

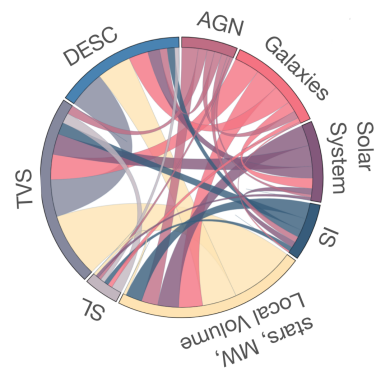


Welcome!

Dear New Member of the
LSST Science Collaborations,
we are thrilled that you joined us!

The Science Collaborations (SCs) include over 2200 members across 6 continents. There are 8 Science Collaborations: [AGNSC](#), [DESC](#) (Dark Energy SC), [Galaxies](#), [ISSC](#) (Informatics and Statistics SC), [SLSC](#) (Strong Lensing SC), [SMWLV](#) (Stars Milky Way and Local Volume), [SSSC](#) (Solar System SC), [TVS](#) (Transients and Variable Stars) and you are welcome to participate in more than one. The diagram to the right shows membership across the Science Collaborations: each cord indicates the connection between Science Collaborations created by joint members. If you want more information about other Science Collaborations start here

<https://www.lsstcorporation.org/science-collaborations>.



The SCs main focus is to assure that the scientific community is prepared for the revolutionary dataset that LSST will deliver, and they function as a reservoir of knowledge and expertise that the LSST Project can leverage to inform decisions about the survey, including observing strategy, data products, data reduction pipelines etc. They are in regular communication with the LSST Project and Operations teams with dedicated conference calls for the SC chairs and the LSST Project Science Team, which can be viewed by SC members [here](#).

Below is a reference guide for getting started in the Science Collaborations environment and get involved in the conversation:

Email: when you became a member of your Science Collaboration your email was included in a few mailing lists: one for your Science Collaboration, one for the whole Science Collaborations environment, and one for general LSST communications. Most of the communication, however, happens through other channels:

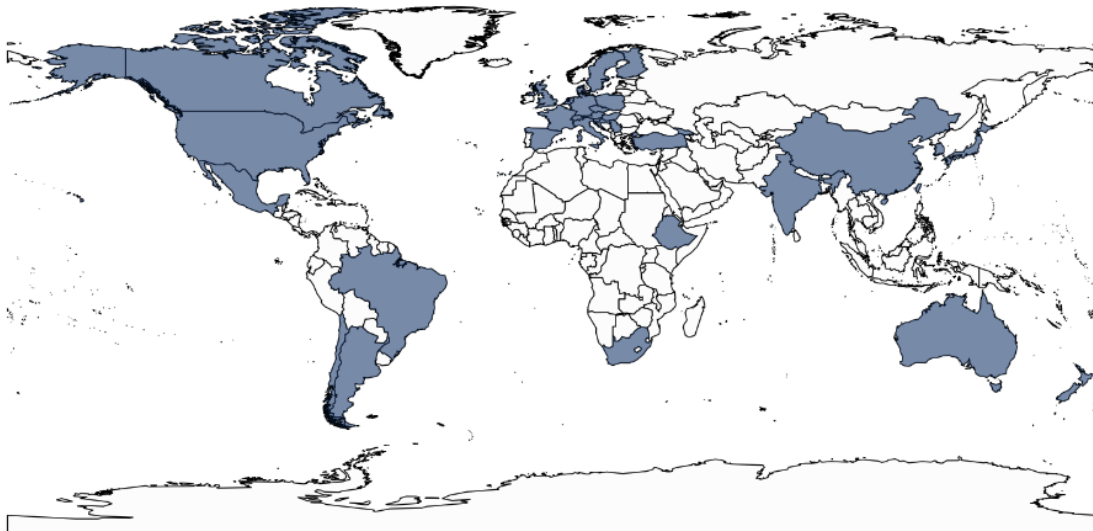
Community: [Community.lsst.org](https://community.lsst.org) is LSST's public-facing discussion and support forum. By default, *Community* posts under most topics are public, but the Science Collaborations have access to special forums for internal discussion. To get access to *Community*, navigate to <https://community.lsst.org> and click the blue "Sign Up" button in the upper right-hand corner of the page. (If you want, you can use an existing Github account as your login.) Once your account is active, navigate to <https://community.lsst.org/g> ('g' for Groups) and click "Request" to join a group; the system will ask you for information confirming that you belong to that SC. The chair of the SC will receive notice of your request and act upon it. If you have troubles with the procedure email Will Clarkson



(wiclarks@umich.edu : SCs coordinator). Community is the best place to get in contact directly with members of the LSST Project and Operations teams.

Slack: Slack is LSST's real-time chat platform. Its use is restricted to LSST Project, LSST Corporation, and the LSST Science Collaborations. Upon being included in the LSST Science Collaboration you will receive an invitation to the LSSTC Slack (which is supported by the LSST Corporation, hence LSSTC). You can access it online at <https://lsstc.slack.com>, or through Slack's mobile and desktop apps. Slack's online help is a great way to learn Slack's features, which include receiving slack communications by email. There are many "channels" on the LSSTC slack, including a general discussion channel for Science Collaboration members (#scicollab-discuss). Most of the SCs have their own collaboration-wide channels: #agnsc, #desc, #galaxies, #milkyway, #tvs, #solarsystem, and #strong-lensing. Navigate to your SC channel and click "Join Channel" to join. There are many other channels so make sure to look around! If you do not receive a link to join Slack please contact Will Clarkson (wiclarks@umich.edu) : (SCs coordinator).

If you have any additional questions please ask your Science Collaboration chairs or contact the *Science Collaboration Coordinator* Will Clarkson (wiclarks@umich.edu)



International membership of the Rubin Science Collaborations as of December 2022

