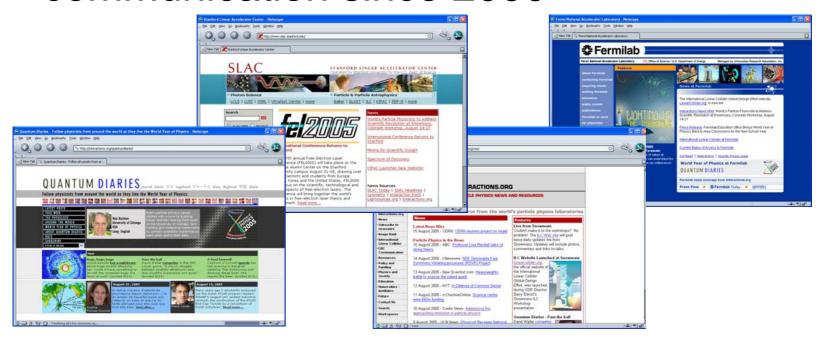
A New Web Site for the International Linear Collider Global Design Effort



About Xeno Media

Involved with particle physics Web communication since 2000





Vision

Help to unify the efforts of the ILC Global Design Effort by creating a central Web portal that serves as the "hub" for all things

ILC.



Goals - Collaboration

- Create a single, unified portal for all things ILC
- Provide workspaces for all scientific and technical aspects
- Provide tools for collaborators to make connections with their interests and their work



Goals – Communication

- Communicate the scientific importance of the ILC and the excitement surrounding it
- Assist communicators in creating unified messages
- Serve as a source of materials (images, news, graphics, press releases, etc.)



The Team

- Barry Barish
- Strategy Group
 Karsten Buesser, Phil Burrows, Neil Calder, Elizabeth Clements, Francois Diberder, James Gillies, Judy Jackson, Tom Markiewicz, Youhei Morita, Tor Raubenheimer, Harry Weerts
- Xeno Media



Key Audiences

- Collaborators
- Communicators
- Press/Media
- Educators
- Science-interested Public









Progress to-date

- Finalized Web design
- Implemented CMS
- Transferred Linearcollider.org and reserved ilcgde.org
- Set up ilcgde.org email addresses
- Incorporated initial content
- Rolled out!



ILC NewsLine

- Weekly email publication
- Subscribe online
- RSS Feed





Live From Snowmass



- Share excitement and information with those who could not join us
- Fast!



Where we go from here

- Hire Web Manager
- Continue incorporating new content
- Implement an ILC-specific image bank
- Implement ILC-specific news archive
- Implement collaborator contact database with photos



COLLABORATION TOOLS!

EDMS

Barry to form committee to recommend EDMS at Snowmass. Implementation goal—late 2005.

Calendar/Agenda Server

May or may not be part of the EDMS.



Collaborator Directory

Records created by collaborators

- Photo
- Contact information
- Workgroup membership
- Region/Institution



This is just the beginning!

The launch is not the end, but just another step in the adventure!

