

1. The main idea of this article is to bring light to the obstructions that limit advancements in future collaborative human computer systems and find solutions to these challenges through the Envisionment and Discovery Collaboratory program.

2. The topic we found to be most interesting is "Moving beyond closed systems", for it is the most relevant in our lives. There are many things that do not evolve to suit their users. They have rigid structures and thus they are not successful, or even useful at times. Software systems should be able to adapt to different specifications over the course of its deployment. Software systems that come out that are flawed in their user interface need to be able to update it to make user interactions easier. This has been a situation for us. There have been software systems that we have tried to use with out success because of the user interaction, as well the absence of features. These systems fail because there is other systems out there that do it better. According to Fred Brooks in "Mythical man-month", the deployment stage of a software system is half of the difficulty of software system. This is because the systems need to evolve for the users and changes in computing environments.

3. Within collaborative design there exists a inherent difficulty in the tools that aid the process. With technology we can express our ideas, but when the technology is limited to computer screens, and inadequate software systems we can not collaborate effectively. It is easier for humans to see things and understand them, when looking at a computer screen only one person can interact with it at a time. If there were better tools that multiple people could interact with them at the same time the design process would be more effective and efficient. Human interactions would increase and ideas could be expressed easier. Social issues within informed participation could be a difficulty in trying to maintain a design that actually incorporates people into it. Most consumers today are just interested in the final product. They're lazy and they will wait for specialized designers to do their job of improving future products. Technical issues could include a difficulty of actually creating a design that is able to incorporate people that are the consumer and allow them to actually be productive.

4. My only experience with civic discourse was when I was working with my engine management tuner. The tuner basically asked me basic questions regarding what I wanted to do with the car in terms of performance and daily driving conditions. Based on what I said I wanted, the tuner incorporated it into the final map for the car's ECU to read.

5. EDC is very innovative in that it uses a very well defined user interface that enables multiple users to access the material simultaneously, so that ideas can be expressed and understood. Although it is innovative, the system can still be improved upon, an all digital system that allows the creation and implementation of different objects easier would make the system much more flexible and adaptable to many different situations.