

I plan to address how Google Warehouse is evolved and changed in my final report. In addition, I would like to show how much Google Warehouse is revised as I pointed; some of their features are updated by themselves, but some of others are corresponding to my ideas. (I.e. they updated their Sketchup tutorial by different levels as I suggested.)

Through this independent study, I have learned several valuable things; what is the important factors for effective output filters, how to let pure consumers be prosumers, and the way we have to aim. I will wrap up all things I have felt and learned through this independent study.

Thanks to Web 2.0 and socio-technical environments, we need to shift the paradigm in current conceptual framework for interactive systems from professionally dominated cultures to democratized design cultures. With this paradigm shift, it requires us to use better output filters. I have addressed the mechanisms to build effective output filters and the ways to promote passive users to active users.

Google Warehouse is chosen for exploring effective output filter mechanism. Google warehouse is one of the best open system models, and they have updated their output filter mechanism to meet the needs of end users. I have had meetings with them and exchanged our ideas to build better output mechanism and encourage passive users to be active prosumers. Last five month, the output filter of Google warehouse is developed, and Google Sketchup is updated with the progress of Google warehouse.