CSCW
Computer-Supported Cooperative Work
Scott Klemmer · 03 October 2006
http://cs376.stanford.edu
Administrivia

- Reading Responses
  - Please send inline, not as attachment
  - Remember to include ratings
- Discussion Leaders are assigned online
Projects

- Proposals due 10/10 9am
- Ron put Wiki online
- Hardware & Facilities available
  - Dell X300 laptops
  - Nokia 7610 phones
  - Phidgets
  - the iRoom
  - Our research: d.tools, ButterflyNet, ...
- We have cs147 students as study participants
the study of how people work together using computer technology
**Groupware**

- *Groupware* denotes the technology that people use to work together
  - “systems that support groups of people engaged in a common task (or goal) and that provide an interface to a shared environment.”
- *CSCW* studies the use groupware
  - “CSCW is the study of the tools and techniques of groupware as well as their psychological, social, and organizational effects.”
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The Designers' Outpost
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Synchronous

ASYNCHRONOUS

DISTRIBUTED

ASYNCHRONOUS
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asynchronous

distributed
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Social Issues

- Can these technologies replace human-human interaction?
  - can you send a “handshake” or a “hug”
  - how does intimacy survive?
- Are too many social cues lost?
  - facial expressions and body language for enthusiasm, disinterest, anger
  - will new cues develop? e.g., :)
Synchronous Implementation Issues

- Two users working on same data, at the same time, in cooperation
- Extend Model View Controller (MVC)
  - views & copies of the model are distributed
- Propagate command history
  - must resolve conflicts among N histories
  - at what level are commands?
    - mouse position not good enough (e.g., different font sizes, etc.)
Collaborative Editing
Interactive Spaces / Single Display
Groupware
Awareness Systems

• Bellotti & Dourish
• Greenberg
• IM
• Bo Begole
Next Time... Ubiquitous Computing

The Computer for the 21st Century
Mark Weiser

Making Sense of Sensing Systems: Five Questions for Designers and Researchers
Victoria Bellotti, Maribeth Back, W. Keith Edwards, Rebecca E. Grinter, Austin Henderson, and Cristina Lopes

The Context Toolkit: Aiding the Development of Context-Enabled Applications
Daniel Salber, Anind K. Dey, Gregory D. Abowd
Some of this material is based on James Landay and John Canny’s course materials