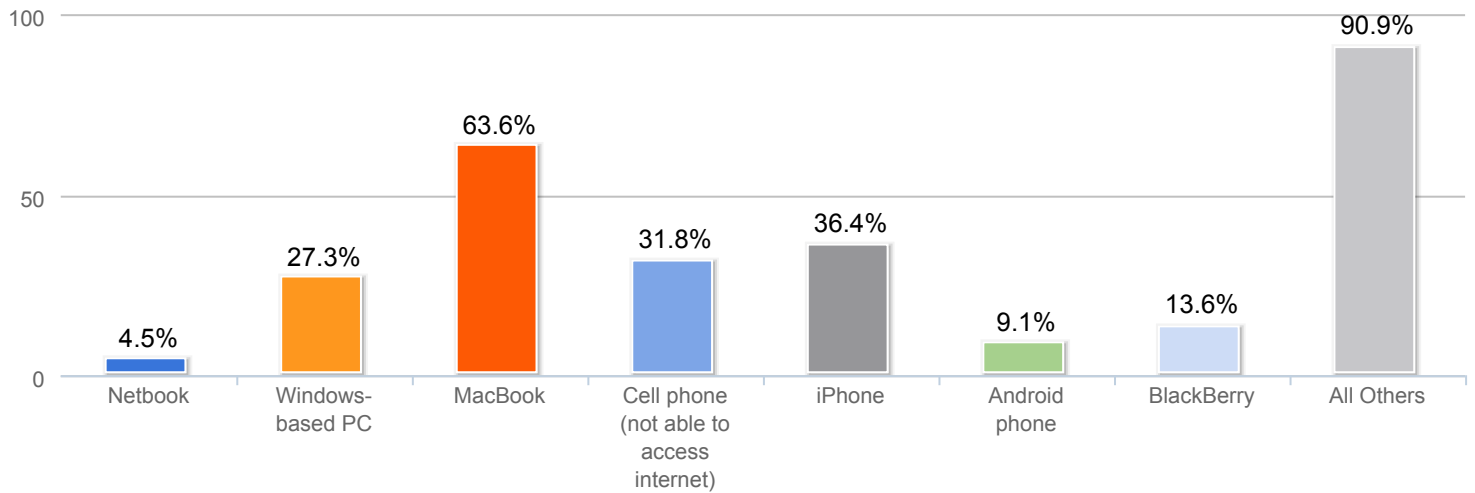


At what type of institution is your primary affiliation?

Value	Count	Percent %
K-12	1	4.3%
College or university	15	65.2%
Other educational institution (e.g., museums, aquariums, etc.)	1	4.3%
Government	1	4.3%
Other	4	17.4%
Large business	0	0.0%
Small business	0	0.0%
I am not affiliated with any institutions	0	0.0%

Statistics	
Total Responses	22

What mobile technologies do you typically carry with you?



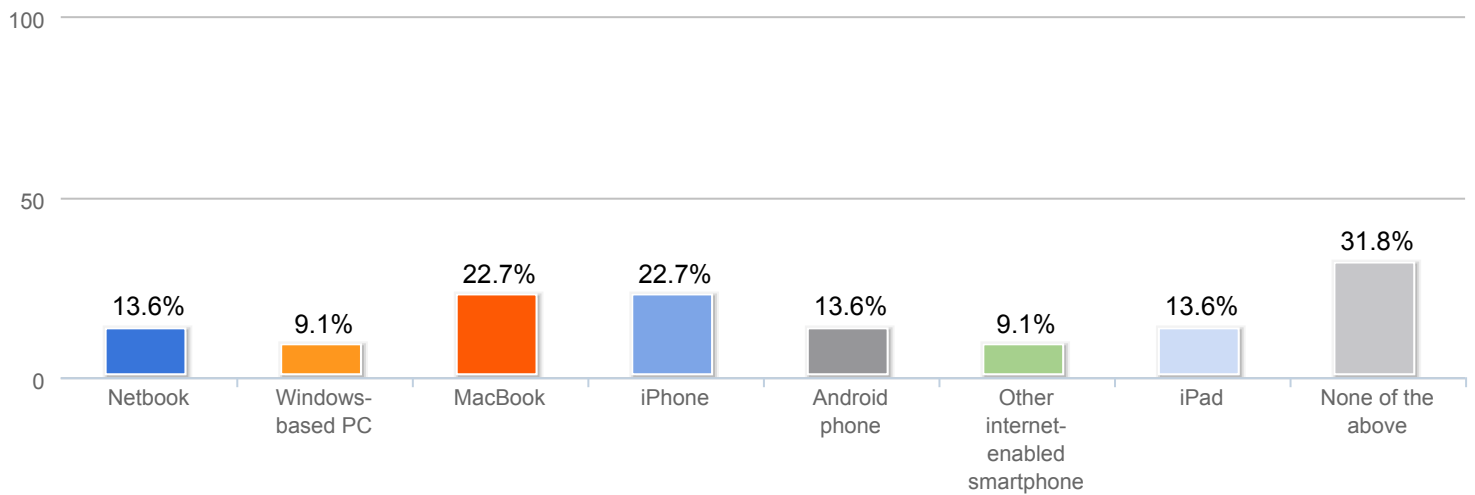
What mobile technologies do you typically carry with you?

Value	Count	Percent %
Netbook	1	4.5%
Windows-based PC	6	27.3%
MacBook	14	63.6%
Cell phone (not able to access internet)	7	31.8%
iPhone	8	36.4%
Android phone	2	9.1%
BlackBerry	3	13.6%
Other internet-enabled smartphone	2	9.1%
iPod or other mp3 player	5	22.7%
iPad	6	27.3%
GPS	3	13.6%
Kindle, Nook or other eBook reader	4	18.2%
Pager	0	0.0%
Other	0	0.0%
None of the above	0	0.0%

Statistics

Total Responses	22
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What mobile technologies do you expect to buy or upgrade in the next two years?



What mobile technologies do you expect to buy or upgrade in the next two years?

Value	Count	Percent %
Netbook	3	13.6%
Windows-based PC	2	9.1%
MacBook	5	22.7%
iPhone	5	22.7%
Android phone	3	13.6%
Other internet-enabled smartphone	2	9.1%
iPad	3	13.6%
None of the above	7	31.8%
Pager	0	0.0%
Cell phone (not able to access internet)	0	0.0%
BlackBerry	0	0.0%
iPod or other mp3 player	0	0.0%
GPS	0	0.0%
Kindle, Nook or other eBook reader	0	0.0%
Other	0	0.0%

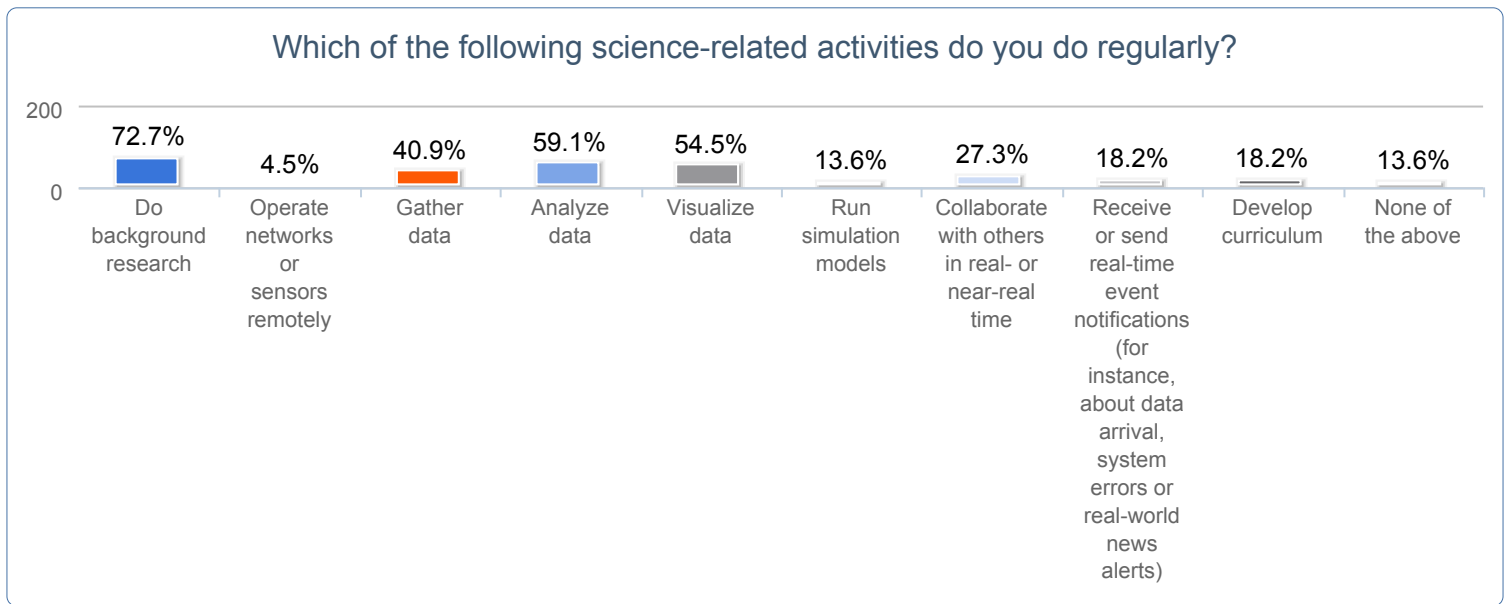
Statistics

Total Responses 22

In what field of science are you most involved?

Count	Response
1	Geochemistry
3	Geophysics

1	Informatics especially cryosphere
1	Information technology and web sciences
1	Marine geophysics
1	Ocean Science
1	Ocean science
1	Solar physics
1	Space physics
2	geophysics
1	geophysics, geomagnetism
1	geophysics, seismology
1	marine biology
2	marine geology and geophysics
1	marine seismology
1	oceanography
1	science education
1	seismology



Which of the following science-related activities do you do regularly?

Value	Count	Percent %
Do background research	16	72.7%
Operate networks or sensors remotely	1	4.5%
Gather data	9	40.9%
Analyze data	13	59.1%

Statistics	
Total Responses	22

Visualize data	12	54.5%
Run simulation models	3	13.6%
Collaborate with others in real- or near-real time	6	27.3%
Receive or send real-time event notifications (for instance, about data arrival, system errors or real-world news alerts)	4	18.2%
Develop curriculum	4	18.2%
None of the above	3	13.6%
Other	0	0.0%

Background Research

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	80.00%	30.93	65.71%	920	14
Desktop computer	10.00%	80.00%	27.76	62.14%	435	7
Smartphone	0.00%	5.00%	2.45	5.71%	40	7
iPad or tablet computer	0.00%	5.00%	10.27	11.00%	55	5
Mainframe or cloud machines	0.00%	5.00%	2.50	3.75%	15	4
Other digital technology	0.00%	0.00%	0.00	0.00%	0	2
Non-digital technology (such as paper)	10.00%	35.00%	8.04	22.50%	135	6

Operate networks or sensors remotely

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	20.00%	20.00%	0.00	20.00%	20	1
Desktop computer	80.00%	80.00%	0.00	80.00%	80	1
Smartphone	0.00%	0.00%	0.00	0.00%	0	0
iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

Gather data

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	80.00%	32.07	70.00%	490	7

Desktop computer	0.00%	80.00%	22.91	44.00%	220	5
Smartphone	0.00%	5.00%	0.00	2.50%	5	2
iPad or tablet computer	0.00%	20.00%	0.00	10.00%	20	2
Mainframe or cloud machines	0.00%	5.00%	47.50	35.00%	105	3
Other digital technology	0.00%	0.00%	0.00	0.00%	0	1
Non-digital technology (such as paper)	0.00%	50.00%	20.00	20.00%	60	3

Analyze data

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	0.00%	90.00%	31.35	62.50%	750	12
Desktop computer	20.00%	90.00%	29.57	58.13%	465	8
Smartphone	0.00%	0.00%	0.00	0.00%	0	1
iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	10.00%	30.00%	10.00	20.00%	40	2
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	10.00%	20.00%	4.08	15.00%	45	3

Visualize data

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	95.00%	29.73	69.00%	690	10
Desktop computer	100.00%	90.00%	34.69	50.71%	355	7
Smartphone	10.00%	10.00%	0.00	10.00%	10	1
iPad or tablet computer	10.00%	5.00%	10.80	15.00%	45	3
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

Run simulation models

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	50.00%	20.00	30.00%	60	2
Desktop computer	100.00%	70.00%	20.55	73.33%	220	3
Smartphone	0.00%	0.00%	0.00	0.00%	0	0

iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	20.00%	20.00%	0.00	20.00%	20	1

Collaborate with others in real- or near-real time

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	100.00%	90.00%	10.77	83.00%	415	5
Desktop computer	90.00%	90.00%	0.00	90.00%	90	1
Smartphone	10.00%	5.00%	4.90	11.00%	55	5
iPad or tablet computer	10.00%	5.00%	4.08	10.00%	30	3
Mainframe or cloud machines	10.00%	10.00%	0.00	10.00%	10	1
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0

Receive or send real-time event notifications (for instance, about data arrival, system errors or real-world news alerts)

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	100.00%	80.00%	27.92	71.25%	285	4
Desktop computer	20.00%	20.00%	0.00	20.00%	20	1
Smartphone	20.00%	35.00%	7.50	27.50%	55	2
iPad or tablet computer	30.00%	30.00%	0.00	30.00%	30	1
Mainframe or cloud machines	10.00%	10.00%	0.00	10.00%	10	1
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

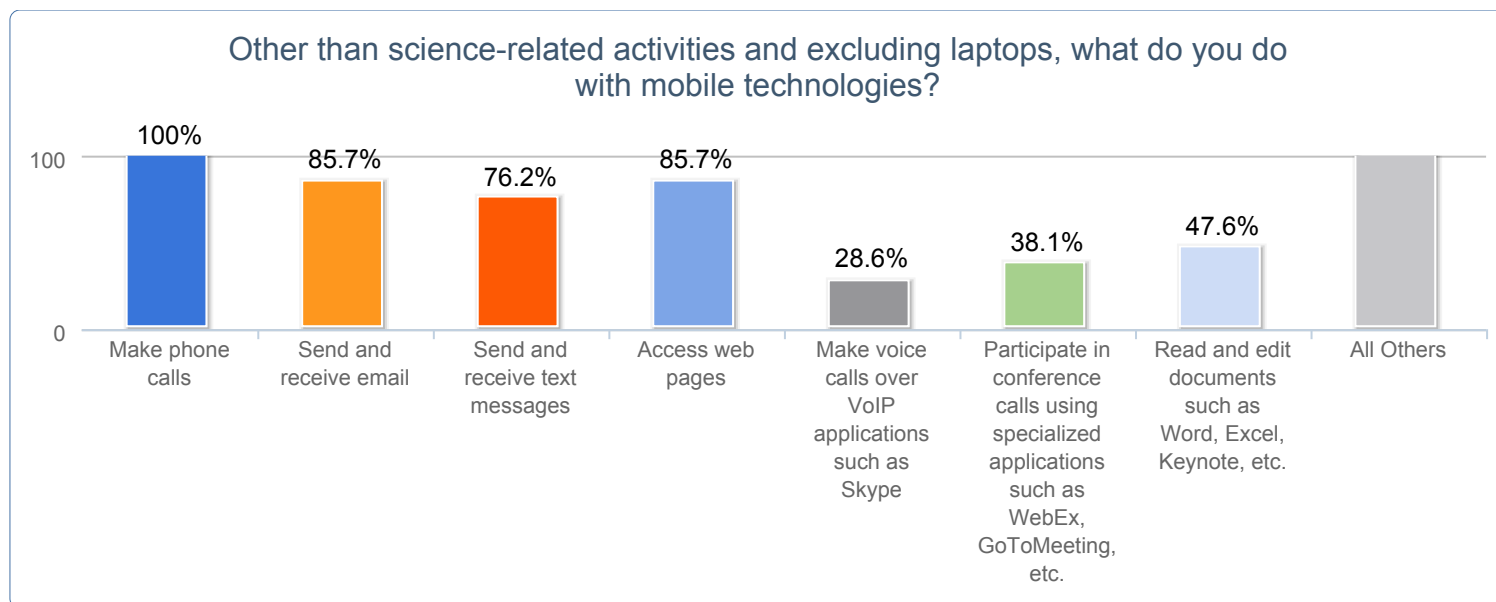
Develop curriculum

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	100.00%	80.00%	29.44	70.00%	210	3
Desktop computer	20.00%	70.00%	20.55	43.33%	130	3
Smartphone	0.00%	0.00%	0.00	0.00%	0	0
iPad or tablet computer	60.00%	60.00%	0.00	60.00%	60	1

Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

Your "other" science-related activities

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	0.00%	0.00%	0.00	0.00%	0	0
Desktop computer	0.00%	0.00%	0.00	0.00%	0	0
Smartphone	0.00%	0.00%	0.00	0.00%	0	0
iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0



Other than science-related activities and excluding laptops, what do you do with mobile technologies?

Value	Count	Percent %
Make phone calls	21	100.0%
Send and receive email	18	85.7%
Send and receive text messages	16	76.2%
Access web pages	18	85.7%

Statistics	
Total Responses	21

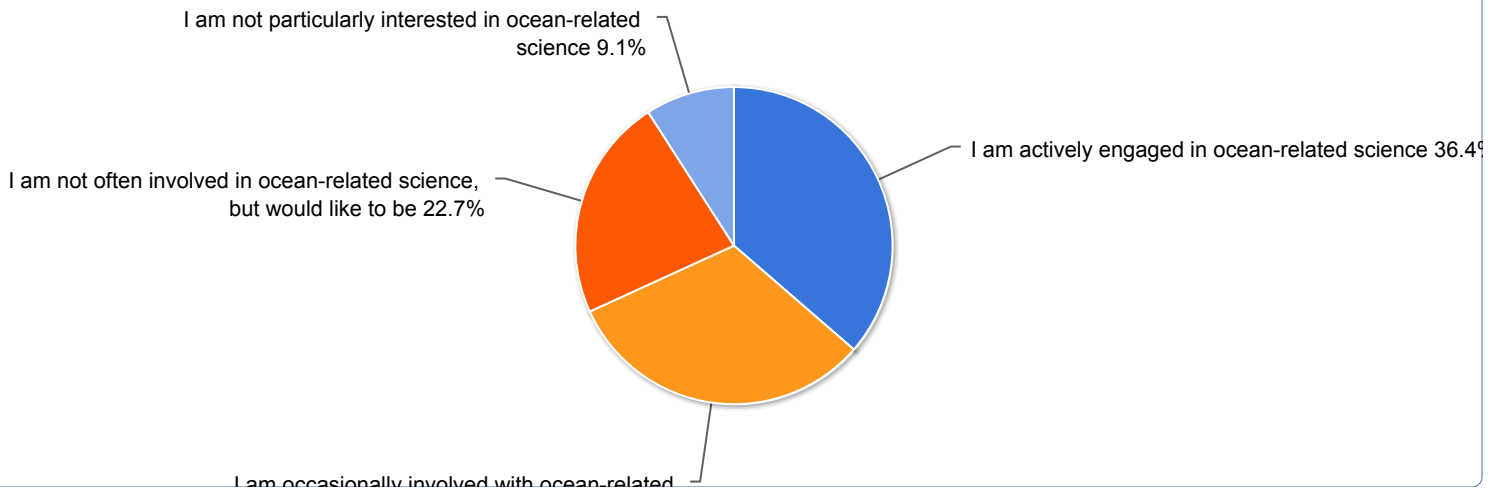
Make voice calls over VoIP applications such as Skype	6	28.6%
Participate in conference calls using specialized applications such as WebEx, GoToMeeting, etc.	8	38.1%
Read and edit documents such as Word, Excel, Keynote, etc.	10	47.6%
Use social networking tools such as twitter, Flickr, LinkedIn, etc.	8	38.1%
Play games	9	42.9%
Watch movies, listen to music or other entertainment	11	52.4%
Read periodicals or books	11	52.4%
Listen to spoken audio material such as audiobooks, podcasts, etc.	9	42.9%
Other	3	14.3%
None of the above	0	0.0%

What three changes to mobile technology would significantly improve support for your science-related research or education?

Count	Response
1	Cheaper Faster Lighter
1	Connectivity to servers, X, VNC, VPN.
1	Easier connection to larger screens for all applications ?
1	Faster, cheaper solid state drives
1	Faster. Easier to use. Open source.
1	Improved bandwidth Improved bandwidth Improved bandwidth
1	Longer battery life, faster access, simplify user interface
1	Reduction in weight, increased durability, faster processing
1	Smaller, faster, better
1	better pdf viewer
1	cost battery life size
1	faster downloads
1	hard to say. cheaper, better (faster) data transmission from ocean sites.
1	lower cost better wireless coverage interoperability between platforms
1	1. Advances in operating systems for mobile 2. Advances in graphics capabilities for mobile 3. Advances in user interfaces for mobile
1	Document organization for technical and scientific documents, semantic data search and visualization.

- 1 Standards-compliant browsers, better 3G/4g networks, development environments with lower barriers to entry (android good, iPhone not so much)
- 1 At this point, I don't think there is anything that would improve my research, since it doesn't require mobility.

Which of the following statements best describes your involvement in ocean-related science?

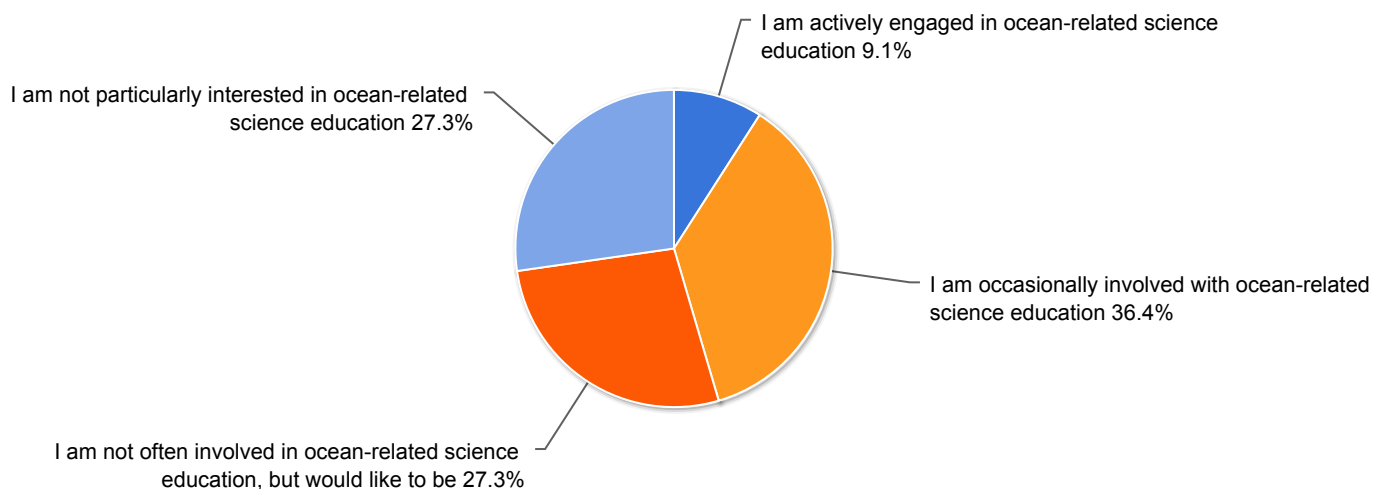


Which of the following statements best describes your involvement in ocean-related science?

Value	Count	Percent %
I am actively engaged in ocean-related science	8	34.8%
I am occasionally involved with ocean-related science	7	30.4%
I am not often involved in ocean-related science, but would like to be	5	21.7%
I am not particularly interested in ocean-related science	2	8.7%

Statistics	
Total Responses	22

Which of the following statements best describes your involvement in ocean-related science education?



Which of the following statements best describes your involvement in ocean-related science education?

Value	Count	Percent %
I am actively engaged in ocean-related science education	2	8.7%
I am occasionally involved with ocean-related science education	8	34.8%
I am not often involved in ocean-related science education, but would like to be	6	26.1%
I am not particularly interested in ocean-related science education	6	26.1%

Statistics	
Total Responses	22

If you are involved in ocean-related science, what is the greatest challenge you face?

Count	Response
1	Communicating science results
1	Curriculum inclusion
1	Data access.
1	Data and metadata interoperability. Search and browse interfaces for the non science expertise.
1	Harmonizing variations in funding and staffing
1	I am not a very confident teacher.
1	Lack of funding
1	N/a
1	funding and time
1	funding for staff support

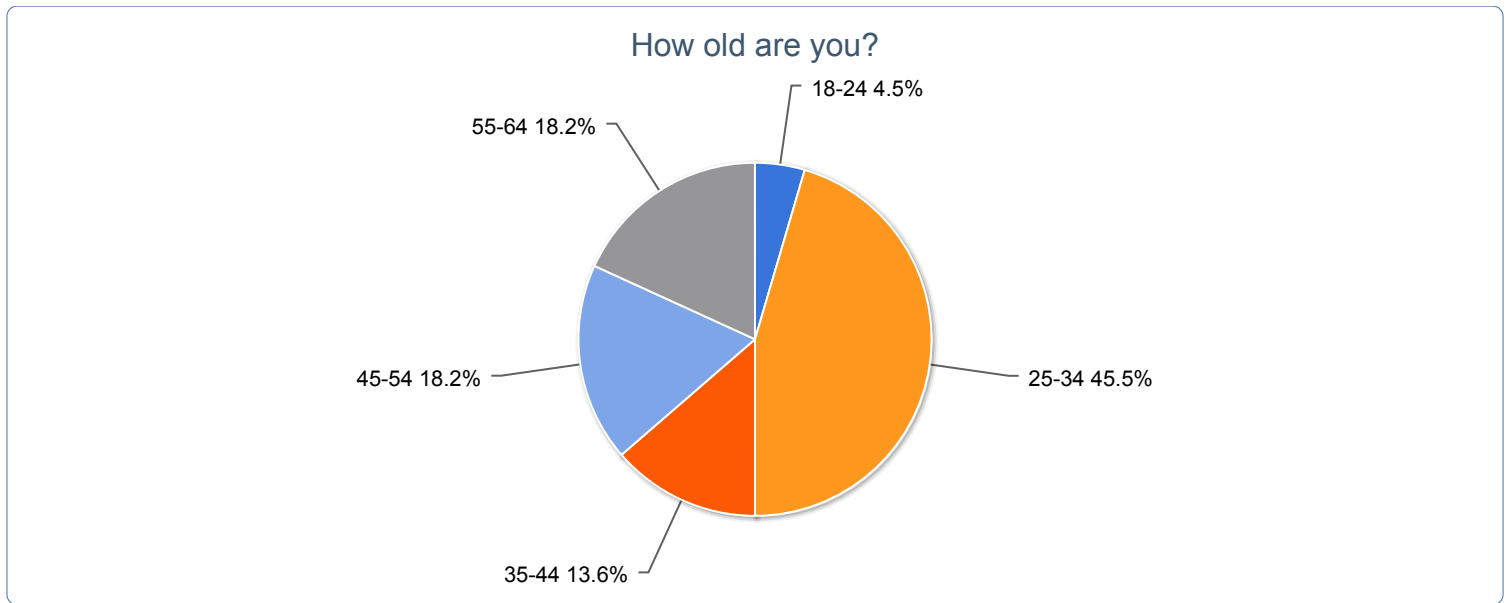
If you use oceanographic data available in the public domain (such as data to be found on the internet or available from existing observing systems), what is the biggest difficulty you face in working with them?

Count	Response
1	Complexity of use
1	Discoverability--offshore conditions in real time (wave height, winds, etc.)
1	Figuring out how to get it.
1	Inconsistent Format.
1	Lack of broad agreement on informatics standards and implementation
2	N/a
1	Too many formats, too hard to find, too hard to use, too hard to understand
1	Visualization and access to the data.
1	figuring out how to actually make use of the data product, i.e. "cracking the format"
1	lack of universal formats; some programs inaccessible to Mac users
1	na
1	time
1	Handling big datasets, Producing maps online and exporting them in a way that they are still changeable e.g. by use of Adobe Illustrator
1	Poor or inaccurate supporting information for datasets, also obscure names and acronyms are a barrier to searches

What prevents you from being more involved in ocean-related science?

Count	Response
1	Don't know much about it but would like to.
1	Funding
1	Funding.
1	Have to win a proposal
1	I need a paycheck
1	I'm a space physicist, so I don't get paid for doing ocean-related science.
1	Lack of funding, lack of time

1	Lack of interest
1	N/a
1	Not living near an ocean.
1	Nothing
1	Time. I'm an administrator now.
1	funding
1	my other responsibilities - managing programs
1	not very related to my field
1	only so much time in a day
1	time
1	I am involved in ocean sciences, but not in education. The research institute is not connected to a university or college.
1	Am involved in many different science areas, so can't spend too much time in one area. More involved with the science informatics area.

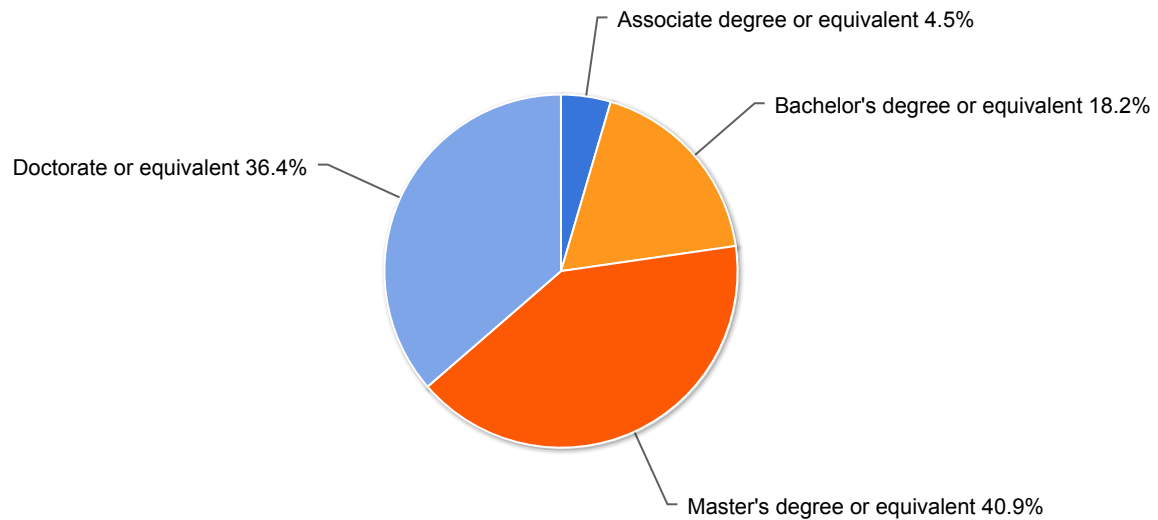


How old are you?

Value	Count	Percent %
18-24	1	4.3%
25-34	10	43.5%
35-44	3	13.0%
45-54	4	17.4%
55-64	4	17.4%
Under 18	0	0.0%

Statistics	
Total Responses	22
Sum	773.0
Avg.	35.1
StdDev	12.23
Max	55.0

What is the highest level of education you have completed?



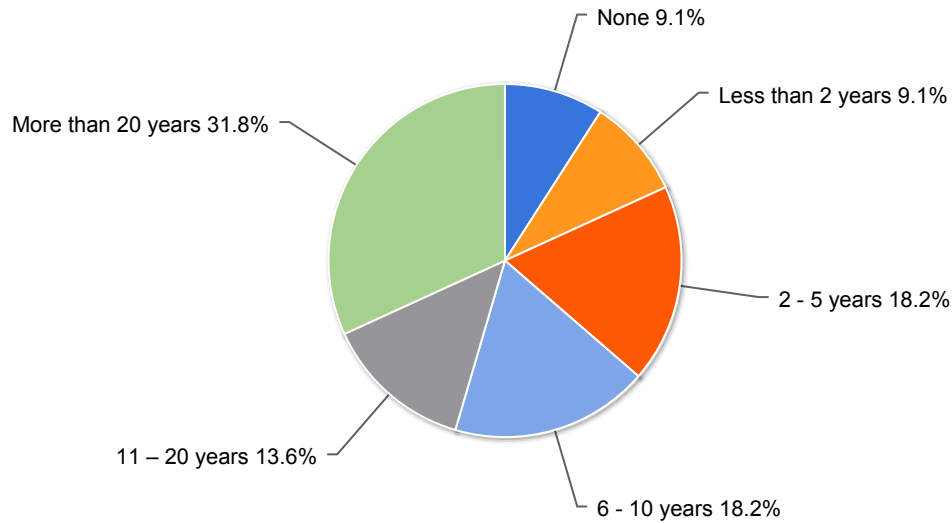
What is the highest level of education you have completed?

Value	Count	Percent %
Associate degree or equivalent	1	4.3%
Bachelor's degree or equivalent	4	17.4%
Master's degree or equivalent	9	39.1%
Doctorate or equivalent	8	34.8%
12th grade or less	0	0.0%
High school degree or equivalent	0	0.0%
Some college, no degree	0	0.0%

Statistics

Total Responses	22
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How many years of professional work experience do you have?



How many years of professional work experience do you have?

Value	Count	Percent %
None	2	8.7%
Less than 2 years	2	8.7%
2 - 5 years	4	17.4%
6 - 10 years	4	17.4%
11 - 20 years	3	13.0%
More than 20 years	7	30.4%

Statistics	
Total Responses	22
Sum	65.0
Avg.	5.9
StdDev	3.55
Max	11.0

Professionally, what do you see yourself doing in five years?

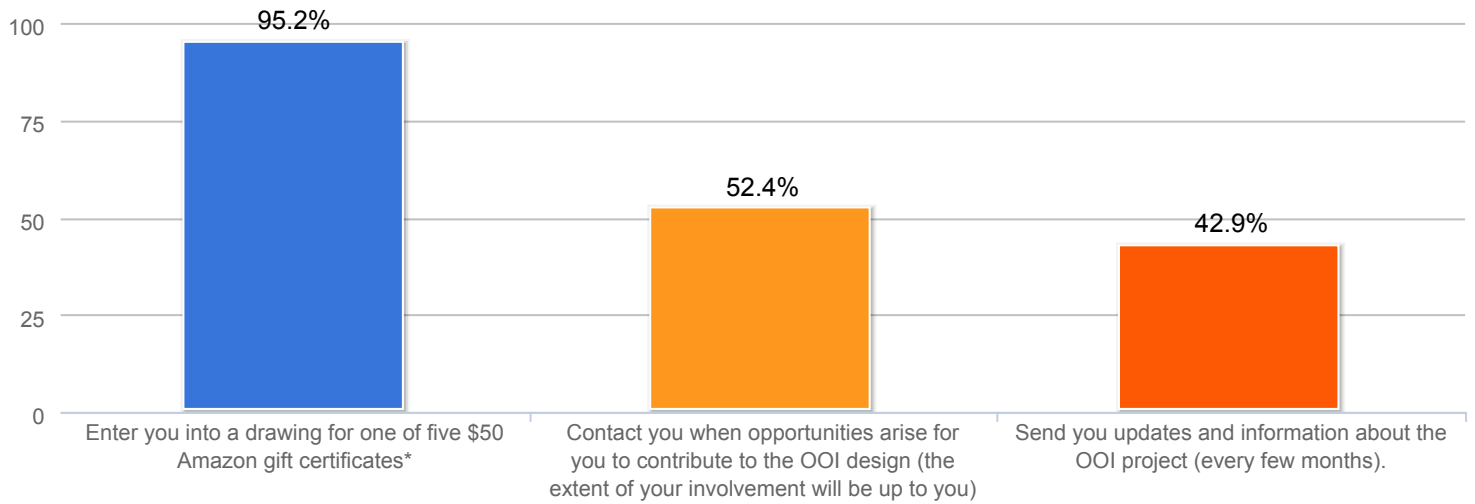
Count	Response
1	Faculty at a research university
1	Motivating the next generation to take over
1	Post-Doc focused in early diagenesis (geochemistry), nutrient cycling
1	Retired but still doing some consulting and volunteering in K-12 formal and informal settings
1	Retired!
1	Same - manager at research facility operator
1	Successful small business owner.... Or backhoe operator
1	Teaching
1	Teaching at a four year institution without research
1	Teaching physics and astronomy at a liberal arts college.
1	The same
1	The same as now. Program evaluation and assessment.

1	Trying to be involved in interesting work
1	University
1	academia
1	continuing in ocean science research
1	tenure track faculty
1	tenured faculty
1	the same but on higher level
1	Hopefully more of the same, technical discussions, ontology work, semantic web science, data access and data processing, OPeNDAP development, knowledge provenance.

Email address (A valid email address is required to be eligible to win a \$50 Amazon gift certificate)

Count	Response
1	Ahenig@Ucsd.edu
1	Lindsaysmith1@gmail.com
1	Matthew.L.Henderson@jpl.NASA.gov
1	apj2@bu.edu
1	cashjian@whoi.edu
1	duguay@usc.edu
1	ferrini@Ideo.columbia.edu
1	gprieto@uniandes.edu.co
1	jlemus@hawaii.edu
1	kluttrell@ucsd.edu
1	kolibri2@Mac.com
1	lbziegler@gmail.com
1	lj@ucar.edu
1	lsumiejski@gmail.com
1	matt.wei.ucsd@gmail.com
1	pcooper@hawaii.edu
1	rmatejkova@ig.cas.cz
1	spmiller@ucsd.edu
1	susan.lynds@colorado.edu
1	susann.henkel@awi.de
1	woolley@iris.edu

With your permission, we would like to use your email address to:



With your permission, we would like to use your email address to:

Value	Count	Percent %
Enter you into a drawing for one of five \$50 Amazon gift certificates*	20	95.2%
Contact you when opportunities arise for you to contribute to the OOI design (the extent of your involvement will be up to you)	11	52.4%
Send you updates and information about the OOI project (every few months).	9	42.9%

Statistics	
Total Responses	21

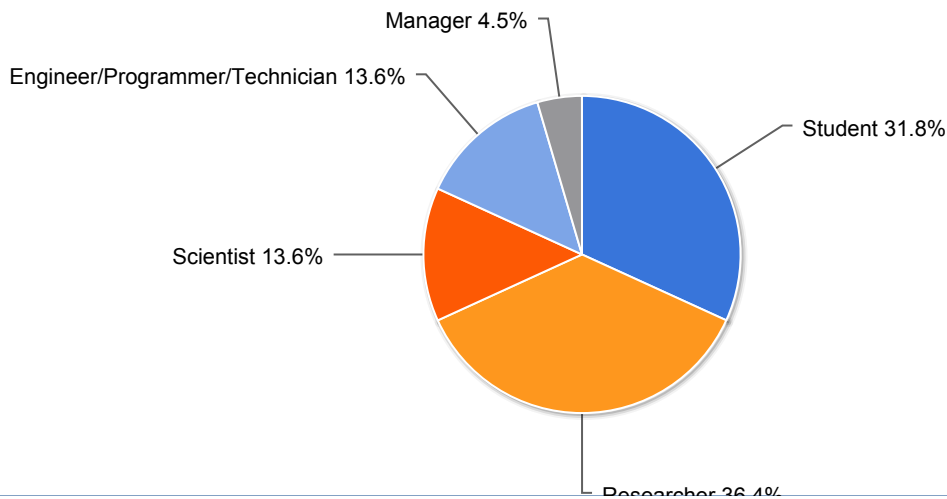
Do you have any comments or suggestions for the OOI project or design team?

Count	Response
1	Good luck.
1	Good luck.. Look forward to it coming fully online.
1	I'd like to see the results of this survey if you gather them into a report. Thanks!
1	If you have an interesting job that would allow me to stay in Colorado, gimme a call
2	No
1	Nope. Keep on truckin'!
1	Not at this time
1	Provide outreach material for high school level
1	no
1	Human networking, and the development of trust relationships, are important for the growth of

OOI. It's not just ontologies and data transport.

- 1 The submersible game I saw at AGU was pretty good. It's hard to make a game that balances education and playability, and it seemed to work well. I didn't test it too much, but maybe putting the target objects a little closer together would improve it. That way you wouldn't have to fast forward.

Regardless of your job title, which of the following best describes your primary job responsibilities?



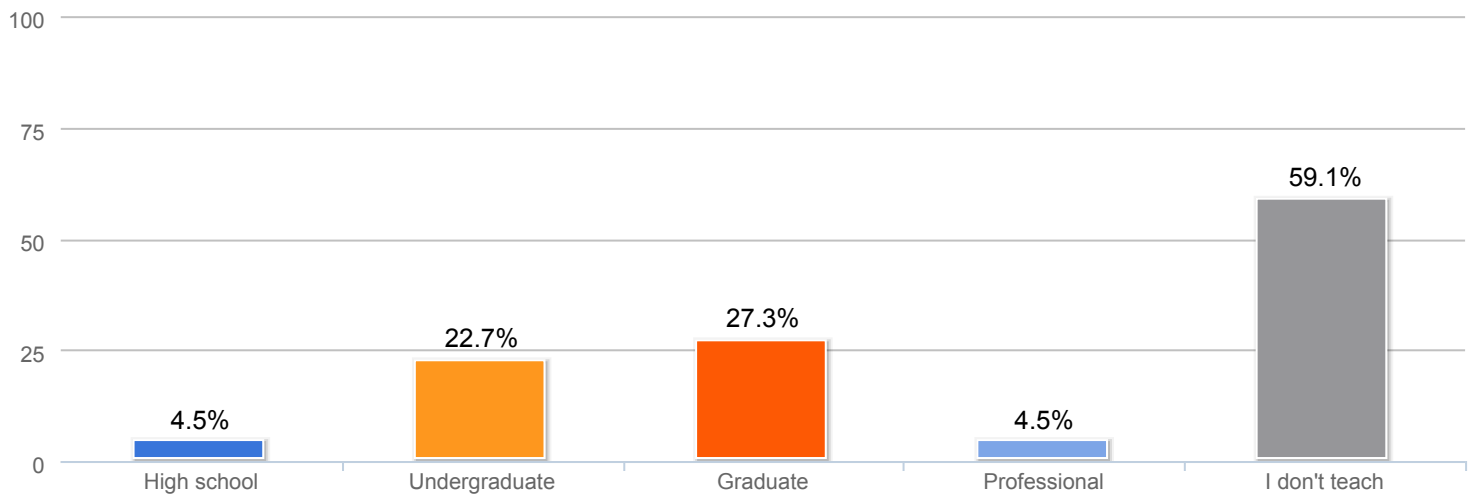
Regardless of your job title, which of the following best describes your primary job responsibilities?

Value	Count	Percent %
Student	7	30.4%
Researcher	8	34.8%
Scientist	3	13.0%
Engineer/Programmer/Technician	3	13.0%
Manager	1	4.3%
Educator	0	0.0%
Designer/Artist	0	0.0%
Policy maker	0	0.0%
Other	0	0.0%

Statistics

Total Responses 22

If you teach, what grade levels do you teach?

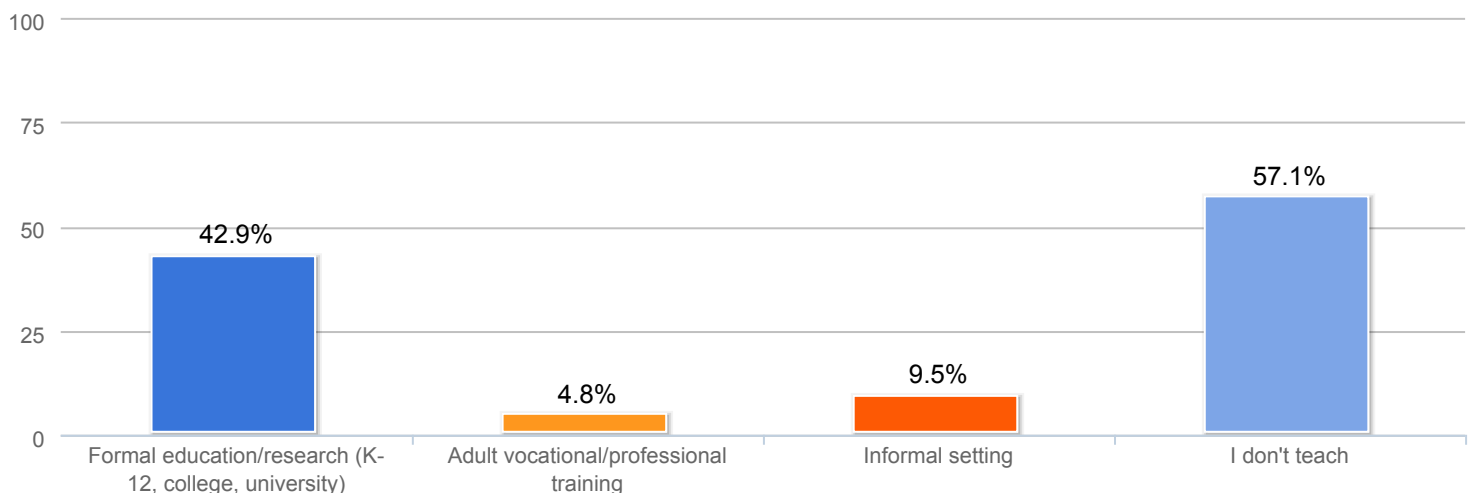


If you teach, what grade levels do you teach?

Value	Count	Percent %
High school	1	4.5%
Undergraduate	5	22.7%
Graduate	6	27.3%
Professional	1	4.5%
I don't teach	13	59.1%
Elementary school	0	0.0%
Middle school	0	0.0%
Other	0	0.0%

Statistics	
Total Responses	22

If you teach, in what types of settings do you teach?

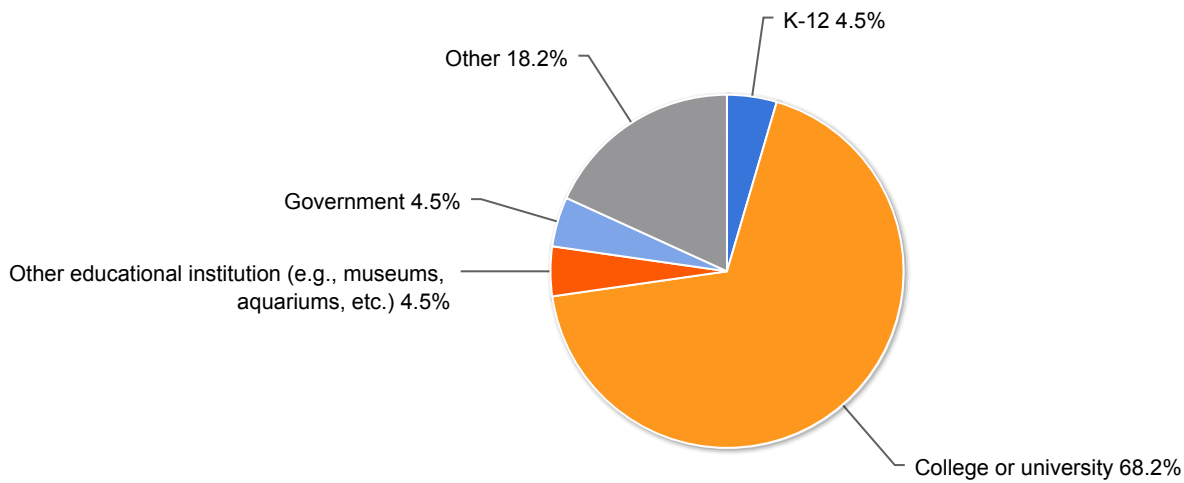


If you teach, in what types of settings do you teach?

Value	Count	Percent %
Formal education/research (K-12, college, university)	9	42.9%
Adult vocational/professional training	1	4.8%
Informal setting	2	9.5%
I don't teach	12	57.1%
Life-enrichment	0	0.0%
Other	0	0.0%

Statistics	
Total Responses	21

At what type of institution is your primary affiliation?

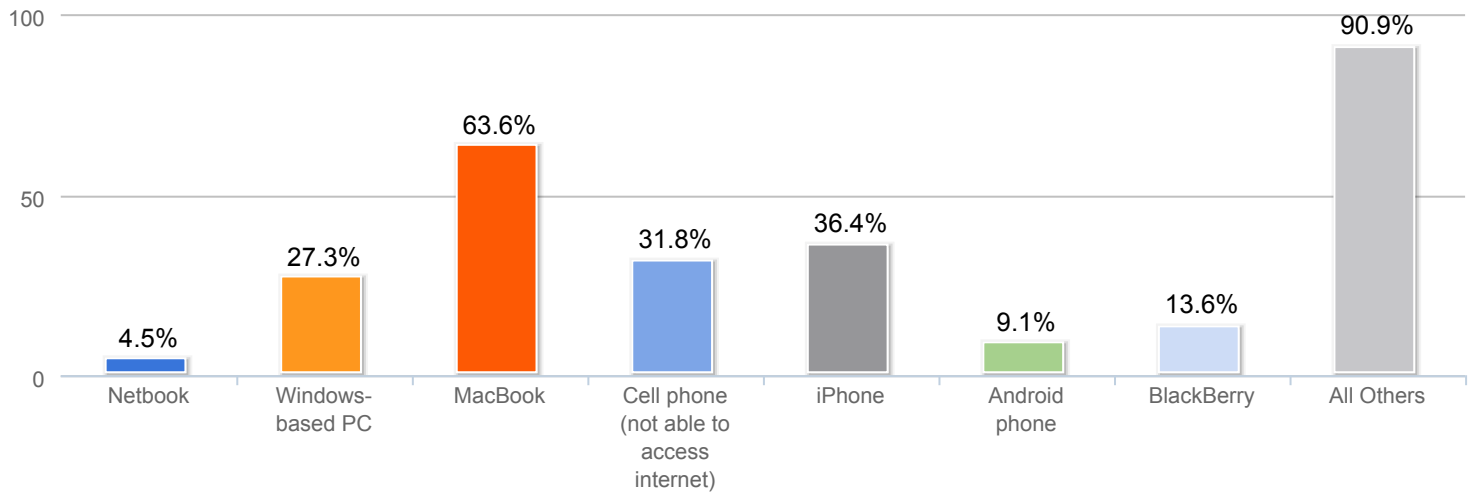


At what type of institution is your primary affiliation?

Value	Count	Percent %
K-12	1	4.3%
College or university	15	65.2%
Other educational institution (e.g., museums, aquariums, etc.)	1	4.3%
Government	1	4.3%
Other	4	17.4%
Large business	0	0.0%
Small business	0	0.0%
I am not affiliated with any institutions	0	0.0%

Statistics	
Total Responses	22

What mobile technologies do you typically carry with you?



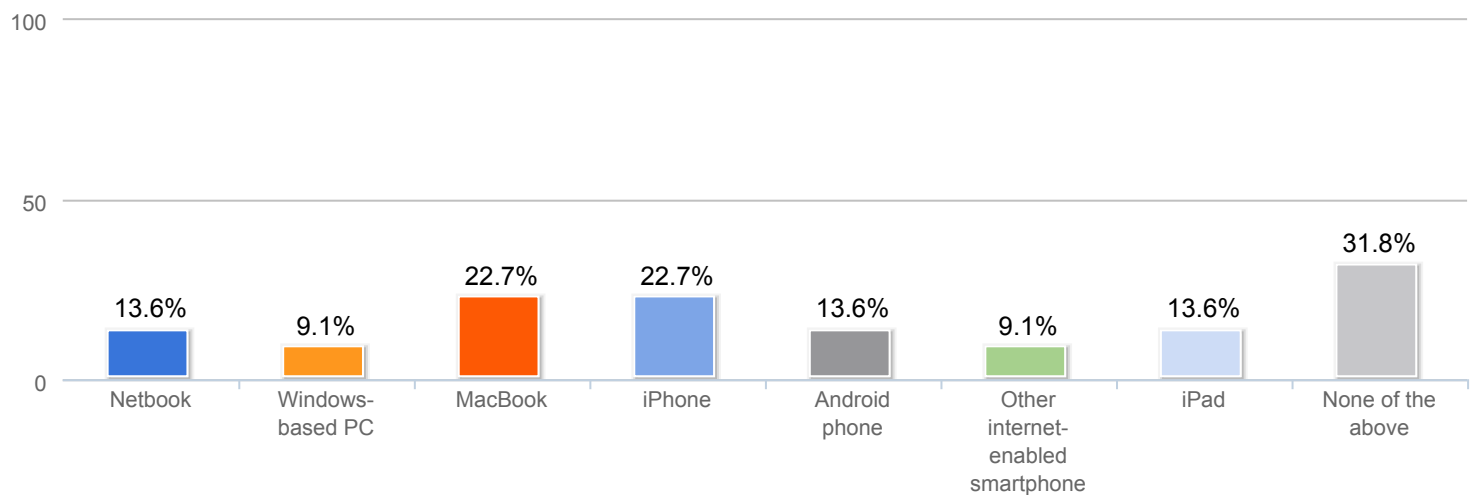
What mobile technologies do you typically carry with you?

Value	Count	Percent %
Netbook	1	4.5%
Windows-based PC	6	27.3%
MacBook	14	63.6%
Cell phone (not able to access internet)	7	31.8%
iPhone	8	36.4%
Android phone	2	9.1%
BlackBerry	3	13.6%
Other internet-enabled smartphone	2	9.1%
iPod or other mp3 player	5	22.7%
iPad	6	27.3%
GPS	3	13.6%
Kindle, Nook or other eBook reader	4	18.2%
Pager	0	0.0%
Other	0	0.0%
None of the above	0	0.0%

Statistics

Total Responses	22
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What mobile technologies do you expect to buy or upgrade in the next two years?



What mobile technologies do you expect to buy or upgrade in the next two years?

Value	Count	Percent %
Netbook	3	13.6%
Windows-based PC	2	9.1%
MacBook	5	22.7%
iPhone	5	22.7%
Android phone	3	13.6%
Other internet-enabled smartphone	2	9.1%
iPad	3	13.6%
None of the above	7	31.8%
Pager	0	0.0%
Cell phone (not able to access internet)	0	0.0%
BlackBerry	0	0.0%
iPod or other mp3 player	0	0.0%
GPS	0	0.0%
Kindle, Nook or other eBook reader	0	0.0%
Other	0	0.0%

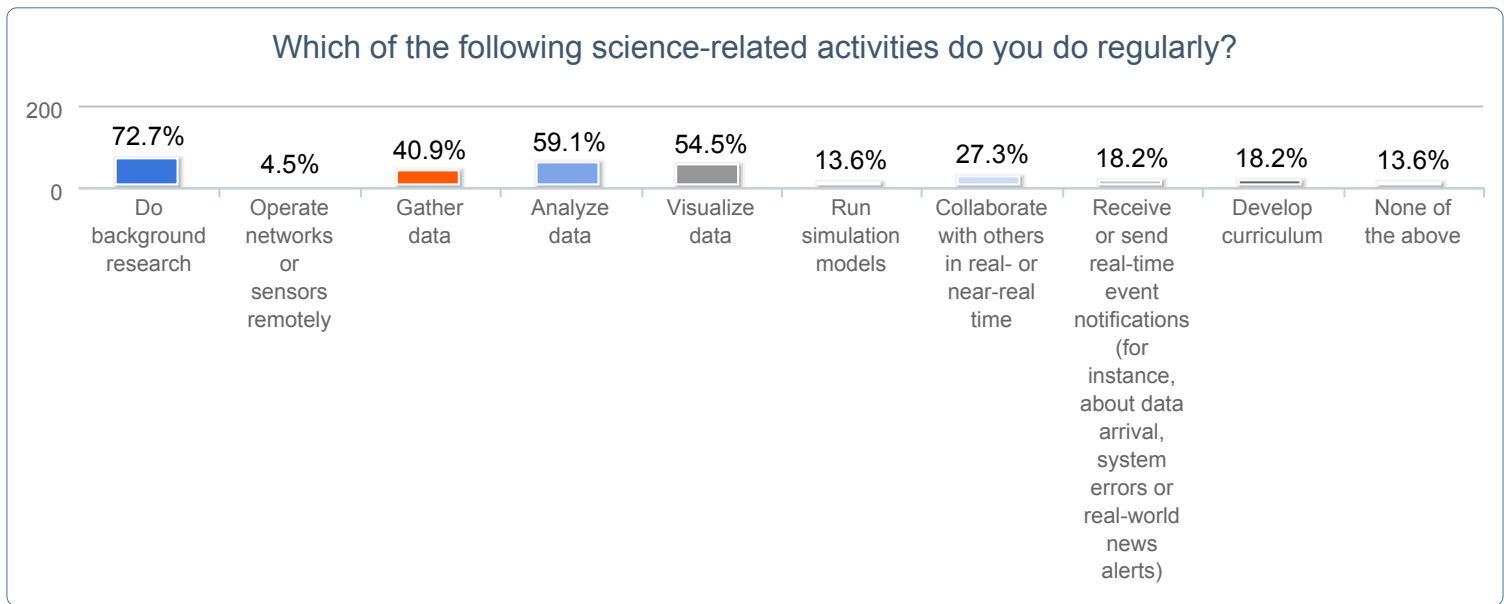
Statistics

Total Responses 22

In what field of science are you most involved?

Count	Response
1	Geochemistry
3	Geophysics

1	Informatics especially cryosphere
1	Information technology and web sciences
1	Marine geophysics
1	Ocean Science
1	Ocean science
1	Solar physics
1	Space physics
2	geophysics
1	geophysics, geomagnetism
1	geophysics, seismology
1	marine biology
2	marine geology and geophysics
1	marine seismology
1	oceanography
1	science education
1	seismology



Which of the following science-related activities do you do regularly?

Value	Count	Percent %
Do background research	16	72.7%
Operate networks or sensors remotely	1	4.5%
Gather data	9	40.9%
Analyze data	13	59.1%

Statistics	
Total Responses	22

Visualize data	12	54.5%
Run simulation models	3	13.6%
Collaborate with others in real- or near-real time	6	27.3%
Receive or send real-time event notifications (for instance, about data arrival, system errors or real-world news alerts)	4	18.2%
Develop curriculum	4	18.2%
None of the above	3	13.6%
Other	0	0.0%

Background Research

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	80.00%	30.93	65.71%	920	14
Desktop computer	10.00%	80.00%	27.76	62.14%	435	7
Smartphone	0.00%	5.00%	2.45	5.71%	40	7
iPad or tablet computer	0.00%	5.00%	10.27	11.00%	55	5
Mainframe or cloud machines	0.00%	5.00%	2.50	3.75%	15	4
Other digital technology	0.00%	0.00%	0.00	0.00%	0	2
Non-digital technology (such as paper)	10.00%	35.00%	8.04	22.50%	135	6

Operate networks or sensors remotely

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	20.00%	20.00%	0.00	20.00%	20	1
Desktop computer	80.00%	80.00%	0.00	80.00%	80	1
Smartphone	0.00%	0.00%	0.00	0.00%	0	0
iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

Gather data

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	80.00%	32.07	70.00%	490	7

Desktop computer	0.00%	80.00%	22.91	44.00%	220	5
Smartphone	0.00%	5.00%	0.00	2.50%	5	2
iPad or tablet computer	0.00%	20.00%	0.00	10.00%	20	2
Mainframe or cloud machines	0.00%	5.00%	47.50	35.00%	105	3
Other digital technology	0.00%	0.00%	0.00	0.00%	0	1
Non-digital technology (such as paper)	0.00%	50.00%	20.00	20.00%	60	3

Analyze data

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	0.00%	90.00%	31.35	62.50%	750	12
Desktop computer	20.00%	90.00%	29.57	58.13%	465	8
Smartphone	0.00%	0.00%	0.00	0.00%	0	1
iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	10.00%	30.00%	10.00	20.00%	40	2
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	10.00%	20.00%	4.08	15.00%	45	3

Visualize data

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	95.00%	29.73	69.00%	690	10
Desktop computer	100.00%	90.00%	34.69	50.71%	355	7
Smartphone	10.00%	10.00%	0.00	10.00%	10	1
iPad or tablet computer	10.00%	5.00%	10.80	15.00%	45	3
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

Run simulation models

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	10.00%	50.00%	20.00	30.00%	60	2
Desktop computer	100.00%	70.00%	20.55	73.33%	220	3
Smartphone	0.00%	0.00%	0.00	0.00%	0	0

iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	20.00%	20.00%	0.00	20.00%	20	1

Collaborate with others in real- or near-real time

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	100.00%	90.00%	10.77	83.00%	415	5
Desktop computer	90.00%	90.00%	0.00	90.00%	90	1
Smartphone	10.00%	5.00%	4.90	11.00%	55	5
iPad or tablet computer	10.00%	5.00%	4.08	10.00%	30	3
Mainframe or cloud machines	10.00%	10.00%	0.00	10.00%	10	1
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0

Receive or send real-time event notifications (for instance, about data arrival, system errors or real-world news alerts)

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	100.00%	80.00%	27.92	71.25%	285	4
Desktop computer	20.00%	20.00%	0.00	20.00%	20	1
Smartphone	20.00%	35.00%	7.50	27.50%	55	2
iPad or tablet computer	30.00%	30.00%	0.00	30.00%	30	1
Mainframe or cloud machines	10.00%	10.00%	0.00	10.00%	10	1
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

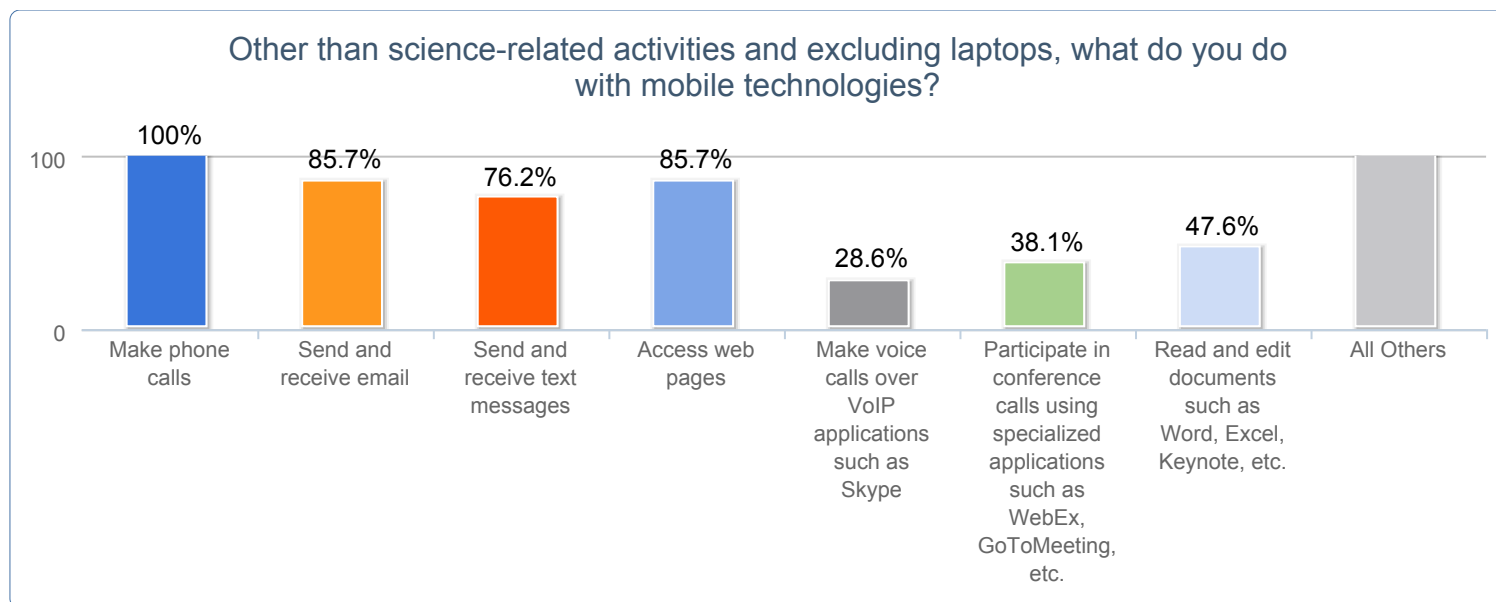
Develop curriculum

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	100.00%	80.00%	29.44	70.00%	210	3
Desktop computer	20.00%	70.00%	20.55	43.33%	130	3
Smartphone	0.00%	0.00%	0.00	0.00%	0	0
iPad or tablet computer	60.00%	60.00%	0.00	60.00%	60	1

Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0

Your "other" science-related activities

Item	Min	Max	StdDev	Avg.	Sum	#Responses
Laptop computer	0.00%	0.00%	0.00	0.00%	0	0
Desktop computer	0.00%	0.00%	0.00	0.00%	0	0
Smartphone	0.00%	0.00%	0.00	0.00%	0	0
iPad or tablet computer	0.00%	0.00%	0.00	0.00%	0	0
Mainframe or cloud machines	0.00%	0.00%	0.00	0.00%	0	0
Other digital technology	0.00%	0.00%	0.00	0.00%	0	0
Non-digital technology (such as paper)	0.00%	0.00%	0.00	0.00%	0	0



Other than science-related activities and excluding laptops, what do you do with mobile technologies?

Value	Count	Percent %
Make phone calls	21	100.0%
Send and receive email	18	85.7%
Send and receive text messages	16	76.2%
Access web pages	18	85.7%

Statistics	
Total Responses	21

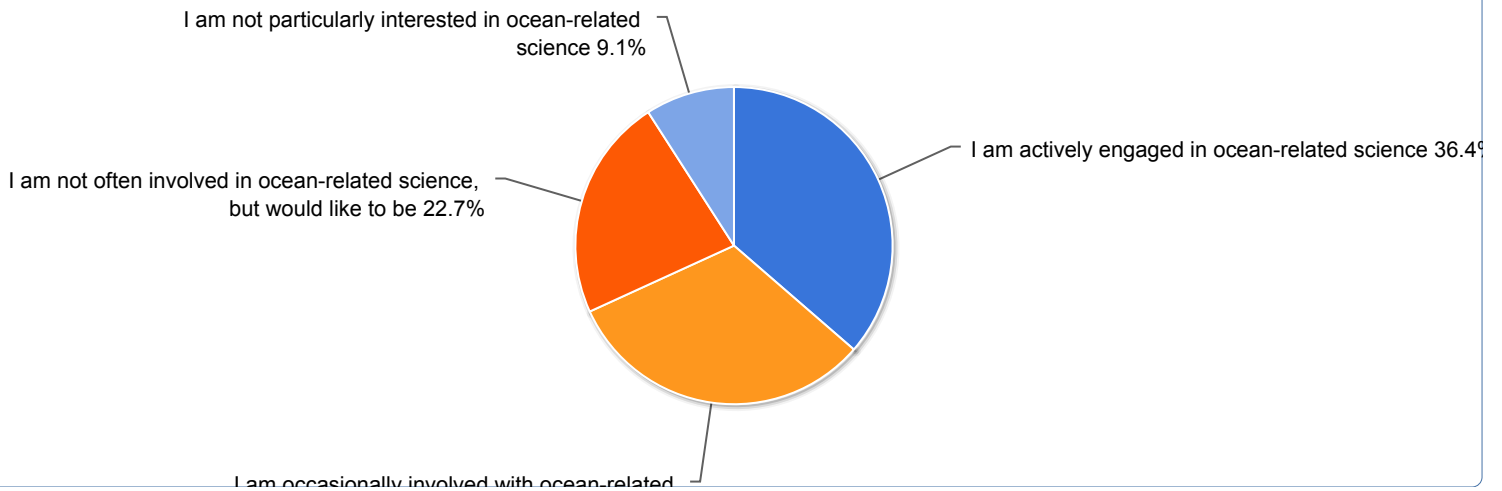
Make voice calls over VoIP applications such as Skype	6	28.6%
Participate in conference calls using specialized applications such as WebEx, GoToMeeting, etc.	8	38.1%
Read and edit documents such as Word, Excel, Keynote, etc.	10	47.6%
Use social networking tools such as twitter, Flickr, LinkedIn, etc.	8	38.1%
Play games	9	42.9%
Watch movies, listen to music or other entertainment	11	52.4%
Read periodicals or books	11	52.4%
Listen to spoken audio material such as audiobooks, podcasts, etc.	9	42.9%
Other	3	14.3%
None of the above	0	0.0%

What three changes to mobile technology would significantly improve support for your science-related research or education?

Count	Response
1	Cheaper Faster LLghter
1	Connectivity to servers, X, VNC, VPN.
1	Easier connection to larger screens for all applications ?
1	Faster, cheaper solid state drives
1	Faster. Easier to use. Open source.
1	Improved bandwidth Improved bandwidth Improved bandwidth
1	Longer battery life, faster access, simplify user interface
1	Reduction in weight, increased durability, faster processing
1	Smaller, faster, better
1	better pdf viewer
1	cost battery life size
1	faster downloads
1	hard to say. cheaper, better (faster) data transmission from ocean sites.
1	lower cost better wireless coverage interoperability between platforms
1	1. Advances in operating systems for mobile 2. Advances in graphics capabilities for mobile 3. Advances in user interfaces for mobile
1	Document organization for technical and scientific documents, semantic data search and visualization.

- 1 Standards-compliant browsers, better 3G/4g networks, development environments with lower barriers to entry (android good, iPhone not so much)
- 1 At this point, I don't think there is anything that would improve my research, since it doesn't require mobility.

Which of the following statements best describes your involvement in ocean-related science?

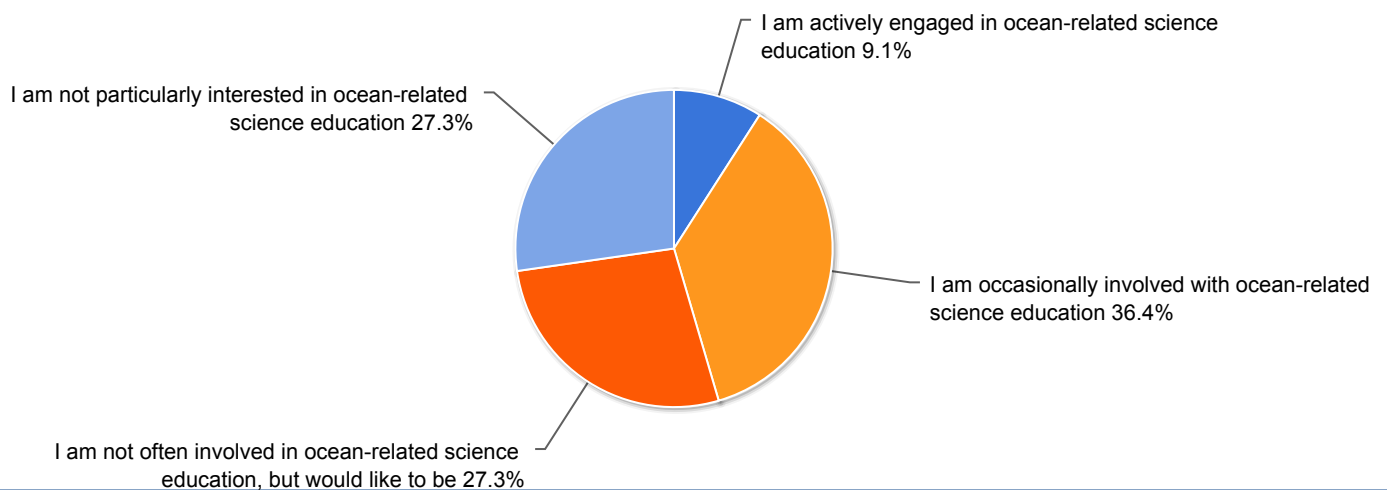


Which of the following statements best describes your involvement in ocean-related science?

Value	Count	Percent %
I am actively engaged in ocean-related science	8	34.8%
I am occasionally involved with ocean-related science	7	30.4%
I am not often involved in ocean-related science, but would like to be	5	21.7%
I am not particularly interested in ocean-related science	2	8.7%

Statistics	
Total Responses	22

Which of the following statements best describes your involvement in ocean-related science education?



Which of the following statements best describes your involvement in ocean-related science education?

Value	Count	Percent %	Statistics	
I am actively engaged in ocean-related science education	2	8.7%	Total Responses	22
I am occasionally involved with ocean-related science education	8	34.8%		
I am not often involved in ocean-related science education, but would like to be	6	26.1%		
I am not particularly interested in ocean-related science education	6	26.1%		

If you are involved in ocean-related science, what is the greatest challenge you face?

Count	Response
1	Communicating science results
1	Curriculum inclusion
1	Data access.
1	Data and metadata interoperability. Search and browse interfaces for the non science expertise.
1	Harmonizing variations in funding and staffing
1	I am not a very confident teacher.
1	Lack of funding
1	N/a
1	funding and time
1	funding for staff support

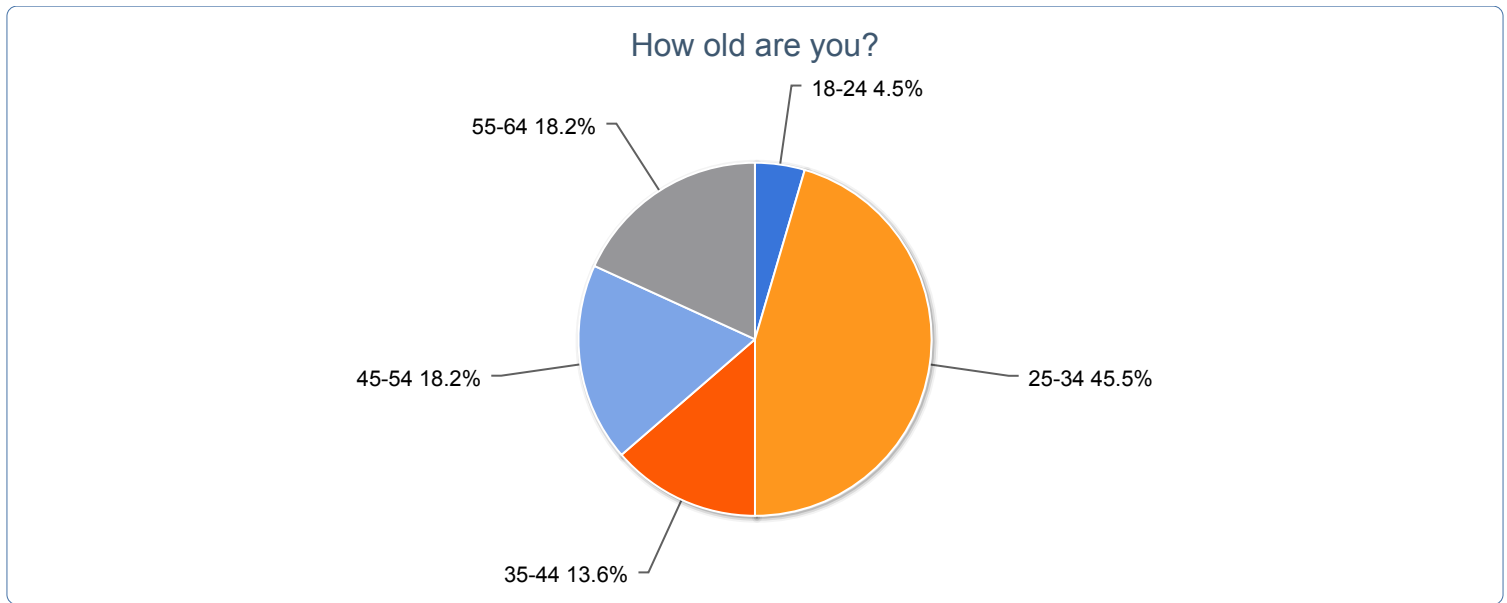
If you use oceanographic data available in the public domain (such as data to be found on the internet or available from existing observing systems), what is the biggest difficulty you face in working with them?

Count	Response
1	Complexity of use
1	Discoverability--offshore conditions in real time (wave height, winds, etc.)
1	Figuring out how to get it.
1	Inconsistent Format.
1	Lack of broad agreement on informatics standards and implementation
2	N/a
1	Too many formats, too hard to find, too hard to use, too hard to understand
1	Visualization and access to the data.
1	figuring out how to actually make use of the data product, i.e. "cracking the format"
1	lack of universal formats; some programs inaccessible to Mac users
1	na
1	time
1	Handling big datasets, Producing maps online and exporting them in a way that they are still changeable e.g. by use of Adobe Illustrator
1	Poor or inaccurate supporting information for datasets, also obscure names and acronyms are a barrier to searches

What prevents you from being more involved in ocean-related science?

Count	Response
1	Don't know much about it but would like to.
1	Funding
1	Funding.
1	Have to win a proposal
1	I need a paycheck
1	I'm a space physicist, so I don't get paid for doing ocean-related science.
1	Lack of funding, lack of time

1	Lack of interest
1	N/a
1	Not living near an ocean.
1	Nothing
1	Time. I'm an administrator now.
1	funding
1	my other responsibilities - managing programs
1	not very related to my field
1	only so much time in a day
1	time
1	I am involved in ocean sciences, but not in education. The research institute is not connected to a university or college.
1	Am involved in many different science areas, so can't spend too much time in one area. More involved with the science informatics area.

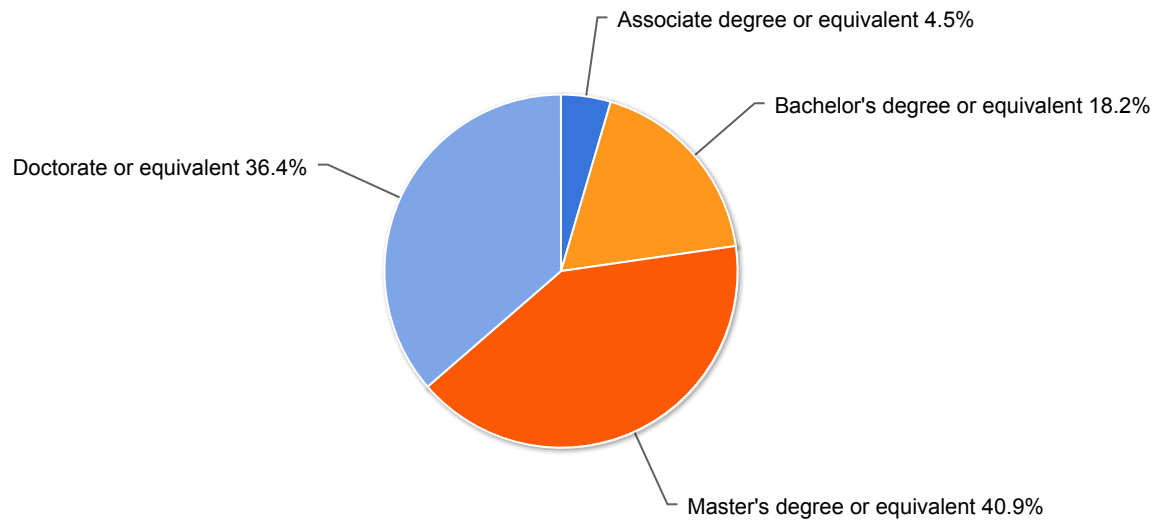


How old are you?

Value	Count	Percent %
18-24	1	4.3%
25-34	10	43.5%
35-44	3	13.0%
45-54	4	17.4%
55-64	4	17.4%
Under 18	0	0.0%

Statistics	
Total Responses	22
Sum	773.0
Avg.	35.1
StdDev	12.23
Max	55.0

What is the highest level of education you have completed?



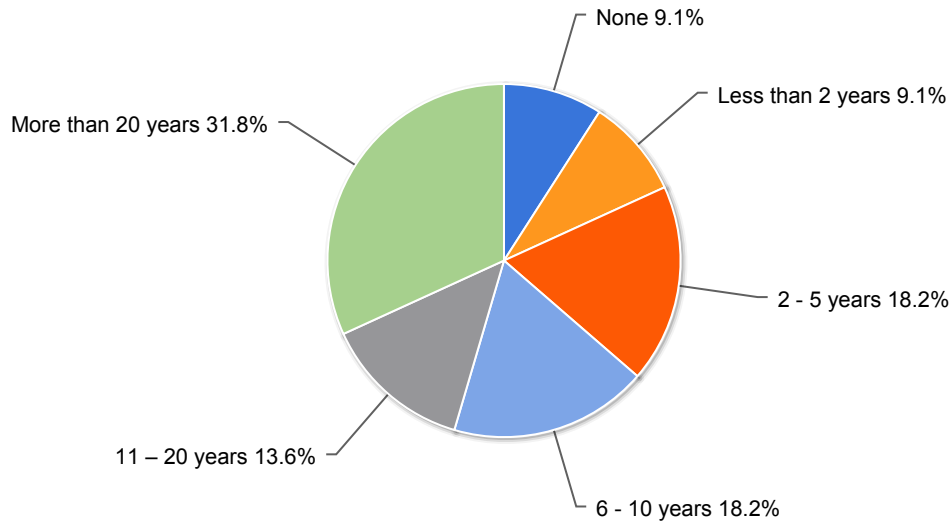
What is the highest level of education you have completed?

Value	Count	Percent %
Associate degree or equivalent	1	4.3%
Bachelor's degree or equivalent	4	17.4%
Master's degree or equivalent	9	39.1%
Doctorate or equivalent	8	34.8%
12th grade or less	0	0.0%
High school degree or equivalent	0	0.0%
Some college, no degree	0	0.0%

Statistics

Total Responses	22
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How many years of professional work experience do you have?



How many years of professional work experience do you have?

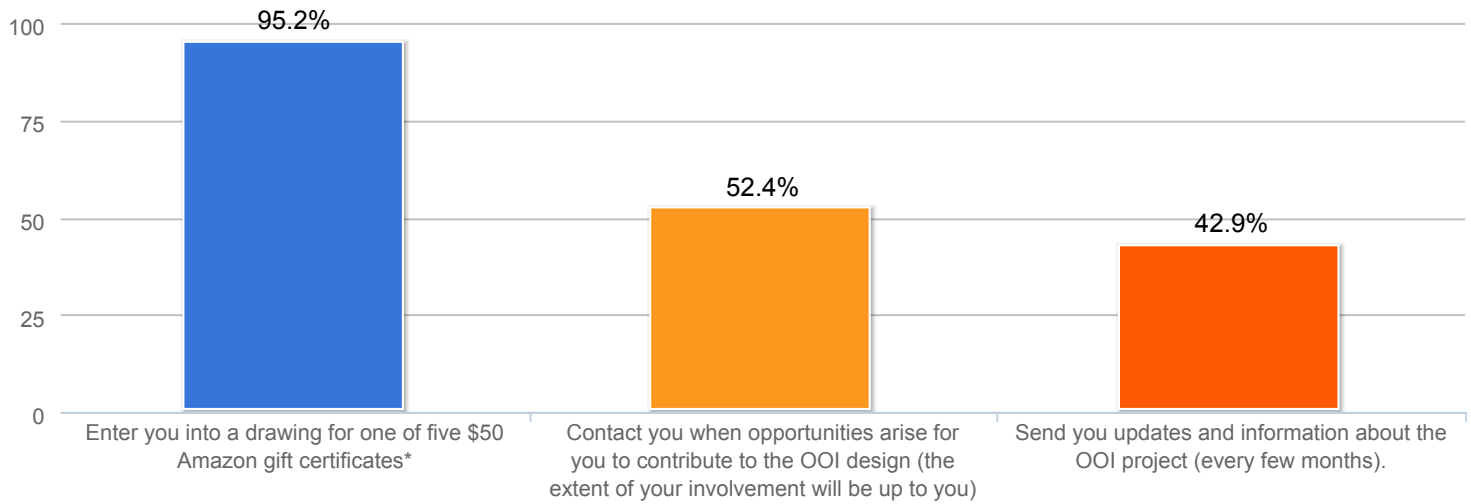
Value	Count	Percent %
None	2	8.7%
Less than 2 years	2	8.7%
2 - 5 years	4	17.4%
6 - 10 years	4	17.4%
11 - 20 years	3	13.0%
More than 20 years	7	30.4%

Statistics	
Total Responses	22
Sum	65.0
Avg.	5.9
StdDev	3.55
Max	11.0

Professionally, what do you see yourself doing in five years?

Count	Response
1	Faculty at a research university
1	Motivating the next generation to take over
1	Post-Doc focused in early diagenesis (geochemistry), nutrient cycling
1	Retired but still doing some consulting and volunteering in K-12 formal and informal settings
1	Retired!
1	Same - manager at research facility operator
1	Successful small business owner.... Or backhoe operator
1	Teaching
1	Teaching at a four year institution without research
1	Teaching physics and astronomy at a liberal arts college.
1	The same
1	The same as now. Program evaluation and assessment.

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With your permission, we would like to use your email address to:

Value	Count	Percent %
Enter you into a drawing for one of five \$50 Amazon gift certificates*	20	95.2%
Contact you when opportunities arise for you to contribute to the OOI design (the extent of your involvement will be up to you)	11	52.4%
Send you updates and information about the OOI project (every few months).	9	42.9%

Statistics	
Total Responses	21

Do you have any comments or suggestions for the OOI project or design team?

Count	Response
1	Good luck.
1	Good luck.. Look forward to it coming fully online.
1	I'd like to see the results of this survey if you gather them into a report. Thanks!
1	If you have an interesting job that would allow me to stay in Colorado, gimme a call
2	No
1	Nope. Keep on truckin'!
1	Not at this time
1	Provide outreach material for high school level
1	no
1	Human networking, and the development of trust relationships, are important for the growth of

OOI. It's not just ontologies and data transport.

- 1** The submersible game I saw at AGU was pretty good. It's hard to make a game that balances education and playability, and it seemed to work well. I didn't test it too much, but maybe putting the target objects a little closer together would improve it. That way you wouldn't have to fast forward.