

# Some Thoughts on Collaboration with Industry

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Try to understand  
each others goals  
and restrictions

*Budget and  
Time  
Restrictions*



# The "academic game"



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Limit the  
assumptions of  
tools and  
approaches



*Low Hanging Fruits*



*Eat your own dog food*

*Make realistic assumptions  
about your target audience*





3

Don't (always)  
start with the  
assumption that  
the current  
practice is doing  
it wrong

From the Pattern Value System:

(see <http://c2.com/cgi/wiki?PatternValueSystem>)


# *Aggressive Disregard for Originality*

This phrase, coined by Brian Foote, speaks to how we value experience. We don't value new ideas for their own sake. Other communities should and do value novelty, but we want patterns to be a haven for ideas that have repeatedly proven effective and useful in actual use.



*More evaluating and  
observational research*

4 Assume a long  
transfer cycle



*Many projects are more  
about knowledge  
transfer than direct use*

*Many thanks for your  
attention!*



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