Assignment 7

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1. What do you consider the main message of the article?

Based on the research of collaborative design, this paper identifies possible challenges posed to HCI community. And then, as a new media, EDC has been introduced to tackle these problems with a scenario. Further insights are revealed as well as the claim that the future of HCI should emphasize on human factors instead of solely on some technical issues.

2. What concepts did you find most interesting in the paper

1) <u>Symmetry of Ignorance:</u> It is a new concept for me and I cannot simply dismiss it by the explanation "different aspects of knowledge crucial to the resolution of the problem carried in the minds of individual stakeholders as tacit knowledge", because I cannot map this definition to either "symmetry" or "ignorance".

    I searched for its definition and found something interesting - http://www.astronomy.net/forums/god/messages/26253.shtml?show=top. The article uses some examples to explain the connections between symmetry (including mirror symmetry, spherical symmetry, shift symmetry and "exchange" symmetry) and ignorance. The more abstract point is anytime we are ignorant of some aspect of the possible description of an object, that object will display a symmetry related to our ignorance. Since all the information we have to work with arrives through our senses, we are inherently ignorant of what process exists between us and reality.

2) <u>Externalizations:</u> It is necessary when a designer seek for the aid of computational tools or whenever group work happens. Externalization is the prerequisite for interfacing among individual designers.

3. What do you consider the major technical and social challenges associated with collaborative design and informed participation?

1) <u>Technical:</u> I agree with the statement of this article "what we can build is more limited by our imagination, our ability to discover, and our ability to envision than by our system development limitations".

2) <u>Social:</u> collaborative design and informed participation may be of great help from the perspective of functionality but I am a little worried about the aesthetic issues in some specific domains, such as architectural design and game design. Collaborative design has the inclination to bring the eclecticism.

4. Describe your own experience with participation in civic discourse. What limitations did you find in such processes? What aspects did you find to be positive?

Worked as an architect, the design process usually involved clients. As future users, clients' opinions are highly valued. But we always need to persuade them with professional knowledge. Clients are decision makers, so if they insisted on a bad design, we really have nothing to do about it.

5. What elements of the EDC design and implementation do you find interesting? Innovative? Outdated? Inappropriate?

EDC is the only interactive table surface board I've seen, which is used for some "serious" research. I saw several boards with similar functions in CMU and Georgia Tech, which are for purely game purposes. I like both of the "form" and the "function" of EDC.