Collaboration Support

Session 20

INST 301

Introduction to Information Science

Global Software Teams

Barriers

- Geographic distance
- Temporal distance
- Linguistic & cultural distance
- Fear and trust
- Organizational structure
- Process
- Infrastructure
- Project Architecture

Solutions

- Cultural ambassadors
- Configuration management
- Face to face kickoffs
- Modularity
- Well defined interfaces
- Effective handoffs
- Win-win strategies

Different Time - Different Places



- ·Online Bulleting Boards
- · Groupware
- ·Voice Mail
- ·E-Mail

Same Time - Different Place



- ·Chat Rooms
- · Conference Calls
- ·Video conferencing

Different Time - Same Place



- ·Written Records
- ·Bulletin Boards
- ·E-Mail

Sane Time - Same Place



- ·Face-to-Face Meetings
- ·Casual Interactions (water coolers)
- Presentations

CSCW

- Work
 - Grounded in the study of work processes
- Cooperative
 - Assumes a shared objective, task
- Computer-supported

Example

- Google Docs
 - http://docs.google.com

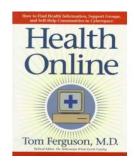
Key Issues in CSCW

- Shared information space
- Group awareness
- Coordination
- Concurrency control
- Multi-user interfaces
- Heterogeneous environments

Online Patient Support Groups

Online support group participants include 28% of adult Internet users (34 million) in 2001







BrainTalk Communities

Online Patient Support Groups for Neurology

"Community and Compassion"



Core Attributes

- Shared goal, interest, need, or activity
- Some members engage in repeated, active participation
- Access to shared resources
 - And policies manage the access to those resources.
- Reciprocity of information, support and services
- Shared context
 - Social conventions, language, protocols, ...

Usability & Sociability

Support evolving community



Design Usability

Interaction dialog

Navigation

Registration forms

Feedback

Representations of users

Message format

Archives

Support tools



Design sociability

Policies for:

Membership

Codes of conduct

Security

Privacy

Copyright

Free speech

Moderators





Assess community needs

Roles

- Lurkers
- Dominators
- Linkers, pollinators
- Flamers
- Newbies
- Polly Annas



http://www.fullcirc.com/community/memberroles.htm http://redwing.hutman.net/%7Emreed/

Slide borrowed from Nancy Atkinson

Design Strategies of Successful Communities

- Define and articulate your PURPOSE
- Build flexible, extensible gathering PLACES
- Create meaningful and evolving member PROFILES
- Design for a range of ROLES (newcomers, leaders ...)
- Develop a strong LEADERSHIP program
- Encourage appropriate ETIQUETTE
- Promote cyclic EVENTS
- Integrate the RITUALS of community life
- Facilitate member-run SUBGROUPS

http://www.peachpit.com/articles/printerfriendly.aspx?p=21189 (Kim 2001)

Community Question Answering



Answers Home

All Categories

Arts & Humanities

Beauty & Style

Business & Finance

Cars & Transportation

Computers & Internet

Consumer Electronics

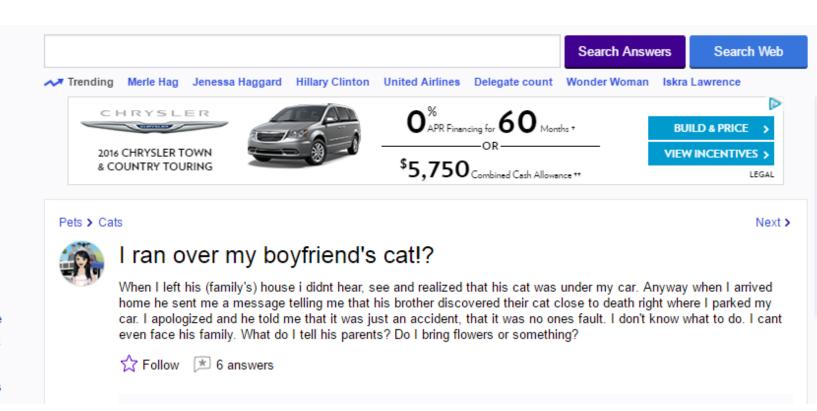
Dining Out

Education & Reference

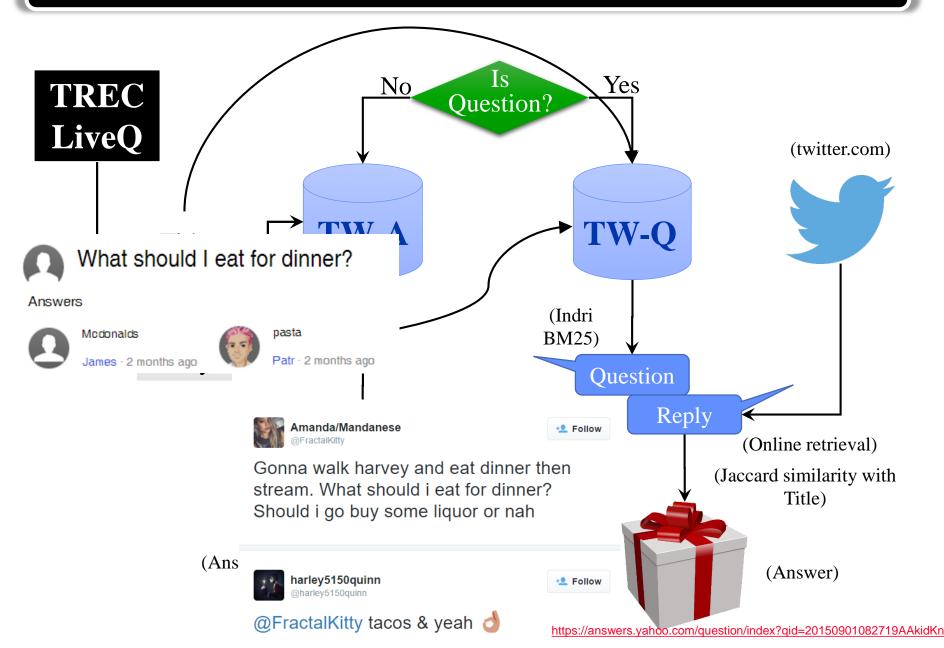
Entertainment & Music

Environment

Family & Relationships



Yahoo! Community Question Answering



The Project

- P1: Teams and topics announced tonight
- P2: Technology
- P3: Social Issues
- P4: Analysis
- P5: Presentation