

CoSpaces Establishes an External Industry Advisory Board (EIAB)

CoSpaces has set up an External Industry Advisory Board (EIAB) to provide our project with essential independent business advice. Our partners are committed to producing results of high potential value to industry, on a business as well as a technical level, and by inviting and eliciting the industry and sectoral knowledge and experience of high level personnel from important companies in our target sectors (Aeronautics, Automotive & Construction), we aim to validate and bolster our exploitation strategy, plan and activities. The acquisition of expert independent business advice and guidance is an invaluable complement to our ongoing R&D relationships with multiple companies in each sector.

The CoSpaces EIAB comprises high level representatives from Airbus France, SAFRAN, Porsche AG, Daimler AG and COWI. The first EIAB meeting is scheduled for 5-6th May 2009 in Stuttgart, Germany. The results of this meeting will be summarised in the next newsletter.



CoSpaces @ ICE 2009 Conference Leiden The Netherlands 22-24 June 2009

CoSpaces will be present in this year's ICE Conference. Our technical director will be giving a keynote speech and we will be running a CoSpaces technology demonstration session, providing conference participants with the chance to experience CoSpaces technologies in action. CoSpaces will also be running a workshop with the European Space Agency to explore mutual interests, business links and opportunities.

CoSpaces Presence at Conferences & Events in 2009 & 2010

- CE 2009 22-24 June 2009 Leiden The Netherlands
- Global Innovation in Construction 2009 13-16 September 2009 Loughborough UK
- 2010 IEEE Aerospace Conference 6-13 March 2010 Big Sky Montana USA
- MIPIM 2010 16-19 March 2010 Cannes France

Further CoSpaces event details are posted at: www.cospaces.org/events.htm



CoSpaces Demonstrator Videos Now Available

- Distributed Design Review Demonstrator
- Co-Located Workspace Portal Demonstrator
- Mobile Maintenance Demonstrator & Danish Video Interview
- Workspace Prototype Demonstrator for the Construction Industry

Videos can now be viewed at www.cospaces.org/demonstrators.htm

CoSpaces Newsletters, Publications & Other Public Media

are now available for download at www.cospaces.org/downloads.htm



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Coordinator's Message

Many design teams today are multi-enterprise in their composition. Whether designing automobiles, airplanes or office buildings, design teams are increasingly made up of representatives from multiple suppliers, each providing expertise and design knowledge, each being an integral part of the design team, and often potentially competing with one another for future business. This level of supplier cooperation brings substantial benefits in costs and risk sharing for the manufacturer, but also brings additional requirements for new collaborative technologies.

Multi-enterprise design teams represent a complex set of security challenges for technologies that enable improved collaboration. Manufacturers have overall responsibility for the product design, but to achieve exceptional results it's essential that design information is shared with suppliers on the team. While sharing design information with a supplier

on the team, it's crucial that the confidential design or product information from other suppliers on the team remains confidential. The balancing act of sharing enough design information to complete the project design work, but not enough to divulge confidential supplier information from team members is a constant challenge.

The security features of the CoSpaces collaborative workspaces have been specifically designed to support multi-enterprise design teams. Manufacturers can control exactly which drawings or project components are accessible by each individual team member, and can select the specific drawings or components that are visible for specific design decision making according to team participants. The CoSpaces software framework will keep confidential supplier information secure while enabling productive collaboration amongst multi-enterprise design teams.

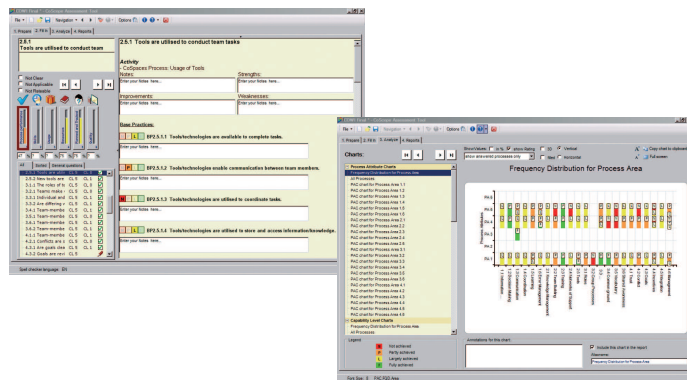


CoScope: Improving Collaborative Team Performance

A team of assessors has conducted the first on-site deployment of the CoScope™ collaboration assessment methodology. Working closely with representatives of collaborative engineering projects from the aerospace, automotive and construction industries the CoScope assessors were able to identify current collaboration practices, organisation structure, and technologies to establish a baseline for each team and to identify where changes could bring improved team and product design performance.

The CoScope assessment methodology developed in the CoSpaces project provides a comprehensive assessment of collaboration within engineering organisations and guides the changes that are needed to improve collaboration and exploit new collaborative technologies. CoScope compares current team performance and technologies against best practice and uses a structured analysis method to create a scorecard and roadmap tailored to each organisation. The CoScope roadmap indicates recommended new collaboration practices and whether organisations are ready for the introduction of new state-of-the-art collaboration technologies.

Each of the five engineering projects that conducted CoScope assessments has taken the first step towards improved collaboration. The baseline assessments enable these organisations to prioritise improvements most important for their business, and to regularly monitor improvements over time. In the coming months the CoScope assessment methodology will again be used to provide an important set of measures to quantify the impact that introducing new collaborative technologies has had on each of the engineering design teams.



The CoSpaces Tele-Immersive Environment

The first prototype of the CoSpaces tele-immersive environment has been developed and evaluated by the CoSpaces consortium. This tele-immersive environment supports the creation of virtual conferences around a virtual table or similar metaphors.

Remote participants can join the meeting as either 2D video avatars (mono or stereoscopic) or 3D video avatars. The design data or any simulation data can be placed on the virtual table for discussion and design reviews. If the participants are represented as 3D video avatars, they can use their hands both to interact with the model and to gain a greater sense of presence, as they would experience in typical co-located meetings. Initial evaluation results show that the representation of remote participants as 3D video avatars in the virtual meeting environment significantly enhances collaboration and social interaction.



The CoSpaces Portal

During the last 6 months, the CoSpaces consortium has focused on finalising the CoSpaces software framework and integrating it with the co-located, distributed and mobile workspaces. A portal, which reflects a modern team space has now been developed as the front-end for the CoSpaces software framework and associated workspaces. This portal allows the team to set-up projects and meeting spaces with appropriate tools and to run the entire collaboration cycle. During run-time meetings, the portal offers private and public run-time services that enable users to explore design data collectively and/or individually. These run-time spaces allow users to share design information and related documents and run interactive collaboration sessions. Typically, the portal runs on a standard workstation, but it also allows participants to display design data in immersive environments, such as a CAVE or Powerwall, on request.

