Preliminary Findings

User Studies:
- Their information seeking habits are those of digital natives
  - Reliance on social media and Google scholar
  - Usage of open-source platforms such as R, plot.ly, Latex
  - Preference toward (although ambivalence is notable) cloud-based solutions
- They display transdisciplinary abilities and tendencies
  - Arts: process-based, visually- and aesthetically-oriented, cultural critique
  - Humanities: articulating change over time, cultural values
  - Science: lab-based, quantitative, hypothesis-driven

Roles of Space (both physical and virtual)
- Administrative, technological, and budgetary infrastructure makes CALIT2’s research scientists able to do more with less. CALIT2 also does not require cost sharing, significantly increasing the amount of money researchers see from grants
- Institute’s director (Dr. Larry Smarr) plays an integral role in conceptualizing projects, providing guidance, making connections, and directing the work of CALIT2’s affiliated research scientists, both in physical and virtual domains

Next Steps:
- Contextualize findings in terms of artistic research and digital art (paper accepted, Keystone Digital Humanities Conference, July 2015)
- Develop a questionnaire to send out to digital scholarship creators that measures gap between support provided and support needed

Methodology: observations and interviews over four days in January, 2015 at UC San Diego’s CALIT2

Research questions:
- What kinds of structural support systems underlie this kind of research?
- What are the mindsets, tendencies, abilities of its core personnel?