

Designing for Collaborative Work and Virtual Environments

- Computer supported cooperative work
- Virtual environments and virtual reality
- Design trade-offs: An environment for learning about motion

Computer supported cooperative work

- Synchronous-Local
- Synchronous-Remote
- Asynchronous-Local
- Asynchronous-Remote

Synchronous-Local

- Same time, same place
- Meetings

Synchronous-Remote

- Same time, Different place
- shared window system
- floor control

Asynchronous

- Different time
- E-mail
- Message Boards

Formal Vs Informal Groups

- An increasing number of researchers believe that informal, spontaneous, communication is as important as formal communication, if not more important.

Design Issues for CSCW systems

- The acceptability of a CSCW system depends on the competing alternatives.
- Existing human conventions for working together provide a source of ideas for CSCW designers.
- Etiquette is developed with new systems
- How a systems will work with more than two users.
- Unpredictable delays.

Virtual Environments and Virtual Reality

- Three factors that are used when referring to interaction styles.
- Sense of direct physical presence.
- Sensory cues in three dimensions
- Natural interaction

Design Trade-Offs

- Cost Vs. Realism