

Groupware and Collaborative Interaction

Michel Beaudouin-Lafon (and others)

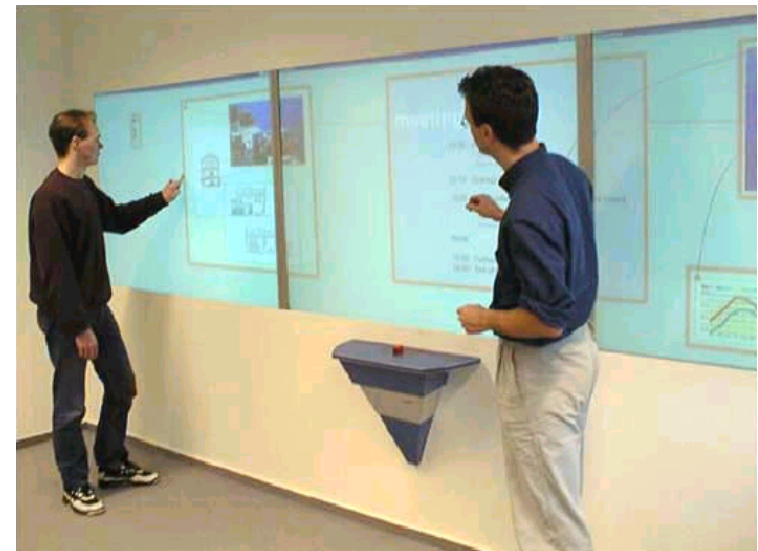
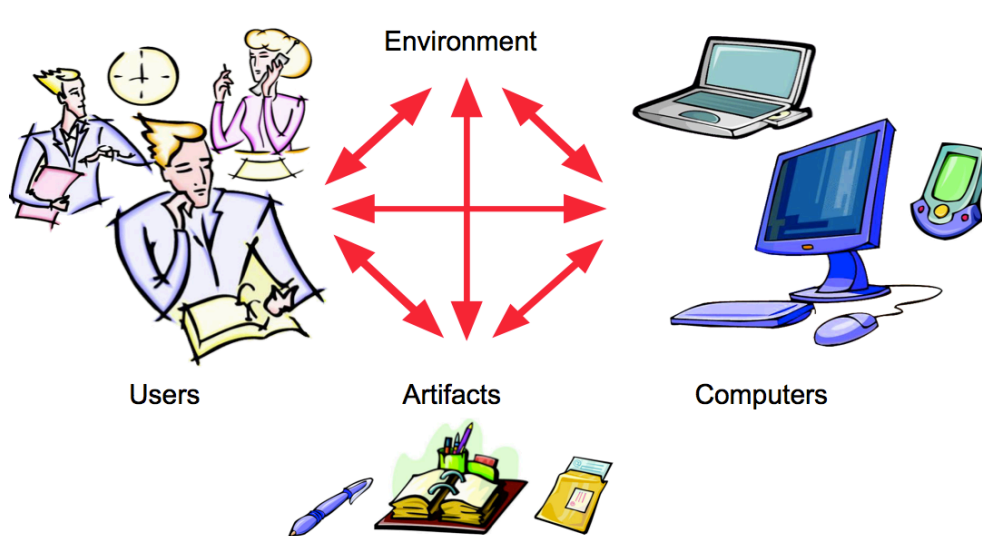
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Course outline

- Multi-user interaction
- Shared editing
- Mediated communication
- Collaborative Virtual Environments
- Social networks
- Crowdsourcing

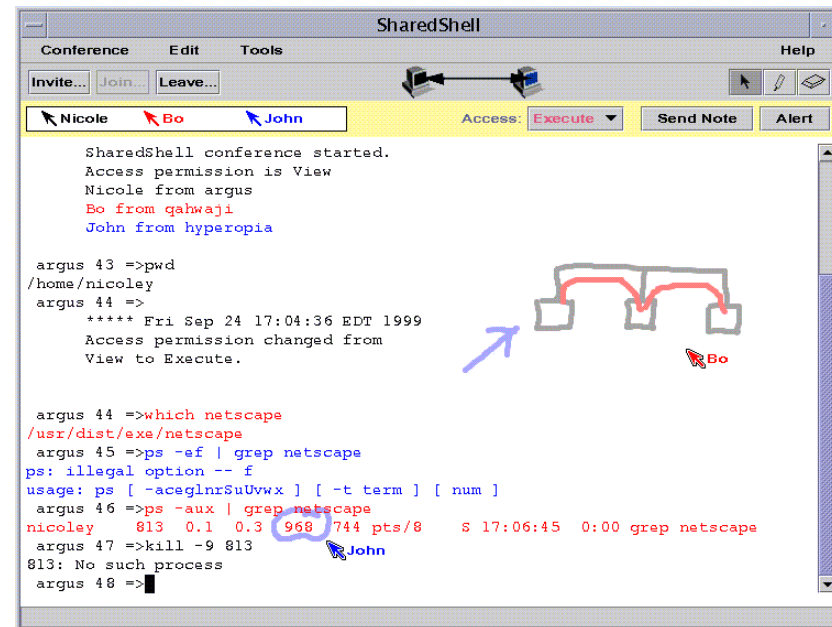
Multi-user interaction

- Concepts
- Social aspects



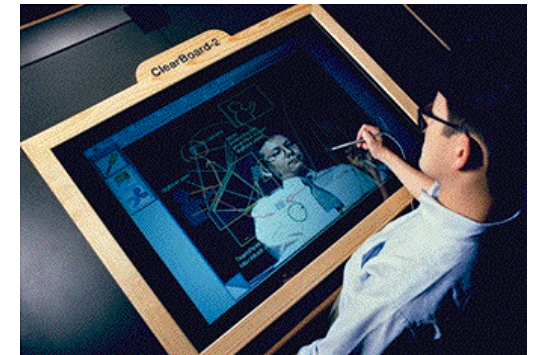
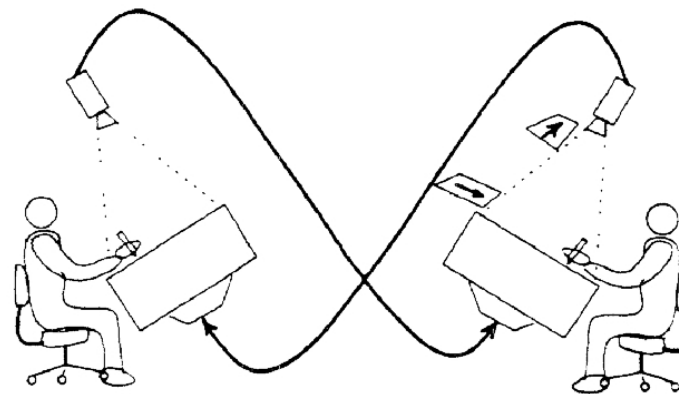
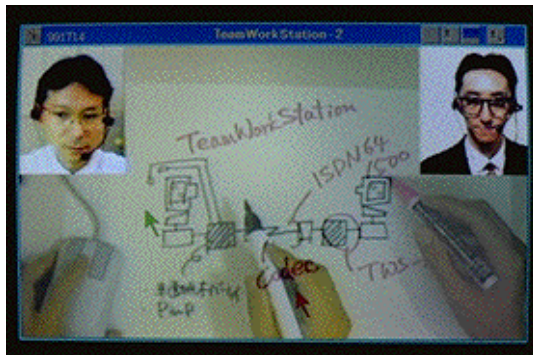
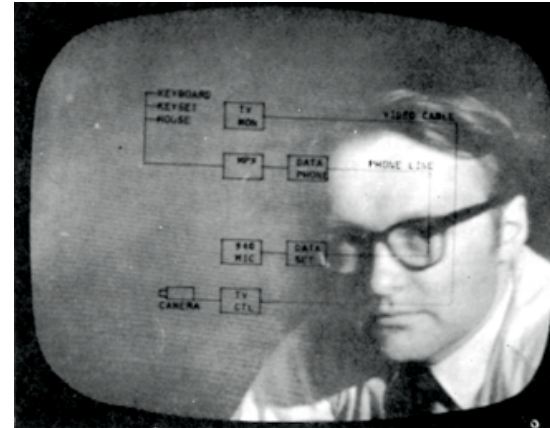
Shared editing

- Concurrent editing of documents with remote authors



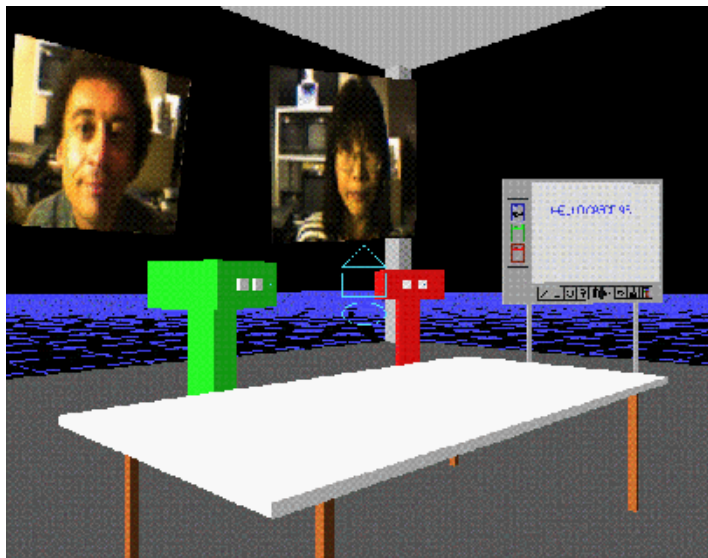
Mediated communication

- Using the computer to communicate with other humans



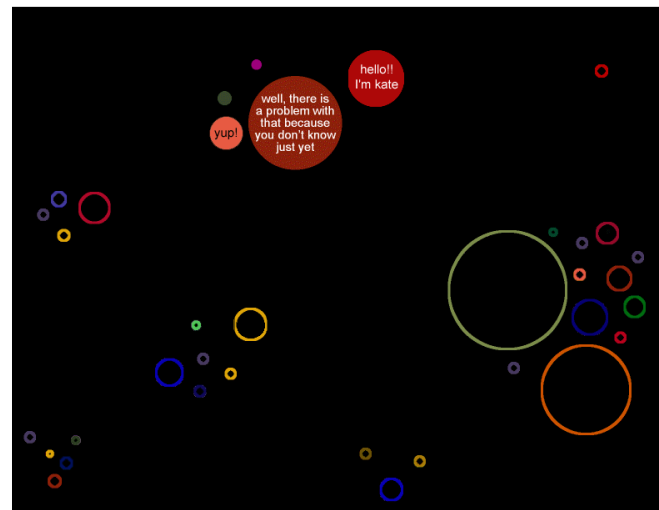
Collaborative Virtual Environments

- Immersive experience
- Avatars
- Games



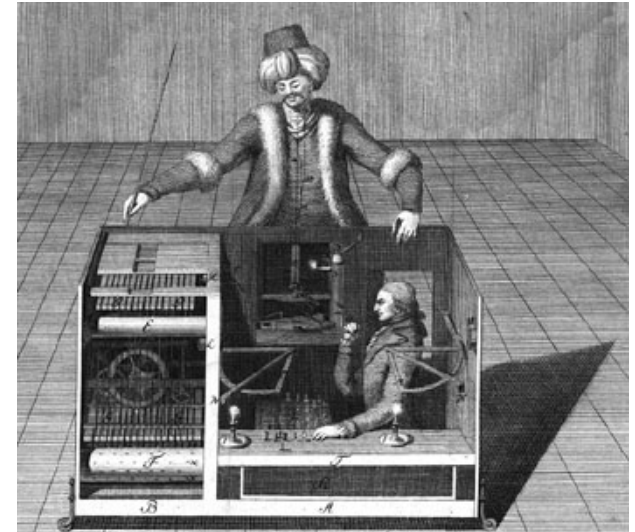
Social networks

- Online communities
- Social media
- Theoretical analysis of social networks



Crowdsourcing

- Powers of the crowd
- Combining human intelligence with machine computation
- Success stories and challenges



Assignments

- Read and summarize research articles
- Analyze existing systems
- Small design project