Track 7: Designing Collaboration

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Description

Collaboration has radically changed due to technological innovations. Initial research efforts have concentrated on bridging space and time for traditional goal-oriented teams of different sizes. These efforts are still ongoing as new technologies (tabletop computers, tablets, smartphones, infrastructures) enable true any-time, any-place collaboration and as our understanding of group phenomena such as processes, creativity, motivation or satisfaction deepens. Over time, new forms of technology based collaboration have surfaced: Collaborative efforts of communities and other social entities have been found to be surprisingly useful for tasks such as knowledge management, marketing, or open innovation. Most recently, large "crowds" are coordinated by software systems to contribute to a joint outcome and are claimed to exhibit "collective intelligence". Social Computing leads to a fundamentally new division of labor between computer systems and humans, enabling collaborative filtering, reputation systems and prediction markets.

This track focuses on research to enhance collaboration among human actors in any domain (business, government, academia, or social) and in any composition (dyads, small teams, large teams, communities or crowds). Their collaboration can be intentional (as in many work oriented settings) or incidental (as in many social settings). The track focuses on understanding and improving their collaboration processes and systems supporting their collaboration. We seek a diversity of research approaches, e.g. exploratory, theoretical, experimental, and design-oriented. We encourage interpretivist, causal, and critical contributions that can inform better collaboration processes and systems. Submissions will be judged on the basis of their contribution to knowledge, and on the degree to which they adhere to the standards of rigor within their epistemological and methodological heritage.
Topics of Interest

Possible topics include, but are not limited to:

- Collaborative Engineering
- Collaborative Design
- Collaborative Filtering
- Collaborative Work Practices
- Collective Intelligence
- Communities
- Creative Teamwork
- Cross-boundary, Cross-border, Cross-cultural Collaboration
- Crowdsourcing
- Domain specific Collaboration Systems (e.g. in Health-care, Crisis response, or Learning),
- HCI for Collaborative systems
- Instant Messaging and Micro-Blogging
- Mobile Collaboration
- Modeling Collaboration
- Negotiation Systems
- Prediction Markets
- Reputation Systems and Recommender Systems
- Social Tagging and Bookmarking
- Virtual Teams
- Wikis

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