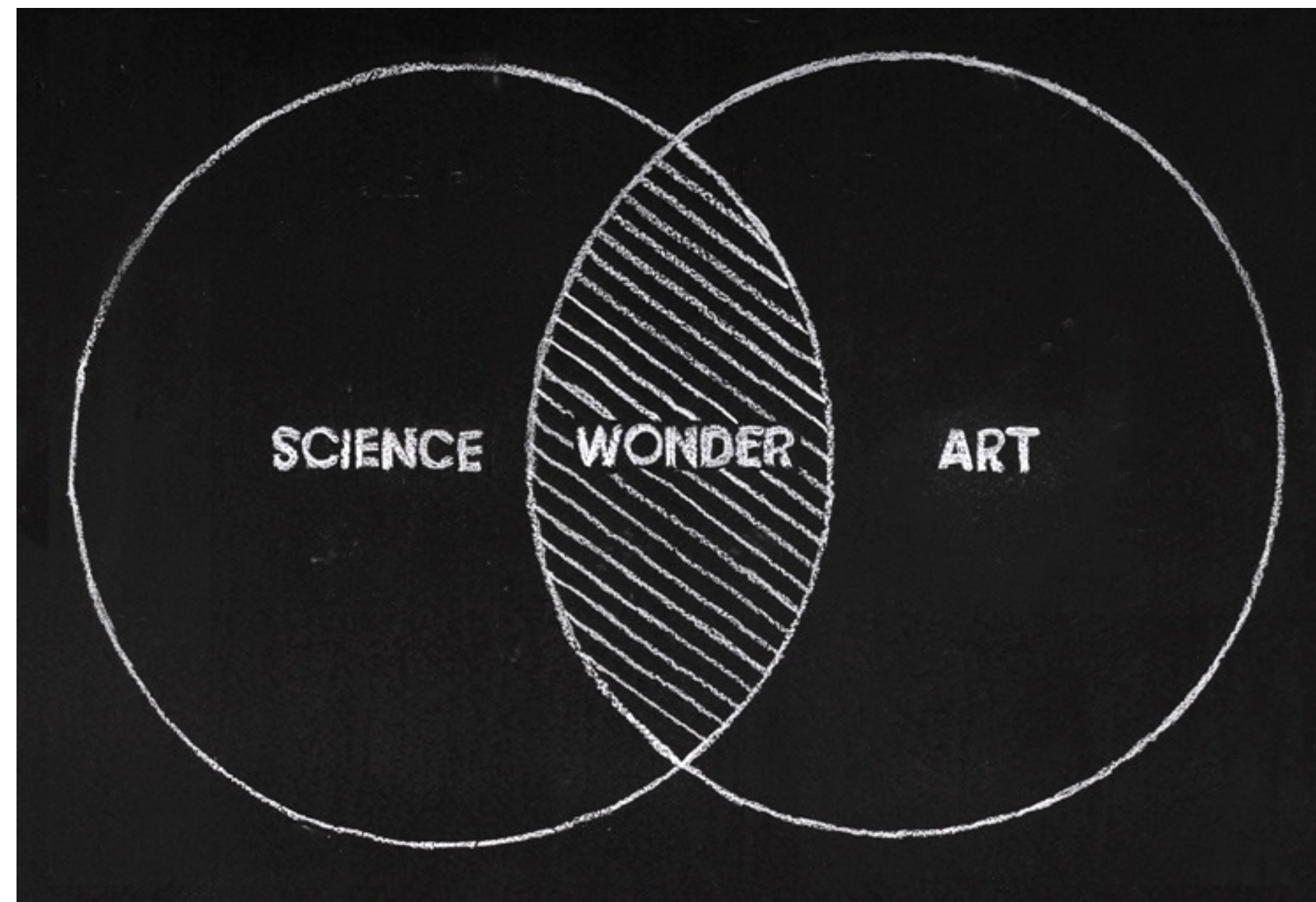design

craft

cjlortie

welcome
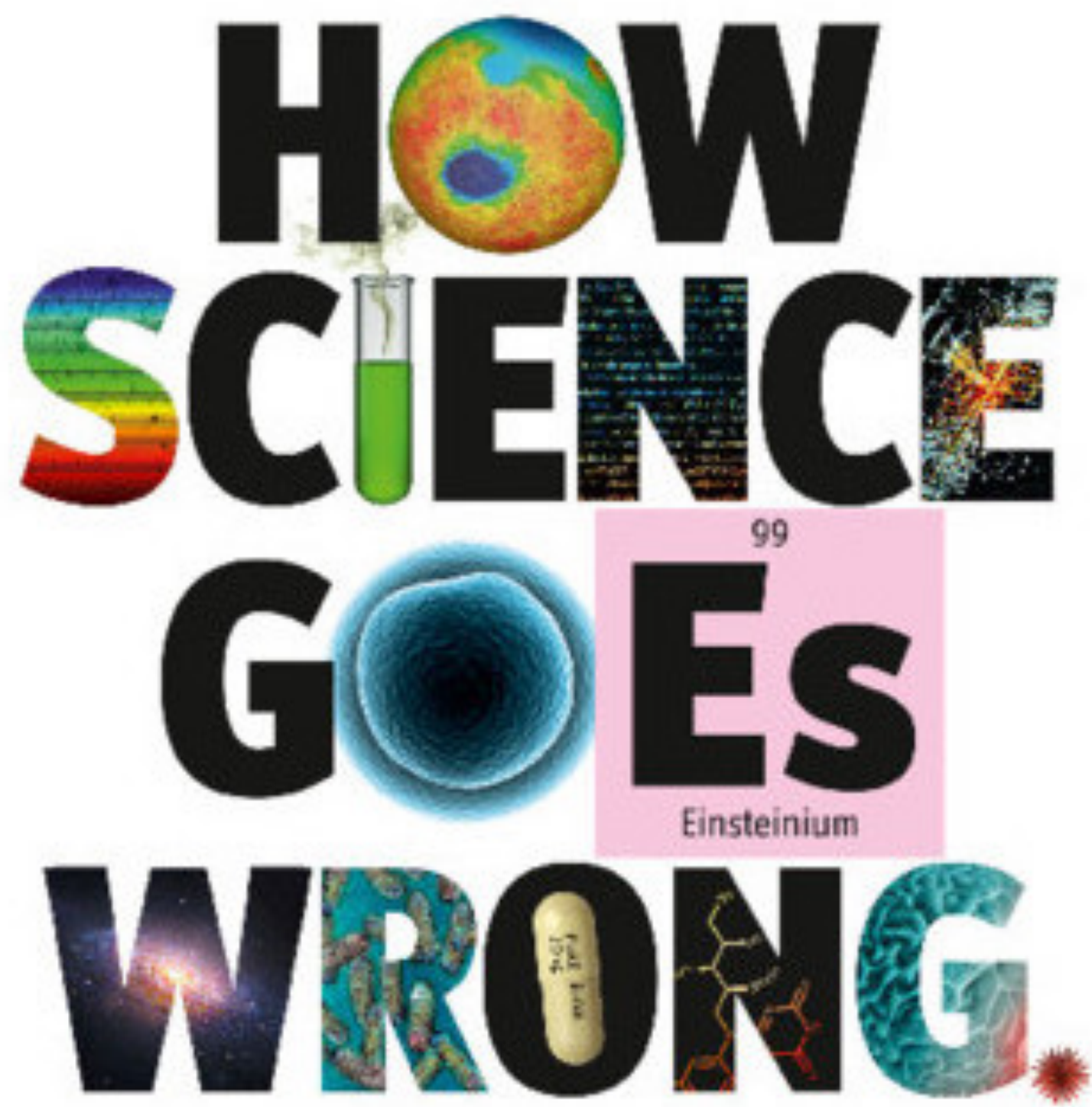

BIOL3250

science is always creative

ideas, data, experiments
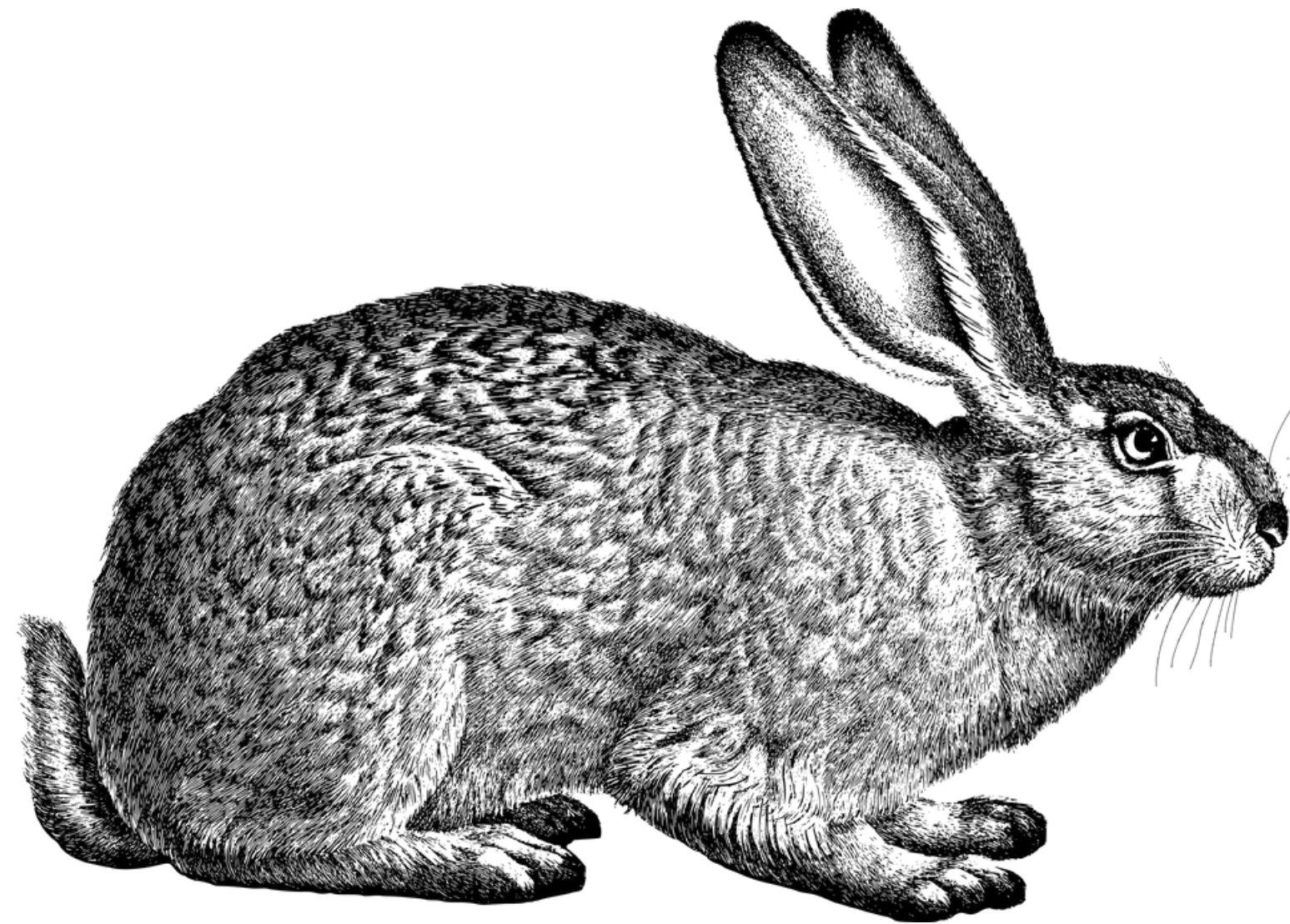
landscape includes
theory <space> experimentation <space> big data <space> validate ideas

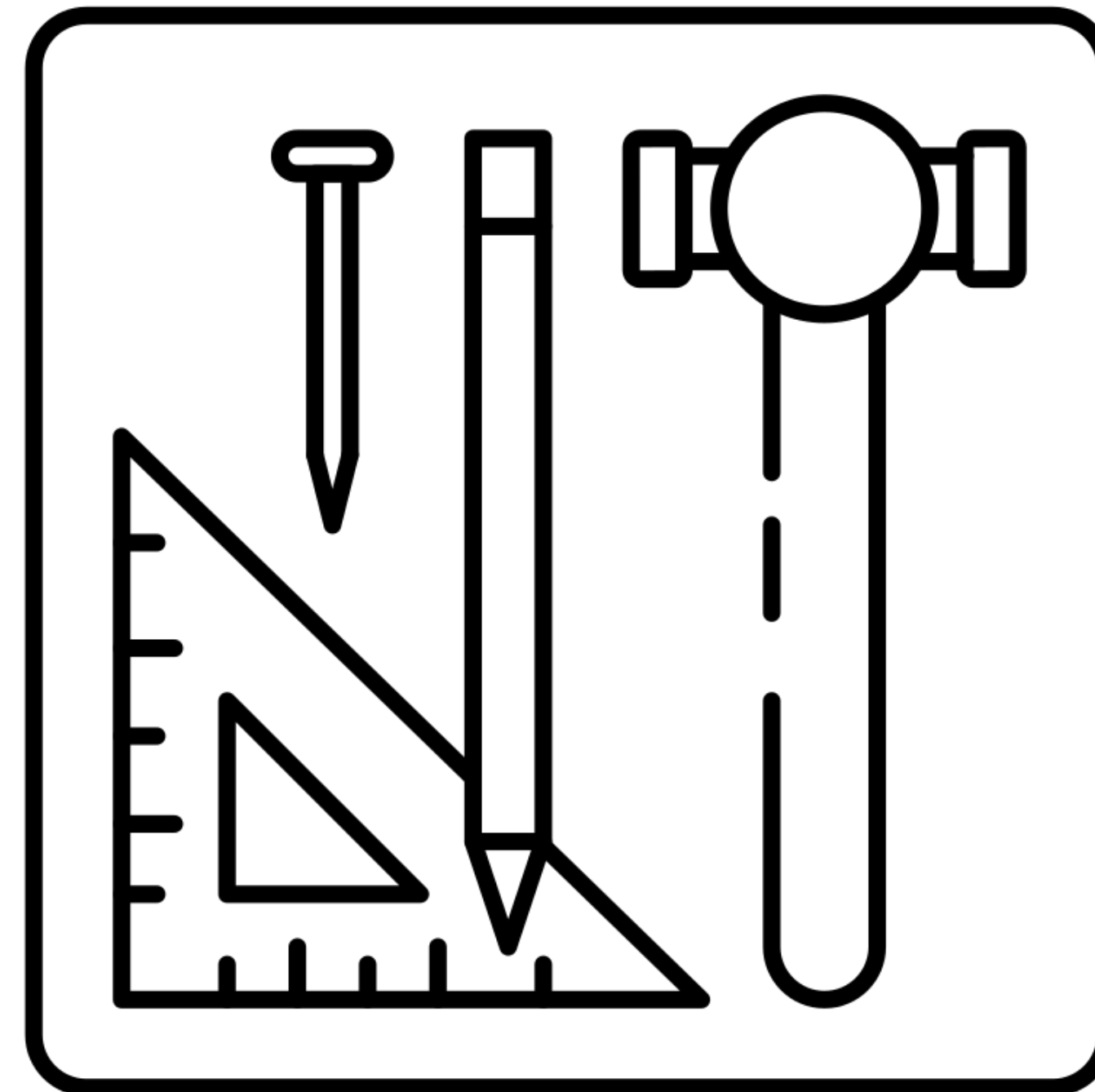landscape of research should be scalable and reproducible

need to expand use of and critical value of experimentation

designcraft4experiments

silos

canalized phenotypes

challenges

opportunity

lectures

read ONE book, do a test, write a short grant proposal

labs

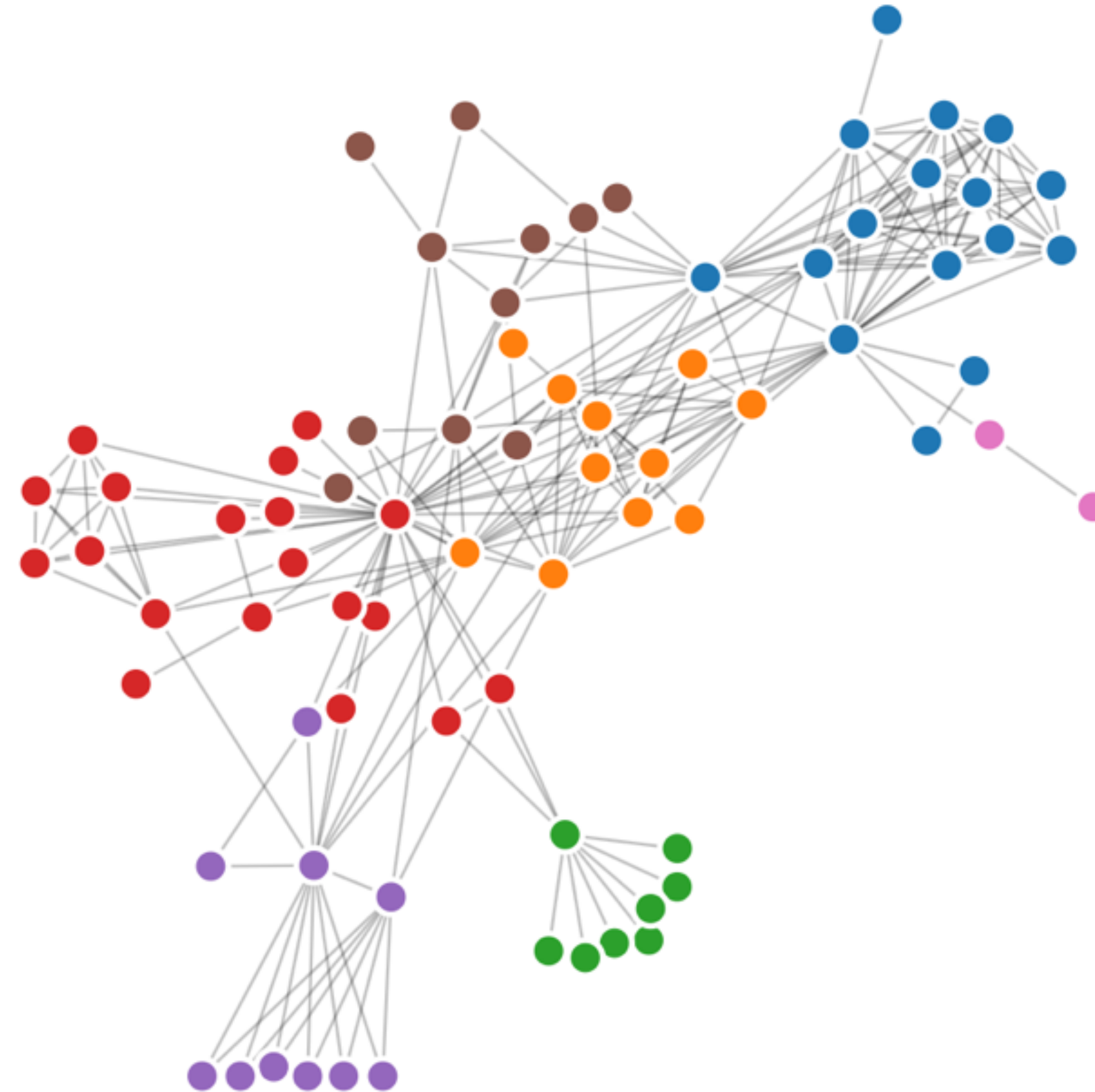do one experiment from scratch (haha) and one from existing data

pilot experiments

useful
low stress
no side-effects
creative thinking for science
synchronous help, but asynchronous work

goal
become creative scientific
design thinkers

outcome
connect the dots between observation (data) and
process