## STREAMLINE Project

## WP3 – Update user tools and administrative procedures

## Status update as of May 2022

- Implementation of fully-remote experiments across all beamlines; workflows introduced to enable compatible experiments to be carried out remotely this allowed user operation to continue during the COVID pandemic and has encouraged a general increase in the number of users participating in experiments remotely.
- Creation of three pilot proposals for the new "community access" mode concept: the "Battery Hub" proposal, the science-driven "Historical Materials" BAG and the technique-driven "Shock" BAG. These proposals have allowed the concept to be successfully tested and guidelines for the governance, selection, follow-up and administrative handling of these community access proposals to be drawn up. Web pages have been published describing the concept of "Community access proposals" as a new access mode and linking to the 3 existing pilot proposals: Historical Materials BAG, Shock BAG and Grenoble Battery Hub. (See related news item).
- ESRF commercial beam time charges have been updated to reflect the fresh investment made in the ESRF Extremely Brilliant Source (EBS) as well as new services and interests from industry.
- New proposal forms and updated workflows for users are being implemented in a new version of the ESRF User Portal; the first module(s) of the new User Portal is (are) expected to be available in 2023.
- The travel rules for users have been updated and a new software for handling user business travel, SAP Concur, has been implemented; this will help control the costs related to an increasing number of users.
- New procedures for <u>sample declaration and sample tracking</u> have been implemented; by using sample sheets and <u>declaring samples in ICAT</u>, users' parcels may be tracked to and from the ESRF, and also on the ESRF site. This important development allowed the ESRF to run fully remotely for large parts of 2020 and 2021 in the middle of the COVID-19 pandemic.





