

# Research and Development

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## How to make work fun?

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Enjoy the topic.

Enjoy the process.

## Process

Introducing yourself

Making a web page

Writing papers

Designing explanations

Making talks

Giving talks

Hosting visitors

## Process

Make yourself comfortable.

Focus on the parts of things you enjoy.

## How I was able to finish writing my thesis

Really really really loud dance music on headphones.

One cup of coffee per paragraph.

Never deleting anything.

Let's start with introductions

## Introductions

Get you set to have a good relationship with somebody.

## Example: at the beach

Is this person fun to chat with?

- Will this person have good tips (about sunscreen, equipment) to make visits more enjoyable?
- Can we make fun of other beachgoers?
- Can we talk about books, movies, music?

Can I exchange favors with this person?

- Watching our stuff when one goes swimming?
- Doing our backs?

## Example: at the beach

A: That's an awesome rolling cooler.

B: Yeah, I got sick of carrying the beer.

A: I'm sick of carrying the beer too. That cooler looks great.

B: Yeah, you like the beach, you start getting the equipment for it.

A: Yeah, like that guy down there with the tent, the windscreen, the three umbrellas and the gourmet picnic.

B: There's some style.

A: I'm Matthew.

B: I'm Chris.

## How about academia?

How can we learn from each other?

- Have I read this person's work?
- Should I read this person's work?
- Have they read mine? Should they?
- What are we both thinking about?

How might we work together?

- What kinds of professional events might draw us together in the future?
- Does our practical expertise complement each other?

## Non-examples.

At SIGGRAPH.

A: Hi, I'm Jessica Hodgins from CMU.

B: Hi, I'm Joe. I do in computer graphics.

## Key

First name and last name.  
Institution and background.  
Interest.

One phrase each.  
Be as specific as necessary.

## Specificity

I'm a phd student at Rutgers.  
I'm a second year in the computer science department.  
I'm just starting to explore research in the multisensory computation lab.

## Interest

- I'm really interested in the possibility of a rigorous science of human thought.
- I think it'll be really cool when all your data from your whole life is available electronically everywhere you go.
- I'm working on machine learning techniques for estimating probability distributions over possible human motions.
- I'm following up on Zoran Popovic and Aaron Hertzmann's work at SIGGRAPH this summer.

## Things it's OK to ask

What shall I call you?

Do you have a minute to talk?

- A generous speaker will give you the benefit of the doubt here.

Ask a backup question if things get slow.



## Your responsibilities

Knowing the kinds of answers you might expect.

Being prepared for them.