

# Collaborative Design

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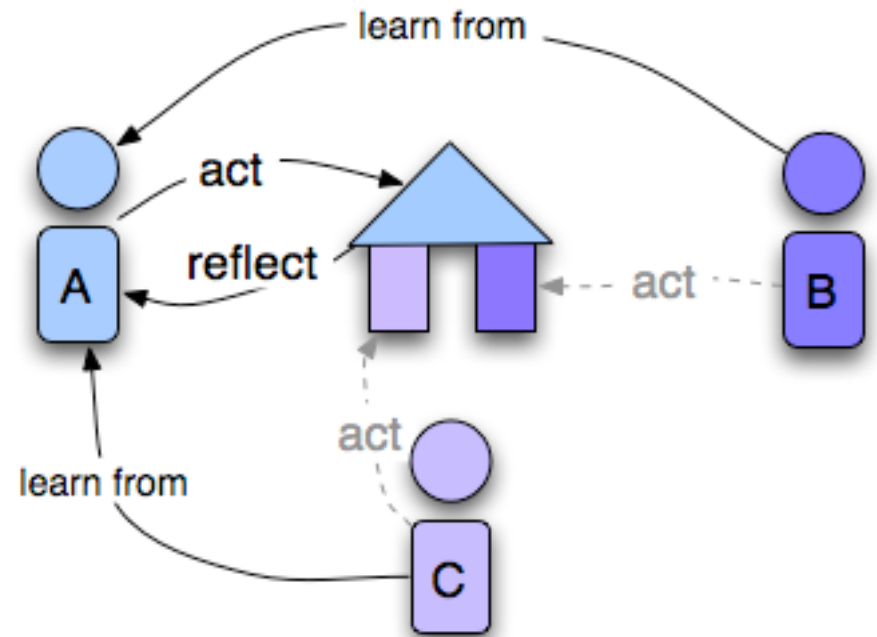
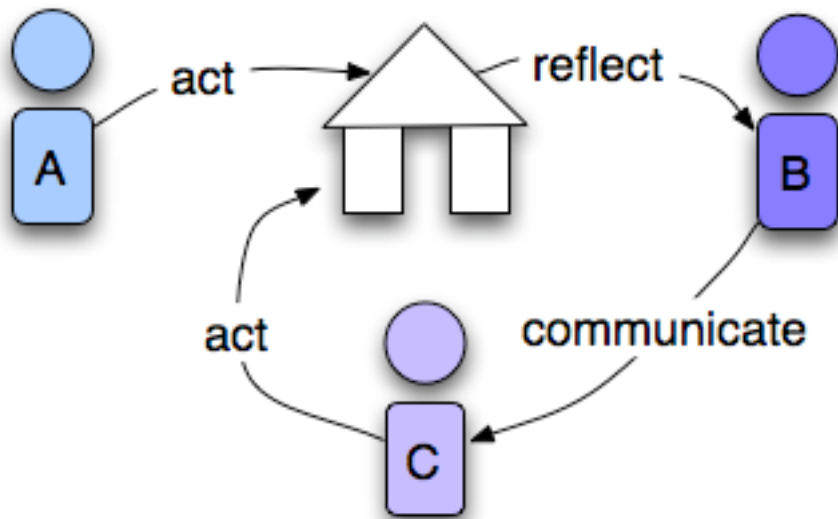
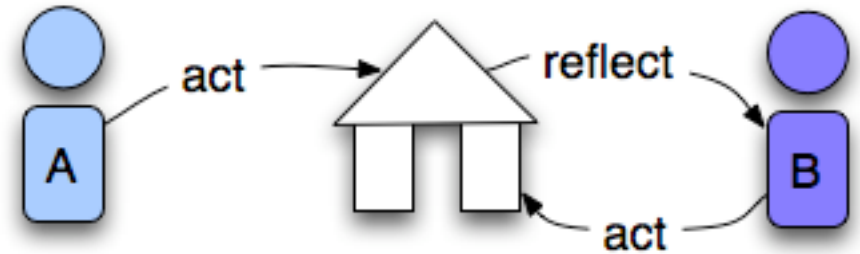
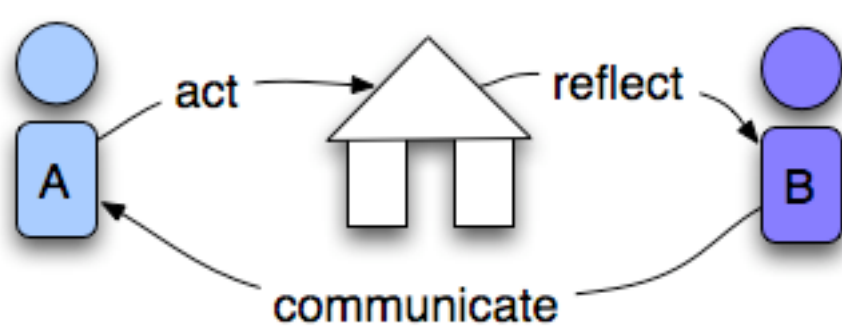
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# Collaborative design

- Design through both “brawny” (the power of many hands) and “brainy” (the power of many heads) collaboration
- Design competence is determined by interactions among designers
  - Individual: accessing and utilizing knowledge available in the designer’s socio-technical environment
  - Group: the capacity of activating and managing creative collaboration

# Basic patterns of collaborative design



# Issues in collaborative design

- Increasing the visibility of individual action and the efficiency of communicating reflections
- Situated activation of external knowledge
- Multiple dimensions of collaboration: temporal, spatial, technological, conceptual
- Social configurations commensurate with the needs and patterns of interaction
  - Team, Community of Practice, Community of Interest, Dynamic Community, Knotworking ...

# WS contributions on collaborative design

- David Hendry: “Design Informatics - Information Needs in Design”
- Charlotte Lee: “Collaborative Design and the Science of Design
- Gueddana Sofinae: “Combining Research Strategies in Interaction Design of Communication Systems for the Home”