Computer-Supported Cooperative Work and Computer-Mediated

Communication

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Definitions

- Computer-Supported Cooperative Work
 - Any aspect of cooperative work in which digital technology plays a role
 - By Irene Greif and Paul Cashman in a 1984 workshop
- Computer-Mediated Communication
 - Human communication via electronic devices



www.iconshut.con



Classification

- Group Size and Relationship
 - Small group, organization, community, crowd
 - Family, friends, co-workers, neighbors, strangers, etc.
- Time
 - Synchronous, asynchronous
- Space and Location
 - Co-located, distributed
 - Home, public places, etc.
- Task Type
 - Information sharing
 - Decision making
 - Management
 - Creativity



http://www.jmir.org/article/viewFile/2555/1/23456

same time synchronous

different time asynchronous

same place colocated

Face to face interactions

decision rooms, single display groupware, shared table, wall displays, roomware, ...

Continuous task

team rooms, large public display, shift work groupware, project management, ...

Time/Space Groupware Matrix

different place remote

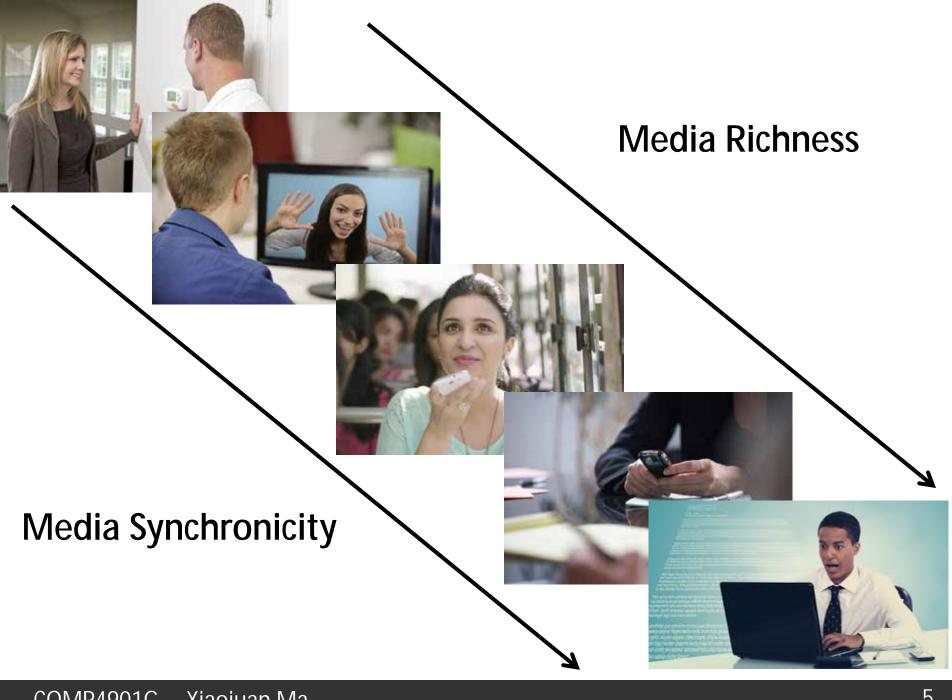
Remote interactions

video conferencing, instance messaging, chats/MUDs/virtual worlds, shared screens, multi-user editors, ...

Communication + coordination

email, bulletin boards, blogs, asynchronous conferencing, group calendars, workflow, version control, wikis, ...

https://www.interaction-design.org/ux-daily/65/cscw-%28computer-supported-cooperative-work%29-a-quick-introduction





"Computer-Supported"

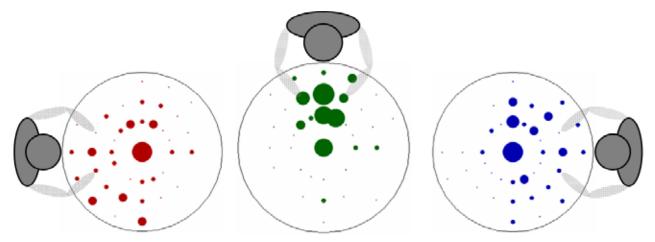


http://www.sharefile.com/blog/office-blankets/

Microsoft PixelSense Table Surface



http://www.microsoft.com/en-us/pixelsense/default.asp



Activity Table

| | Central | Western Actions | | | | Northern Actions | | | | Eastern Actions | | | |
|------------|----------|-----------------|------------|---------------|-----------|------------------|------------|---------------|-----------|-----------------|------------|---------------|-----------|
| Person | | Midway | FP Edge | Table Edge | Half | Midway | FP Edge | Table Edge | Half | Midway | FP Edge | Table Edge | Half |
| Per | • | \odot | 0 | 0 | • | 0 | 0 | \circ | | \odot | • | 0 | |
| • <u>w</u> | 43 (38%) | 23 (68%) | 25 (74%) | 14 (88%) | 135 (63%) | 43 (34%) | 12 (12%) | 2 (6%) | 82 (24%) | 8 (40%) | 6 (14%) | 0 (0%) | 52 (19%) |
| | 27 (24%) | 3 (9%) | 5 (15%) | 0 (0%) | 49 (23%) | 51 (40%) | 58 (60%) | 29 (88%) | 153 (45%) | 5 (25%) | 8 (19%) | 1 (7%) | 72 (27%) |
| E | 42 (38%) | 8 (24%) | 4 (12%) | 2 (13%) | 30 (14%) | 32 (25%) | 27 (28%) | 2 (6%) | 107 (31%) | 7 (35%) | 29 (67%) | 14 (93%) | 146 (54%) |

"Territoriality in Collaborative Tabletop Workspaces" by Stacey D. Scott, M. Sheelagh T. Carpendale, Kori M. Inkpen

Immersive Video Conferencing System



http://www2.marketwire.com/mw/frame_mw?attachid=984154























https://graphics.ethz.ch/research/images_video/telepresence/gaze.php

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"Shelbot"



technet.idnes.cz

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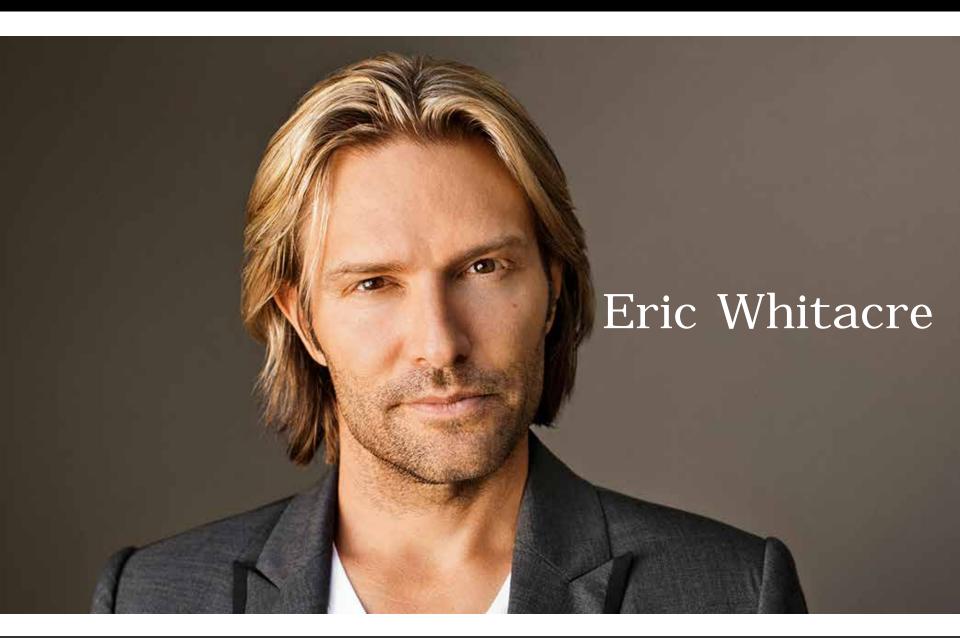






www.pilotpresence.com

"Virtual Choir"



13

"Shape-Changing Bench"



WoO controlled

Programmed













Concert hall foyer

Airport departure hall

Shopping mall



"Collaborative Work": Groups

| | Formal | Informal | | |
|--------|---------------------------------|---------------------|--|--|
| Home | Your family | Your roommates | | |
| Social | University Parents Community | Dragon boat team | | |
| Work | CSE Department | student study group | | |
| Online | Online fan club | World of Warcraft | | |

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What is different in work groups?

- Instrumental goals > relationship goals
 - Process: organization, markets
 - Performance: Efficiency, effectiveness
- Explicit hierarchy, roles, tasks, rules
 - Powerful informal processes and relationships
 - Bureaucracy
- In both work and social groups
 - Multiple memberships and projects.



www.accountingmesolutions.com



What is different in online groups?

- Participation is easier; so is leaving
- Dispersed in time and space
- Potentially larger, e.g., a community*
- More ephemeral
- Potentially more malleable—more amenable to design interventions

*A group is not the same as a network



What is unique about groups?

- Interpersonal influence & support through bonds
 - Relationships
- Group influence
 - Through group (social) identity and social pressure
- Hierarchy
 - Leadership
- Development over time
 - Roles (differentiation of behavior)
 - Norms and culture ("how we do things")
 - Shared purposes & resources
 - Interdependence





"Collaborative Work": Tasks

- Generate
 - Creative tasks
 - Planning tasks
- Negotiate
 - Cognitive conflict
 - Mixed motive tasks

- Choose McGrath, J. (1984) Groups: Interaction and Performance
 - Knowledge tasks (have a right answer)
 - Judgment tasks (no single right answer)
- Execute
 - Psychomotor
 - Contests



http://www.lavidacontinental.com/services/vulnerable-group-advocacy/



"Cooperative Work": Communication

- Explicit information, e.g.
 - Data
 - Files
- Implicit information, e.g.
 - Group culture
 - Emotion



myliker.cor

Brief Mood Introspection Scale (BMIS) by John D. Mayer

INSTRUCTIONS: Circle the response on the scale below that indicates how well each adjective or phrase describes your present mood.

(definitely do not feel) (do not feel) (slightly feel) (definitely feel)

| XX | X | V | VV | |
|--|--|---|---|--|
| Lively Happy Sad Tired Caring Content Gloomy | XX X V VV XX X V VV | | Drowsy Grouchy Peppy Nervous Calm Loving Fed up | XX X V VV XX X V VV |
| Jittery | XX X V VV | | Active | XX X V VV |

Overall, my mood is:

Very Unpleasant Very Pleasant -10 -9 -8 -7 -6 -5 -4 -3 -2 -1 0 1 2 3 4 5 6 7 8 9 10

Emotion in-between the Lines

Send

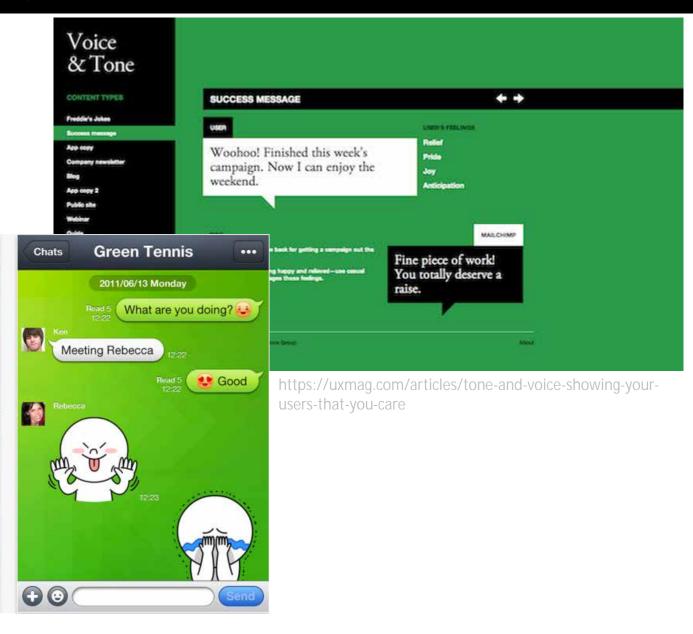
EMOTICONS

Gina

thank you!

STICKERS

Chats



line-download.com

EMOJI

Affectiva



www.affectiva.com

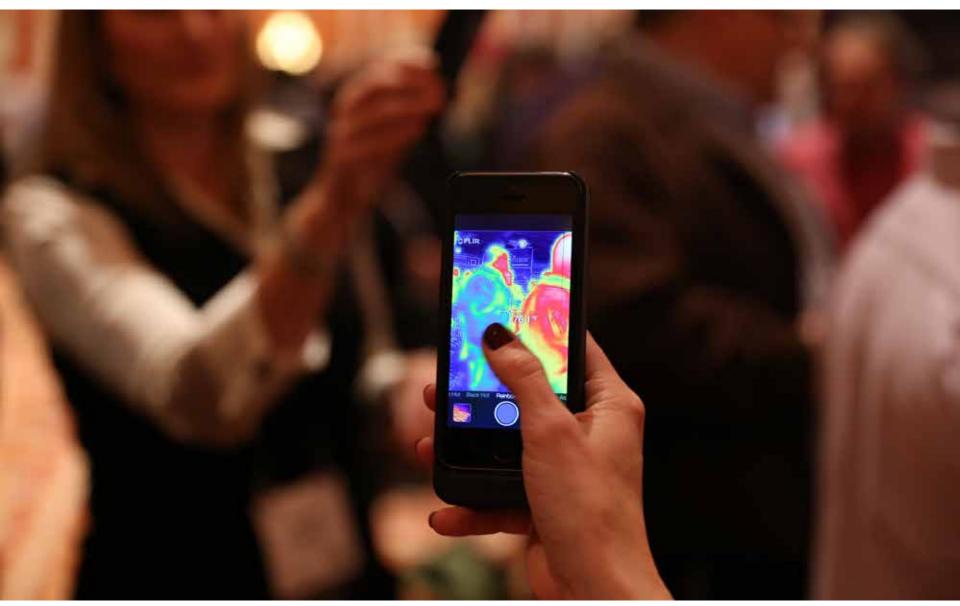
"Like-a-Hug"



http://www.telegraph.co.uk/technology/facebook/9594050/Why-like-someone-on-Facebook-when-you-can-hug-them.html

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Thermal Vision



http://techcrunch.com/2014/01/07/the-flir-one-case-gives-your-iphone-thermal-vision/

"Food Messaging"



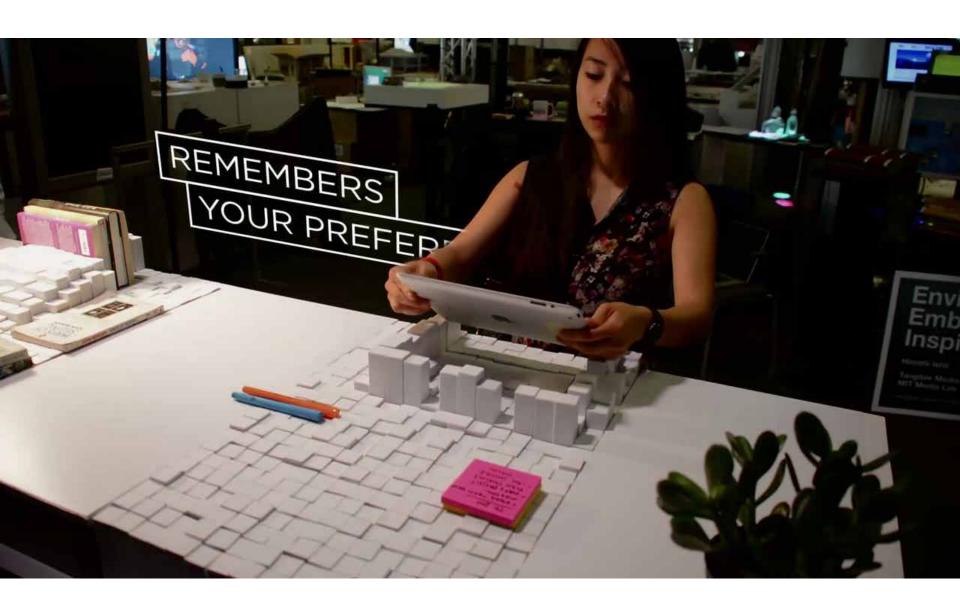
(Wei, Ma & Zhao, CHI2014)

"Wrigglo"



http://ipd.unist.ac.kr/works/wrigglo-2/

"Transform as Adaptive Dynamic Furniture"



http://tangible.media.mit.edu/project/240/

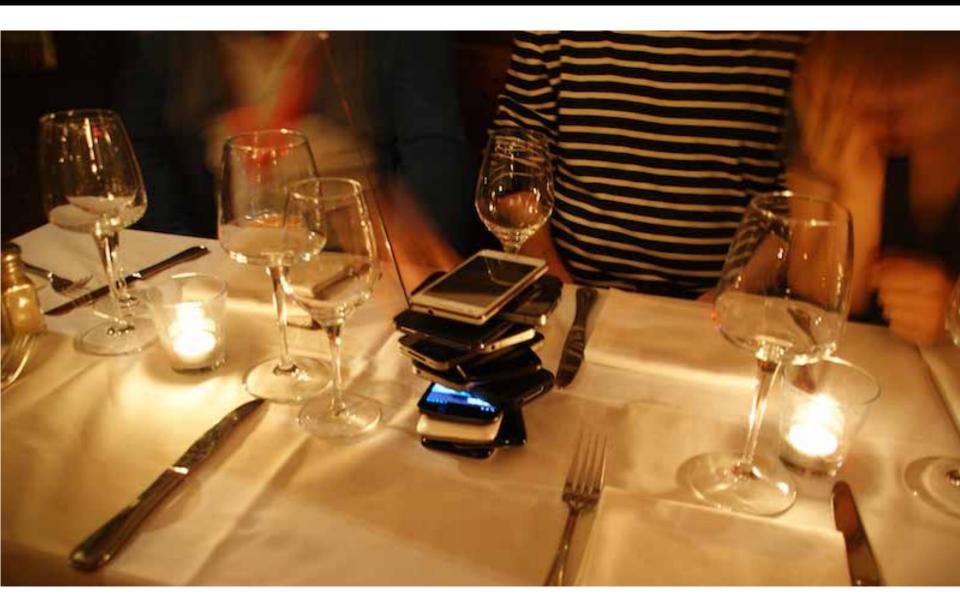


Computing technology shapes humans' life A Paradox



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Phone Stacking Game



http://techcrunch.com/2012/02/04/the-phone-stacking-game-lets-make-this-a-thing/

An Unplugged Life



http://www.nytimes.com/2013/09/22/fashion/step-away-from-the-phone.html?_r=0



Recap

- CSCW and CMC
- What kind of groups?
- What type of work?
- How to design computers?
- How to support?

32



Thank You J

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