

smiths detection

Panel: The problem with you is...

Matthew Merzbacher

5 November 2019



Ground Rules

- Until we agree on the problem, we'll never agree on the solution
- Quick presentations (2-5 minutes)
 - Clarifying questions only
- Player/Coach
- Open discussion thereafter

What Others should be working on

- Academia: Have hammers, need nails
 - Spend more time focusing on the nails: So What, Who Cares?
 - Produce workers, not more academicians
 - Teach skills, not concepts
- Third Parties: Have better hammers, want to sell them
 - TRL 3 (proof of concept) is not TRL 5 (component validation)
 - Concern yourselves beyond TRL 6 (subsystem)
 - Avoid becoming BetaMax
- Government: Ask for hammers, want construction projects
 - Don't prescribe or proscribe solutions, only problems
 - Open up problem space from end-to-end
 - Aim to be singular instead of plural

“us” not
“them”

Trust
We can be
partners!