Datordecennier

60-talet Satsvis bearbetning 70-talet Fleranvändardatorer 80-talet Personliga datorer 90-talet Samverkan i grupp

Definition of CSCW:

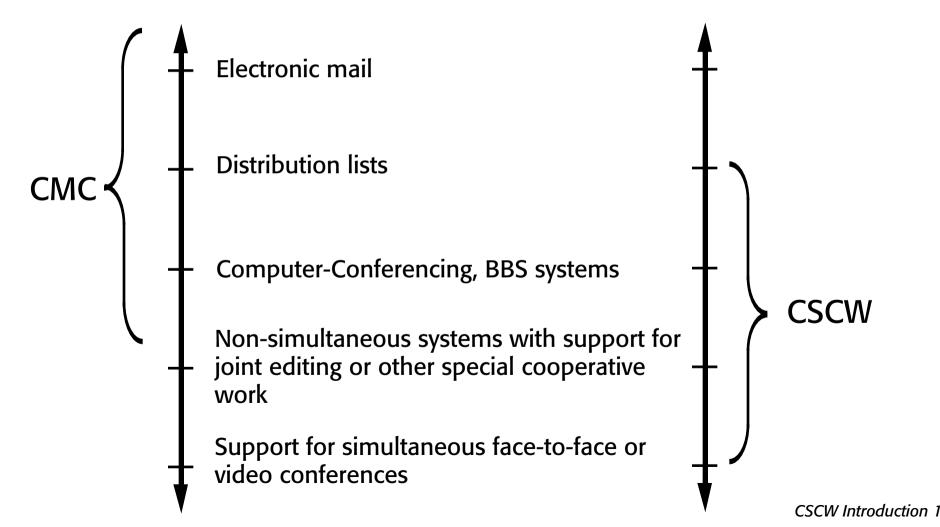
- Providing simultaneous access to one work process (e.g. group text editors)
- Managing communications among concerted actors (e.g. conferencing systems, group decision support systems)
- Organising resources and personnel involved in a work process (coordination systems)

(Docherty/Whitaker: CSCW - A Promise Soon to be Realized, TELDOK Rapport 71)

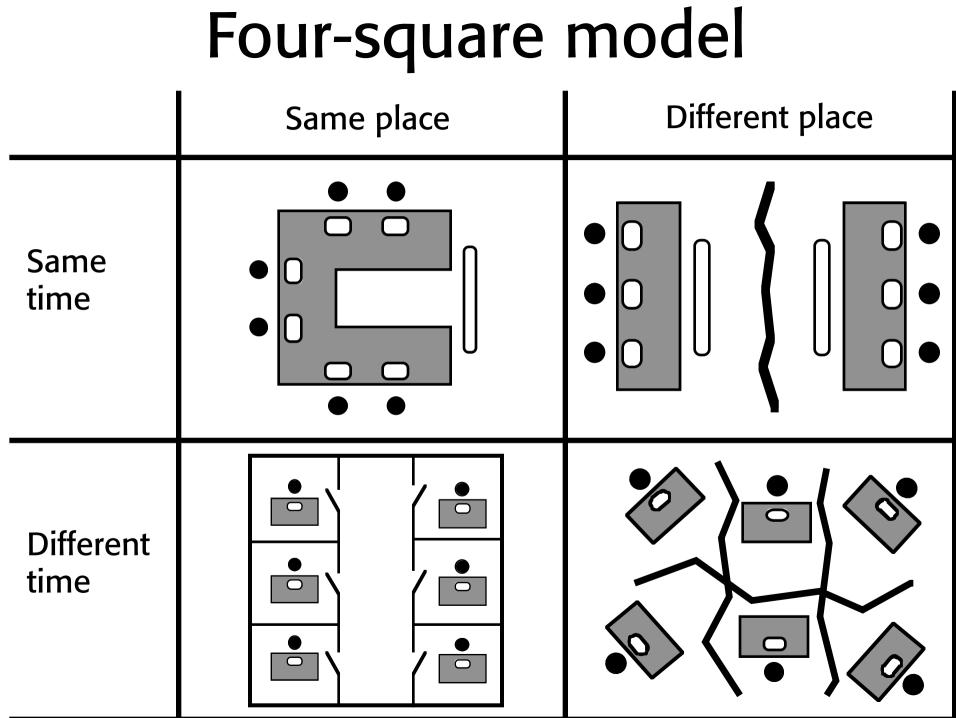
Terminology

CSCW - Computer-Supported Cooperative Work

CMC - Computer-Mediated Communication



Groupware



Four-square applications

(Johansen,	,
Whitaker)	

	Same place	Different place
Same time	Face-to-face meetings Copyboards PC projectors Meeting rooms	Remote meetings Conference calls Data sharing Video/audio-confer- encing
Different time	Administration/ Data Management Shared files Shift work	Reliance on Coordination Electronic mail Forms management Voice mail Structured messaging

Opportunities for Support in CSCW systems

Assistance in:

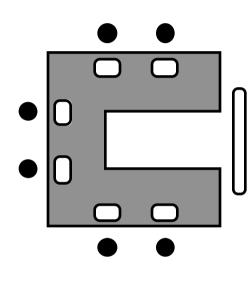
Focusing of attention Coordination Representation Revision Short-term storage Long-term storage

Shared workspaces

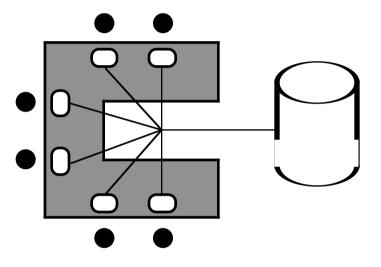
Single object Editable object Expandable object Concurrent access Private & Public views Multimedia

(After Gary Olsen, University of Michigan)

Same time coworking: All the same or each his view?



Common screen, or common view on each screen



Each person works on his subtask, sometimes two people happen to work on the same piece of information

How often will access clashes occur?

Two modes of handling simultaneous access to data base:

Weak coupling: Each has his own view

Simultaneous updating: One user locks a node when updating it, or merging of alternative revisions of one node

Strong coupling: Both have the same view, audio channel opens automatically

Simultaneous updating: Both can update, and see result immediately

News Control: Knowing what you have seen and not seen

- Simple example: Whenever a node has been modified by someone else, the node and its modified attributes are shown in yellow on the screen. After reading the modifications, you push a button to estinguish the yellow lightning.
- Problems: When the whole structure has changed, not just some nodes.