

COOP₂₀₁₀

Workshop Program

9th International Conference on the Design of Cooperative Systems

(www.coopsys.org/wsprogram/)

- Workshop 1: Analysing the quality of collaboration in task-oriented computer-mediated interactions
- Workshop 2: Mobile Collaboration Systems: Challenges for design, work practice, infrastructure, and business
- Workshop 3: The mediation role of shared representation in cooperative activities: new challenges
- Workshop 4: Incentives and Motivation for Web-Based Collaboration (Webcentives)

Tuesday, May. 18, 09:00–18:00

W1: Analysing the quality of collaboration in task-oriented computer-mediated interactions

- Françoise Détienne (CNRS, Telecom ParisTech, France)
- Michael Baker (CNRS, Telecom ParisTech, France)
- Jean-Marie Burkhardt (University Paris Descartes, France)
- Hans Spada (Universität Freiburg, Germany).

This workshop aims to bring together researchers working across the cognitive, social and computational sciences on understanding collaborative activities. With the growing importance of technology mediation for group work and learning, developing methods for assessing the quality of collaboration is central to both CSCW and CSCL research. Groupware aims to support collaborative activities that are effective in terms of group efficiency, one aspect of which is the quality of the process of collaboration itself. This workshop thus aims to focus on understanding interrelations between group processes, outcomes of group-work and technology affordances, by comparing activity-based studies of the quality of collaboration in task-oriented computer-mediated interactions. Broader aims are to devise methods for training groups for more effective collaboration, and to enable participants in group-work to become reflexively aware of the nature of their participation. Aspects of this kind will contribute to the elaboration of theories and models of collaboration, as well as to methods for evaluating computer-supported cooperative/collaborative work and learning.

Workshop website <http://ses.telecom-paristech.fr/baker/coop-workshop2010/>

W2: Mobile Collaboration Systems: Challenges for design, work practice, infrastructure, and business

- Maria Danninger (mm1 Consulting & Management PartG, Germany)
- Wolfgang Gräther (Fraunhofer FIT, Germany)
- Tobias Heer (RWTH Aachen University, Germany)

Mobile devices are expected to soon become the “primary computer” and tool for sharing and connecting with others. In our thriving world of mobile communication, technological advances have brought a number of novel and improved ways of collaboration; in business, commerce, healthcare, education, and society in general. Collaboration can help to overcome the limitations of a single user, device, and network. However, creating mobile collaborative applications and systems requires careful consideration and design.

This workshop aims to bring together designers, practitioners and researchers who share an interest in the study and design of mobile collaborative systems.

Workshop web page: <http://www.tinyurl.com/mobileCollaboration>

W3: The mediation role of shared representation in cooperative activities: new challenges

- Jean-François Boujut (G-SCOP-Grenoble INP-CNRS)
- Frédéric Roulland (Xerox Research Centre Europe, XRCE)
- Stefania Castellani (Xerox Research Centre Europe, XRCE)
- Jutta Willamowski (Xerox Research Centre Europe, XRCE)
- David Martin (Xerox Research Centre Europe, XRCE)

In a globalized world, where cooperation happens more and more across boundaries, the need for mediation in cooperative work is growing and we believe that there is an opportunity as well as a challenge in thinking about the design of mediation support. In many cooperative activities related to problem framing or solving, shared representations of the object of the work are manipulated by the participants.

Shared representations not only represent the problem to be solved but they also constitute the medium for building the solution through cooperation among actors that may have different points of view and may be separated across location, time, organisation and expertise. Thus the design of the shared representations strongly affects the way in which the cooperation will take place.

This workshop is aimed at contributing to characterize the dimensions related to mediation that should be considered when designing new cooperative systems involving representations of shared objects.

Workshop web page <http://www.xrce.xerox.com/Research-Development/Services-Innovation-Laboratory/Work-Practice-Technology/COOP-10-workshop>

W4: Incentives and Motivation for Web-Based Collaboration (Webcentives)

- Elena Simperl, Innsbruck University, Austria,
- Roberta Cuel, Trento University, Italy,
- Markus Rohde, Siegen University, Germany

Social Web and Semantic Web applications are based on large-scale user participation. Open Source Software projects (OSS), gaming and other online communities are constituted by voluntary engagement of contributors, almost self-organized and self-managed. Also large-scale intranet applications of business companies and non-governmental organizations are increasingly relying on Social/Semantic Web technologies and community-building.

The workshop focuses on motivation structures of users to participate in (online) communities and to contribute to collaborative content creation

Workshop web page: *coming soon*