Introduction to Collaborative Interaction Mediated by Technology Design



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## Summary & Learning goals

## SUMMARY:

In this exercise, the students are expected to work individually to analyse the mediating elements of an existing technology that is designed and used for human collaboration. Students will identify the elements that can be further improved in the tool and discuss further opportunities and challenges offered by the tool. LEARNING GOALS: With this exercise students will be able to;

- Identify and give examples for technologies that offer collaborative interaction in different domains of space and time
- Analyse different aspects of the technology design features that mediate collaborative interaction
- Discuss opportunities and challenges offered by the tool for collaborative interaction

Exerci	e
Synchronous	<ul> <li>List 5 collaborative technologies and place them in the model</li> </ul>
Temporal	
Remote Asynchronous	<u> </u>
Asynchronous	Spatial (proximity between collaborators)

## WORKSHEET

- Pick one of the technologies and analzye it according to its design elements that work as mediator of collaboration
- Identify the mediating design elements to be further improved and discuss with your peers.

		TOOL	FEATURE 1	FEATURE 2	FEATURE 3
		Name of the tool	Description of the feature	Description of the feature	Description of the feature
Purpose of the collaborative interaction	Learning				
	Working				
	Leisure / Entertainment				
	Wellbeing				
Modalities of sensory input/output available	Visual				
	Auditory				
	Tactile				
	Gustatory				
	Olfactory				
	Vestibular				
	Proprioceptive				
Modalities of behavioral input available	Gestural (e.g. pointing for joint attention)				
	Arousal (active/passive; attention)				
	Expressed emotion (valence)				
	Heartrate / HR Variability or other bio				
Medium used for	Oral				
collaborative interaction	Textual				
	Graphical / illlustration				
	Photography				
	Video / Animation				
	Spatial / 3D Model				
Place of the	Collacated				
collaborative interaction	Hybrid, both				
	Remote				
Reality/Virtuality:	Augmented Reality				
Virtual collaboration takes place in	Mixed Reality				
	Virtual Reality				
Temporality of the	Synchronous				
collaborative interaction	Asynchronous				
Predictibility of the	Scheduled				
collaborative interaction	Unscheduled				
Type of Strategy Planning	Retrospective				
takes place between the collaborating actors	Prospective				
Level of	Coordinative				
collaborative interaction Are they	Cooperative				
	Reflective				
Roles & Skills used for the Collaborative Interaction; Are they	Independent				
	Dependent				
	Interdependent				



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