Hands-On Tutorial: Start, Configure, and Explore a New Hub What Is HUBzero?

HUBzero is an open source software platform for building powerful Web sites that support scientific discovery, learning, and collaboration. Some refer to such web sites as "collaboratories" supporting "team science." We call them "hubs" because each site becomes a focal point for its user community.

Overview Slides (11 MB, uploaded by Michael McLennan 1 decade 8 months ago)

Hands-On Introduction

This workshop guides participants through the process of downloading a virtual machine image of HUBzero, getting it up and running, and exploring the configuration and operation of the new hub.

Activities are as follows:

Getting Started with HUBzero slides (3 MB, uploaded by 7 years 1 month ago)

Use the HUBzero VM to get a hub up and running on your desktop

Configuring Your New Hub <u>slides</u> (3 MB, uploaded by 7 years 1 month ago)

Change text on the front page; add modules and dynamic content

Customize the User Experience <u>slides</u> (2 MB, uploaded by Michael McLennan 1 decade 9 months ago)

Customize the default dashboard; log in and customize your own dashboard

Using Simulation Workspaces <u>slides</u> (2 MB, uploaded by 7 years 1 month ago)

Launch a workspace and get familiar with the environment

Introducing the Rappture Toolkit <u>slides</u> (4 MB, uploaded by 7 years 2 months ago)

Create user interfaces for simulation/modeling tools

Evening Lab Assignments handout (526 KB, uploaded by Michael

McLennan 1 decade 8 months ago)

Handout with various features to try

Collaborating in Groups <u>slides</u> (4 MB, uploaded by Michael McLennan 1 decade 9 months ago)

Create private user groups for collaboration

Publishing Simulation Tools and Other <u>slides</u> (6 MB, uploaded by Michael ResourcesMcLennan 1 decade 9 months ago)

Upload seminars, teaching materials, and other resources

Next Steps <u>slides</u> (5 MB, uploaded by Michael McLennan 1 decade 8 months ago)

Other things your hub can do, and where to go next