Science Working Group Steering Committee

Google Hangouts meeting 2016.16.03

Attendees: Serban, Jay Jay, Torkild, Andrea, Tracy
Absentees: Fajin

The previous meeting was at 2016.02.17.

Old business

1. Approve minutes from the the steering committee meeting at February 17th. (Minutes were approved, no comments.)
2. Approve minutes from the general meeting at EclipseCon North America on March 9th. (Minutes were approved, no comments.)
3. The Science Top Level Project. **Action:** Andrea brings the draft to Mike
4. Update charter to allow for an advisory board. **Action:** Jay drafts a proposed change
   a. Formalizes Andrea's role.
   b. Would not be a voting position.
   c. Could allow 5-6 members with 1-2 Advisory Board meetings per year to update them on the SWG and get feedback.

Project updates

See annual member meeting notes.

IP Status for Existing Projects

See annual member meeting notes.

Website Updates

- Blog posts etc. can now be hosted. **Action:** Torkild will upload meeting notes and add missing pages.
- Jay can now login!

New business

Welcome Serban Maerean as IBM rep!

New IBM representative to the steering committee. Previously worked on microcontrollers, security, distributed computing and high performance computing with a security focus. Worked on MPI performance issues for awhile. Now on the tools team for HPC.

Welcome Tracy Miranda as Kichwa Coders rep!

Tracy Miranda represents Kichwa. Background in embedded hardware. Now focusing on software for embedded and scientific clients with Eclipse.

EclipseCon France

Call for Papers is out. April 4th is final deadline, March 18th is early deadline. Science and Locationtech will combine into one track. Some concern from some on EclipseCon North America that the working groups are pushing out IDE related talks.

January

Project January trademark is approved.

Outreach

Tracy has started writing for opensource.com - will write an article on Science and the various workbenches based on Eclipse RCP.

Fall release

Project January will join the fall release. Will be the last release of 2.x of ICE. Jay will send email to SWG.