

CS 7460 Collaborative Computing: Groupware

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Microsoft HoloLens

<https://www.youtube.com/watch?v=aThCroPsyuA>

Assignment I

Single Display Groupware

- Single interactive display and a single computing device, but with multiple controllers.
- Contrast to existing forms of e-collaboration at that point in time (1999).
- Useful for learning, creativity, instruction, sales based collaborative contexts when people are collocated.

Smart Whiteboard

<https://www.youtube.com/watch?v=jkCAzXodnpk>

The many forms of e-collaboration

- The articles outlines various forms of collaborative tools available for work
- Common forms of collaborative tools in organizations – email, IM, wiki, social media.
 - What are the advantages of each in a workplace context?
 - What are the limitations of each in a workplace context?

Many of you criticized evaluating SDGs with kids (drawing program). What are your reasons?

Cite some other collaborative contexts where SDGs may be useful.

Cite some collaborative contexts
where SDGs are **not** useful.

SGs assume all participants are collocated. Can we think of ways SDGs can be adapted for remote participants?

The authors allude to new interaction problems in SDG.
What could some of these be?

Despite its obvious benefits why don't we see as many SDG devices in collaborative settings as we would like?

SGs have an inherent assumptions that all users are able to use the controller devices for interaction. A big challenge to such design is accessibility. How can SDGs be modified to address this limitation?

The papers do not quite talk about the issues of privacy and information security. Does using these collaborative tools jeopardize our privacy or security?