

COLLABORATION & COMPUTER-HUMAN INTERACTION



Susanne Bødker



Olav Bertelsen



Eve Hogan



Clemens Klokmose



Henrik Korsgaard

WHAT DO WE DO?

Empirical stuff

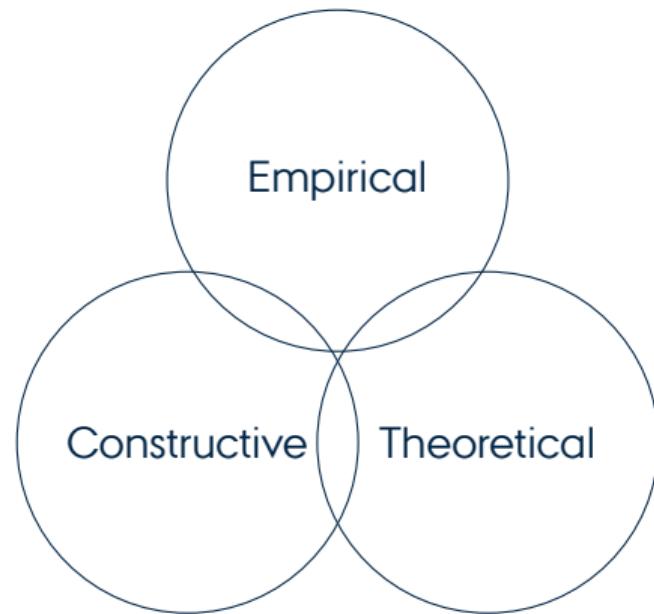
- ▶ How do people appropriate and use interactive technology in various contexts?

Theoretical stuff

- ▶ How can we analyze and theorize human-computer interaction?

Technical stuff

- ▶ How can we construct technical alternatives in human-computer?



WHAT DO WE DO



Figure 1: Studying activites in context

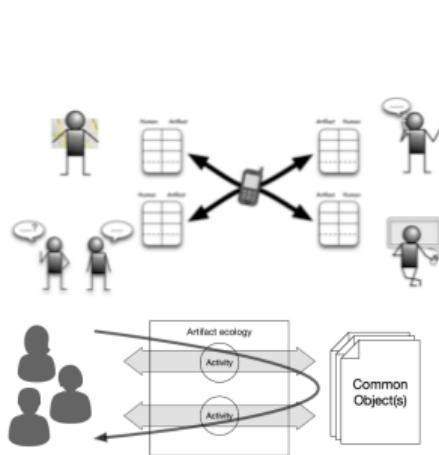


Figure 2: Develop concepts and models



Figure 3: Construct experimental prototypes

What kind of projects can you work on?

COMMUNITIES, COLLABORATION AND PARTICIPATORY DESIGN



Susanne Bødker

- ▶ What are the tools and practice of online activism?
- ▶ How can we apply participatory design to bottom-up communities?
- ▶ How do users become members/experts in online communities?
- ▶ How can we support and augment collaboration with digital traces?

UNDERSTANDING AND SUPPORTING SOFTWARE DEVELOPMENT



Olav Bertelsen

- ▶ How do contemporary IT companies develop software?
- ▶ How can we integrate contextual information into walkthrough assessment methods?

COMPUTATIONAL NOTEBOOKS, INTERACTIVITY AND SOVEREIGNTY



Clemens Klokmose

- ▶ How can we use the declarative programming to develop small interactive components in computational notebooks?
- ▶ How can we develop interactive and collaborative exercises in/for CoTinker?
- ▶ What does personal digital sovereignty look like and how can it be supported in data, hardware and software?

OPEN DATA, PARTICIPATORY DESIGN AND AMBIENT DISPLAYS



Henrik Korsgaard

- ▶ How can we develop interfaces for common public open data platforms with emphasis on interactivity, visual sense-making and transparency?
- ▶ How can we integrate Participatory Design methods into data-driven projects for non-experts?
- ▶ How can we explore and design novel ambient and situated displays (using elnk)?

... AND HOW DO COLLABORATE WITH ÜS?

- ▶ Pick a topic → talk to us → write a synopsis!
- ▶ Expect to see people frequently!
- ▶ Combine multiple approaches!
- ▶ Write continuously throughout the project!
- ▶ Work in the lab if needed!

