



Center for
**LifeLong
Learning
& Design**

University of Colorado at Boulder

**Wisdom is not the product of schooling
but the lifelong attempt to acquire it.
- Albert Einstein**

Creativity Challenges and Opportunities in Social Computing

Panel Members

- **Gerhard Fischer** — Center for LifeLong Learning & Design (L3D), University of Colorado, Boulder
- **Pamela Jennings** — Banff New Media Institute, The Banff Centre, Alberta
- **Mary Lou Maher** — Program Director, NSF Program “Creativity and IT” and Design Computing, University of Sydney
- **Mitchel Resnick** — MIT Media Laboratory, Cambridge
- **Ben Shneiderman** — HCIL Laboratory, University of Maryland, College Park

Getting **All of You** Involved

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Backchan.nl: a web based backchannel system

- managing questions for presenters
- allowing audience members propose and vote on other people's questions
- top rated questions are projected in the presentation space so audience members, moderators, and panelists can see them

The Topic

*“The strength of the wolf is in the pack,
and the strength of the pack is in the wolf.”*

R. Kipling



creativity → social creativity



*mass collaboration,
social production ,
2.0 Everything*



computing → social computing



Creativity Challenges and Opportunities in Social Computing



innovative HCI research
(beyond: ease of use, usefulness, productivity)

A Timely Topic: A Sample of Workshop

- **“Creativity Support Tools”**, Sponsored by NSF, June 2005, Washington
- **"About Face: Interface - Creative Engagement in the New Media Arts and HCI"**, April 2006, CHI 2006, Montreal
- **“Synergies Between Creativity and Information Technology, Science, Engineering, and Design: Defining a Research Emphasis”**, November 2006, Arlington
- **“Success factors in fostering creativity in IT research and education”**, January 2008, Arizona State University, Tempe
- **“Studying Design Creativity'08: Design Science, Computer Science, Cognitive Science and Neuroscience Approaches: The State-of-the-Art”**, March 2008, Aix-en-Provence, France
- **“Creativity and Rationale in Software Design”**, June 2008, Penn State

A Social Computing Environment for the CreativeIT Community

<http://l3dswiki.cs.colorado.edu/CreativeIT/>



Controversial Topics

- most of the pressing and important problems of today's world are **systemic problems** making collaboration supported by social computing not a luxury but a necessity → **Gerhard**
- how can we augment HCI research by integrating creative and digital arts practices and practitioners whose work is founded on the **promotion of critical thinking and social engagement?** → **Pamela**
- how can we **sow the seeds for a more creative society** by educating students as creative thinkers? → **Mitchel**
- how will creativity research support the emergence of **new intellectual cultures** between HCI and digital arts? → **Mary Lou**
- what are the **motivations that increase technology-mediated social participation** in community safety, healthcare, innovation, etc.? → **Ben**

L3D's Research in Social Creativity and Social Computing

- **domain-oriented design environments**
 - focus on content, rather than tool
 - back-talk to the owner of problems
 - critiquing

- **meta-design**
 - design for designers
 - end-user developments
 - low threshold and high ceiling
 - motivation

- **social creativity**
 - collaborative design and decision making
 - boundary objects
 - reflective communities
 - table top computing environments

Envisionment and Discovery Laboratory

