Collaborative Software

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What makes for effective online communities?

	Same Time	Different Time
Collocated (Same Place)		
Remote (Diff't Place)		

Same time / same place

- Face to face interaction
- Roomware
- ·Shared tables, wall displays
- Group Decision Support Systems (GDSS)
- ·Single display groupware

Source: Wikipedia.

Example: same time / same place



Microsoft Surface







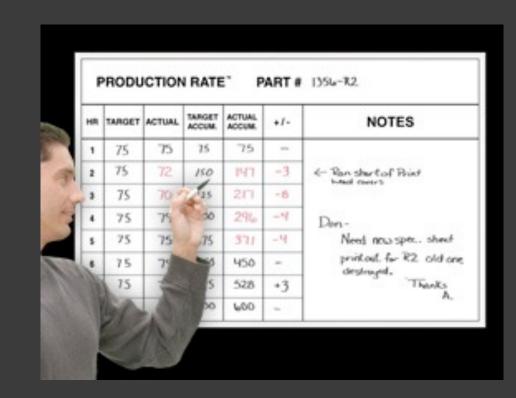


Different time / same place

- Message Boards
- Dedicated Team rooms
- Large displays

Example: ideas for different time / same place

Lean Manufacturing: Visible System Metrics









Same time / different place: Technologies

- Remote interaction
- Video-Conferencing,
- Real-time groupware
- Messaging (Instant messaging, Email)
- Virtual worlds
- Multi-User editors
- ·Shared Screen (vnc)

Source: Wikipedia.

Same time / different place: Affordances

- Multi-user participation
- Nonverbal cues
- ·Differing levels of fidelity (text, voice, avatar)

The Picturephone, 1964



A logical extrasion of today's selephane service.

Bell System introduces PICTUREPHONE service

New York of York Control Means, Washington (National Originates), are previde-

Charge (Producted Buddings) marrier improving the immensionaries on deal of postating you with better.

Some Fairfully has sure. The aim service is being effected to the amount by this bear

community of comment. See lets called not us well as said, attendance at each local coulds tell

verifier and development that the ten- from the message is quitter stop broad





Picturephone® installation showing Touch-Tone® control console.

Example: Skype

Date	Total user accounts (millions) ^{[22][23][24][25][26][27][28][29]}	Active users, daily use (millions)[30][31][32]	Skype to Skype minutes (billions)[33]	SkypeOut minutes (billions)	Revenue USD (millions)
Q4 2005	74.7	10.8	N/A	N/A	N/A
Q1 2006	94.6	15.2	6.9	0.7	35
Q2 2006	113.1	16.6	7.1	0.8	44
Q3 2006	135.9	18.7	6.6	1.1	50
Q4 2006	171.2	21.2	7.6	1.5	66
Q1 2007	195.5	23.2	7.7	1.3	79
Q2 2007	219.6	23.9	7.1	1.3	90
Q3 2007	245.7	24.2	6.1	1.4	98
Q4 2007	276.3	27.0	11.9	1.6	115
Q1 2008	309.3	31.3	14.2	1.7	126
Q2 2008	338.2	32.0	14.8	1.9	136
Q3 2008	370	33.7	16.0	2.2	143
Q4 2008	405	36.5	20.5	2.6	145
Q1 2009	443	42.2	23.6	2.9	153
Q2 2009	483	?	25.5	3.0	170
Q3 2009	521	?	27.7	3.1	185
Q4 2009	?	?	36.1	?	?
2010 (full year)	?	?	190	12.8	860

Year	International call market share
2005	2.9%[35]
2006	4.4%[35]
2008	8%[34]
2010	13%[36]

23rd November 2010



Neil Stevens

Celebrating 25 million concurrent users

Yesterday we reached a new milestone for peak concurrent users: 25 million people online, on Skype, at the same time. Our software is designed to handle large numbers of concurrent users, with wideband audio and group video calls all flowing smoothly around the world - from mothers in Montevideo to their sons in San Francisco, and from contractors in Canberra to their suppliers in Seoul.



In 2009, our users spoke, stared and sung for 113 billion Skype-to-Skype minutes - and for the first six months of this year, approximately 40% of Skype-to-Skype minutes were video minutes. All of this made possible by software built by a team of just under 800 people*. How do we do this?

Very simply: we do one thing. Our single minded focus is on building the best communications products, and building them for the whole world. This is not a hobby - it's who and what we are. And at Skype, we have one ambition: to build communications products which billions of people embrace every day.

Skype software takes care of the complexities of network topography, firewalls, different OSes, multiple devices - computers, and a myriad of connection types, leaving you to do the talking, laughing, smiling, crying, singing, dancing and more. Because we think 25 million is worth celebrating.

* as of June 30, 2010

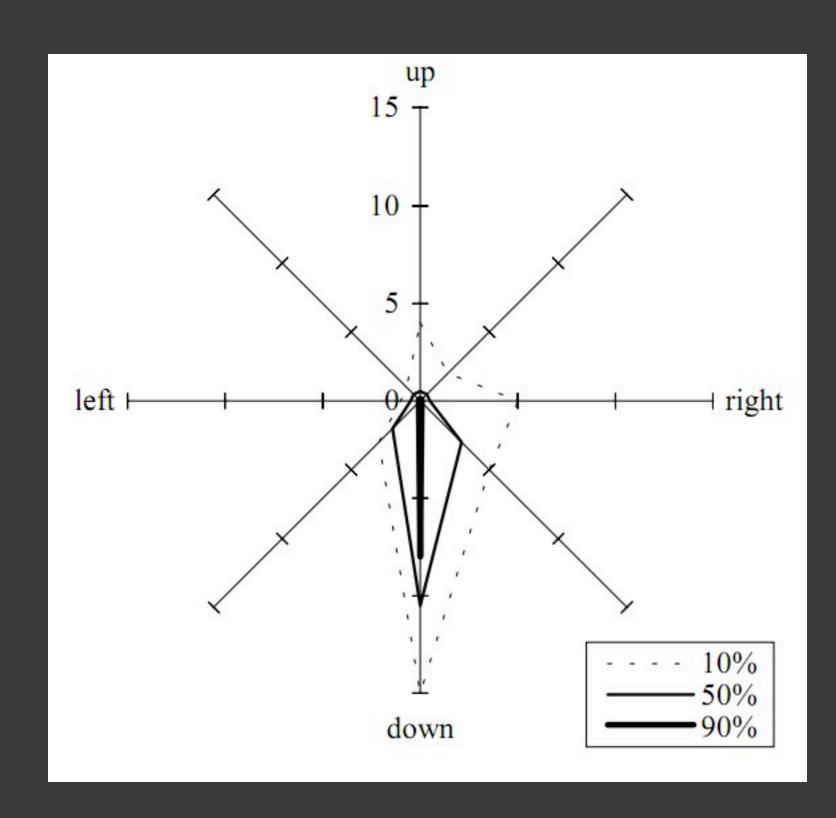






Gaze Parallax

"we are an order of magnitude less sensitive to eye contact when people look below our eyes than when they look to the left, right, or above our eyes." --Milton Chen





Always-On: Portholes and Media Spaces

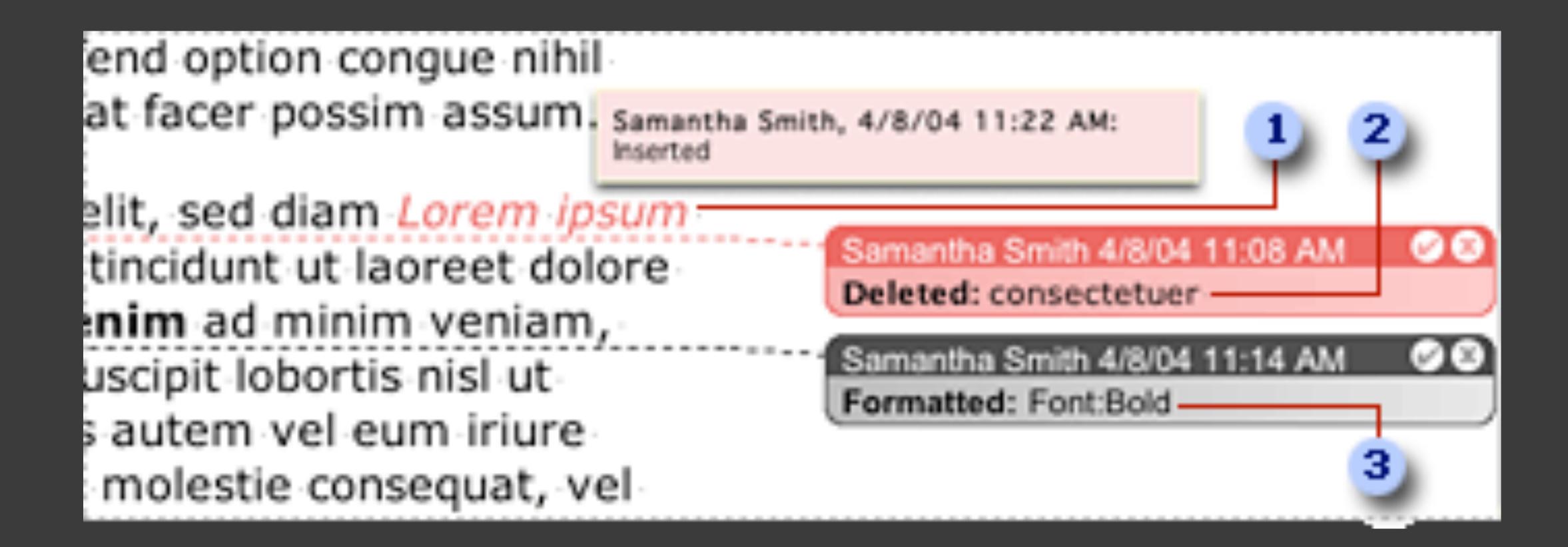


Calling While Driving

Different time / different place

- Communication + Coordination
- Wiki
- Blogs
- Workflow
- Version Control
- ·Shared participation over time
- •Geographically world wide

Document Collaboration: Track Changes



Challenges to Successful Collaborative Software

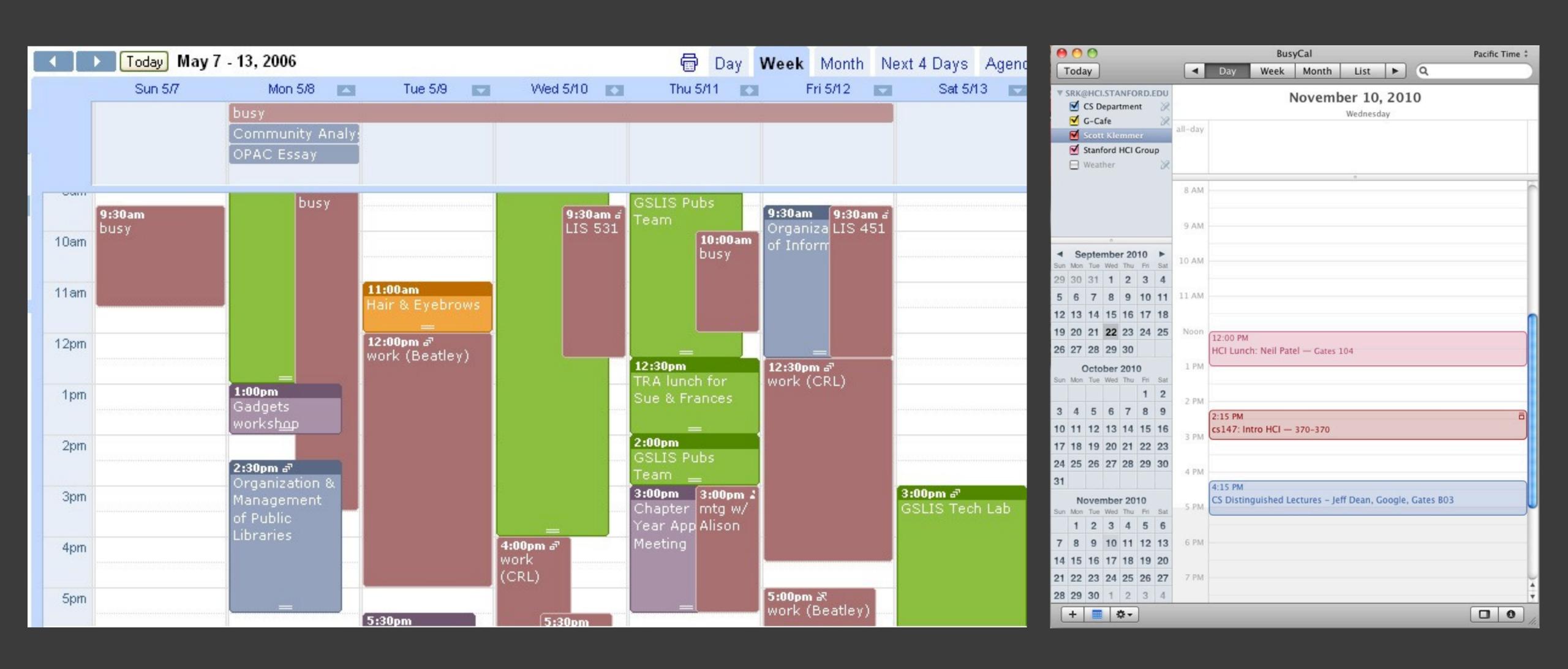
Disparity of Work and Benefit
Groupware applications often require additional work from individuals who do not perceive a direct benefit from the use of the application

Disruption of Social Processes

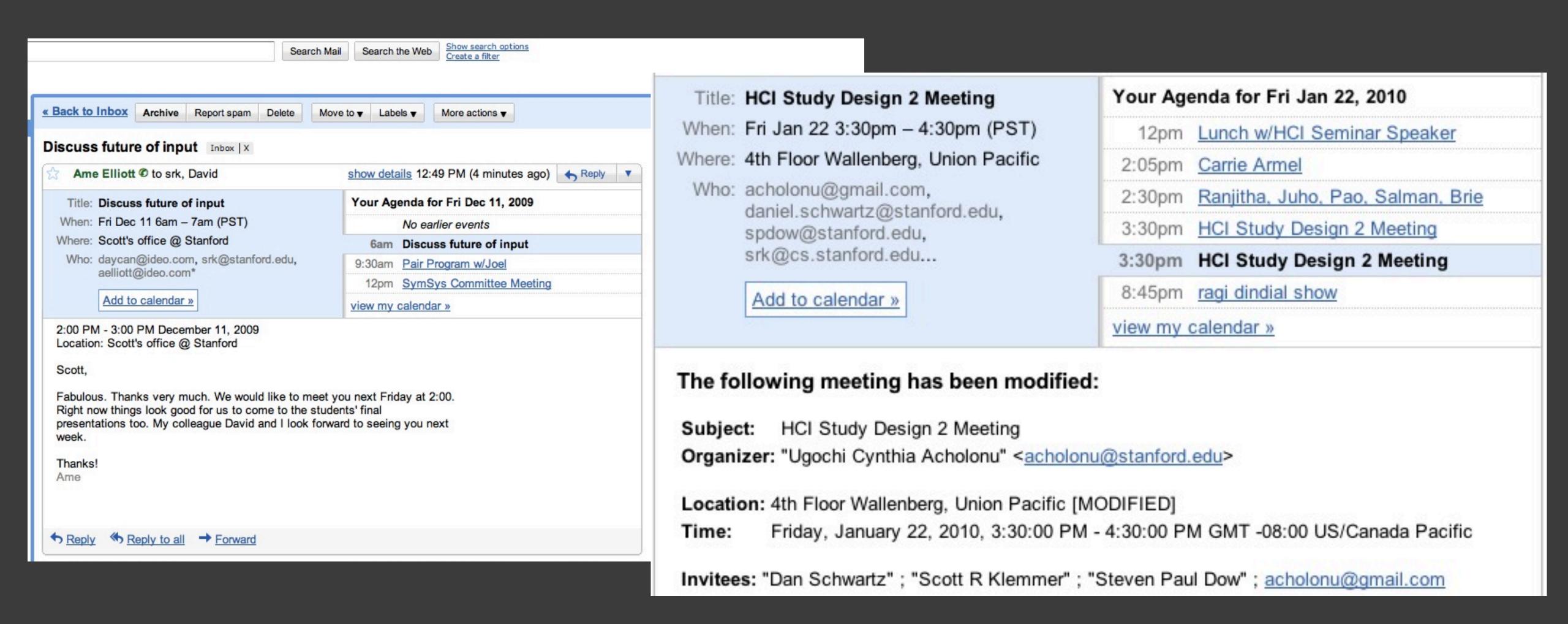
Groupware can lead to activity that violates social taboos, threatens existing political structures, or otherwise demotivates users crucial to its success

·Critical Mass and Prisoner's Dilemma Groupware may not enlist the "critical mass" of users required to be useful, or can fail because it is never to any one individual's advantage to use it

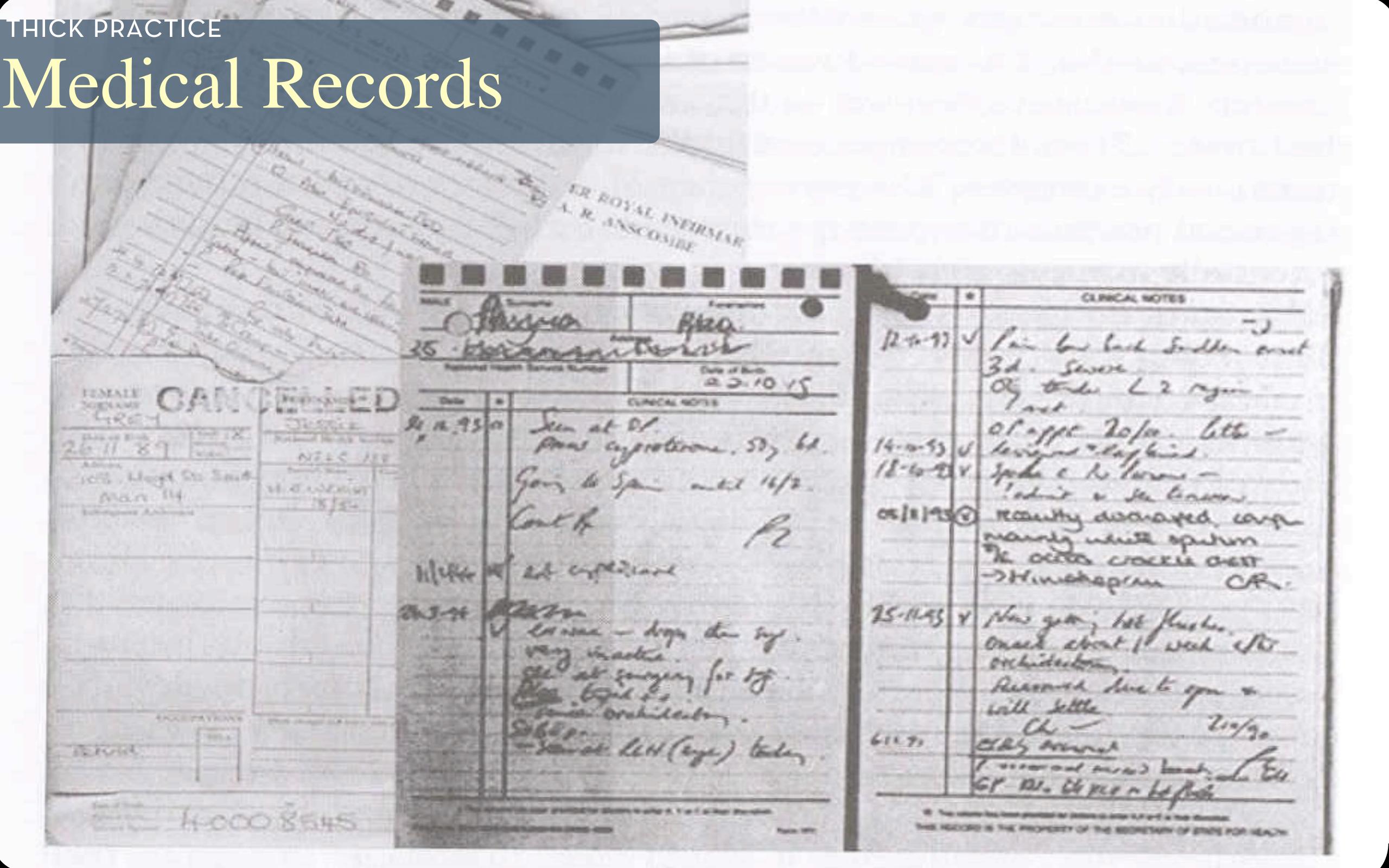
Example: Google Calendar (and BusyCal)



Integrating Calendar and Email



•Exception Handling Groupware may not accommodate the wide range of exception handling and improvisation that characterizes much group activity



What succeeds today?

- Collocation for tightly coupled work
 - ·because you get common ground and rapid rich interaction for free
- Remote work that is loosely coupled
 - ·because it doesn't require high interaction
 - ·use video and other high bandwidth to overcome loss of common ground
 - travel often

Distance Work will Only Increase

- 67% of companies anticipate increased reliance on virtual teams
 - ·80% for companies with 10,000+ employees
- ·35% of respondents rated difficulty of management as top challenge for virtual teams
- •92% said trust is critical for virtual teams
 - ·Survey by Institute for Corporate Productivity

Geographic dispersion & software development

- Software outsourcing is increasingly common
- But software development takes longer when performed by geographically distributed teams
 - Compare software development efficiency, when all developers are at one location or distributed across sites
 - Two different software development organizations
 - Time to complete an "MR" (Modification Request)

	Team		
Study	Single site	Multiple site	Ratio
Herbsleb	5.0	12.7	2.5
Espinosa	48.2	97.2	2.0
Days from sta			

Cummings & Kiesler (2005; 2007) Study of Large NSF Projects

- •Two studies of the outcomes of large NSF funding initiatives
 - ·71 Knowledge & Distributed Intelligence projects 1998/99
 - ·491 Information Technology Research Projects, 2001-2003
- ·Pls complete questionnaires describing
 - ·Collaboration composition
 - Coordination techniques used
 - ·Scientific & educational success

- Multi-university projects were less successful than single-university projects
- More successful projects used a variety of specific coordination mechanisms
- Multi-university projects used fewer coordination mechanisms than singleuniversity projects
- Reduced use of coordination mechanisms mediated the relationship between # of university and performance

