The goal: interactivity + reproducibility

1. First, use interactive app to find interesting results

2. Then, click a button to view/download a reproducible artifact

(You could imagine any number of other ways of bridging interactivity and reproducibility, but I'll be focusing on this specific combination for the rest of the talk.)

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Drug research and validation
Workflows benefit greatly from interactive apps, but analysis
ultimately needs to be provided in a fully reproducible form

Teaching
Interactive apps to teach statistical concepts, with corresponding
code snippets to teach usage in R

Gadgets/RStudio Add-ins
Use an interactive user interface to build e.g. a ggplot2 plot,
regular expression, or SQL query, then insert the corresponding
code into the Source editor