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

mass collaboration,
- social production ,
- 2.0 Everything

⇓

creativity → social creativity
computing → social computing

⇓

Creativity Challenges and Opportunities in Social Computing

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innovative HCI research
(beyond: ease of use, usefulness, productivity)
A Timely Topic: A Sample of Workshop

- "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
- “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