

MA{VR}X Lab Manual

Or, A Virtual Researcher's Illustrated Primer

Ryan Straight

12/13/22

Table of contents

Preface	3
Using this book	3
Structure	3
Session Information	3
Acknowledgements	5
1 Introduction	6
2 Summary	7
References	8

Preface

THIS IS A WORK IN PROGRESS! Until stated otherwise, the content of this book should be considered unofficial and in an active draft stage.

This manual was created using **Quarto**. It's magical.

The contents of this manual are heavily influenced by John Paul Minda and Emily Nielsen's *Lab Manual* (2018). The full collection of influences and inspiration can be found [in the manual's GitHub repo](#).

Using this book

This manual is licensed under the [Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License](#).

It is available as a PDF, eBook, or via the web. We encourage you to use [the OSF project to cite this particular document](#) (Straight 2021).

Structure

This manual should be considered a comprehensive living document aimed at presenting a unified understanding of how the lab works and what it should become.

Session Information

Here is the R session information from when the book was last compiled on 2022-12-13:

```
R version 4.2.2 (2022-10-31 ucrt)
Platform: x86_64-w64-mingw32/x64 (64-bit)
Running under: Windows 10 x64 (build 22621)
```

```
Matrix products: default
```



```

locale:
[1] LC_COLLATE=English_United States.utf8
[2] LC_CTYPE=English_United States.utf8
[3] LC_MONETARY=English_United States.utf8
[4] LC_NUMERIC=C
[5] LC_TIME=English_United States.utf8

attached base packages:
[1] stats      graphics  grDevices  utils      datasets  methods    base

loaded via a namespace (and not attached):
 [1] compiler_4.2.2  magrittr_2.0.3  fastmap_1.1.0   cli_3.4.1
 [5] tools_4.2.2     htmltools_0.5.3 rstudioapi_0.14  yaml_2.3.6
 [9] stringi_1.7.8   rmarkdown_2.18  knitr_1.41       stringr_1.4.1
[13] xfun_0.34       digest_0.6.30   jsonlite_1.8.3  rlang_1.0.6
[17] evaluate_0.18

```

Acknowledgements

Many thanks to the people who supported the idea of the lab, have donated their blood, sweat, and tears to get it off the ground, to the colleagues and collaborators that make it work, to those that came before, and to those still to come.

Dr. Ryan Straight
Associate Professor of Practice in Applied Computing and Cyber Operations
Director, MA{VR}X Lab
Tucson, AZ

1 Introduction

This is a book created from markdown and executable code.

See Knuth (1984) for additional discussion of literate programming.

[1] 2

2 Summary

In summary, this book has no content whatsoever.

[1] 2

References

- Knuth, Donald E. 1984. “Literate Programming.” *Comput. J.* 27 (2): 97–111. <https://doi.org/10.1093/comjnl/27.2.97>.
- Minda, John P, and Emily Nielsen. 2018. “Lab Manual.” OSF. osf.io/8b6kj.
- Straight, Ryan. 2021. “MA{VR}X Lab Manual.” <https://doi.org/10.17605/OSF.IO/UPA25>.