

LiveDocs: Crafting Interactive Development Environments From Research Findings

Open Science is a recurrent topic in scientific discussion, with a current effort to make research more accessible to a broader audience being observed. In this sense, a focus on delivering research findings that are reproducible, or even re-usable has been proposed as one way of achieving such accessibility goals.

In this talk, we will present LiveDocs: an initiative of the “Collaborative Research Center 1456 - Mathematics of Experiment” on tackling common issues of reproducibility and re-usability in scientific publications. LiveDocs is proposed as a concept alongside a collection of methods that enable scientists to provide research findings under an interactive development environment.

This allows users from a broader audience to easily reproduce research findings by re-running scripts, for instance, those that generate figures, tables, and other elements from scientific publications. Moreover, LiveDocs enable the audience to interact with code and data in such environments, thus allowing users to explore algorithms, datasets and software interfaces. This approach lowers the barriers to access and comprehend research methods and findings, which facilitates more scientific exchange and fosters knowledge advancement.

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