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The *Envisionment and Discovery Collaboratory* (EDC) research project has designed a novel method to allow people to interactively solve problems. The key features of the EDC are its emphasis on *interaction techniques*, its inherent ability to provide an environment in which to *explore complex problems*, and the ability to *extend the information space* to allow for the sharing of opinions and a collaborative approach to problem solving. As scientists in general and computer scientists in particular, it is important to work toward the betterment of humanity. In this research project, one of the goals is to create a system which allows for a group of people to evaluate and solve complex problems more effectively with the help of computational devices. This system allows complex problems to be visualized easily, which facilitates a deeper understanding of the nature of the problem. In addition, its ability to naturally present the relevant information surrounding an issue and lead to a community discussion is very useful and has clear applications to city planning and voter education.

The primary goal of the *CLever* project is to create "computationally enhanced environments" to assist individuals with cognitive abilities. This project is an intersection of computer science and cognitive science which has a clear application and an obvious benefit to society. As scientists, we often work on rather obscure problems, some of which may not have very clear practical applications. This project is the product of research not only in human-computer interaction and cognitive science, but also in ubiquitous computing and mobile wireless networking (to name just a few areas). For example, problems related to location tracking in wireless ad-hoc networks must be solved before such a system could be deployed. Thus, a project such as CLever which has clearly drawn from so many bodies of research within various disciplines, including computer science, is evidence that applications are abundant for a variety of problem domains, and often these applications become more interesting as problem domains intersect. As a scientist involved in pure research, it is not always required to have a clear vision of the application of one's work from a practical perspective. Rather, with creativity and open-mindedness, applications for pure research will emerge.