Gerhard Fischer (gerhard@colorado.edu)   Spring Semester 2007

A Joint Graduate and Undergraduate Course — CSCI 7212-001 and CSCI 4830-002

Brief Questionnaire for the Participants of the Course
"Design, Learning and Collaboration"

due: Monday, January 22, 2007; 10am on the class website
http://l3dswiki.cs.colorado.edu:3232/dlc-2007

1. your name: Yingdan Huang

2. your field of study: Computer Science

3. in which semester are you: 1st year PhD

4. why are you interested to take this course and what do you expect to get out of this course?
I spent most of my time on design, learning and collaboration for quite some time. But I barely know any theory – I just did lots of practices. I think it is interesting to see how far away between theory and practice. And because I have these experiences, very possibly my thesis will be related to these issues.

Based on the 3 themes, currently I want to know:
- What does design mean
- Education for senior people (It is maybe because I did an entertainment center design for senior people before. I notice most researches focus on education for kids.)
- How to evaluate the effect of collaboration or compare different methods of collaboration
……

5. which courses / work activities / background knowledge do you have which might be relevant to this course?
"Design" is always a high frequency word for me. My undergraduate study is architecture and I worked as an architect in China. The meaning of "design" has changed since I entered into the Computational Design program for my master – the notion becomes more general.

As to architectural design, traditionally eight disciplines are involved in this domain so that there are lots of collaborative activities or phenomena happening there.

Many classes I had were team works. I took a class "Building Virtual World", which was a game design course. We created five games during that semester using VR and each of them is a collaborative work. We formed a new group for each project and every group had 1-2 modelers, one artist (painter) and one programmer (a producer is an optional), which is similar to the real game industry. It is a difference experience from my previous architectural team work. I also did an OO programming project etc.

6. your own digital literacy / fluency:
   6.1. describe your programming experience   (languages, projects)
   Java, C/C++, SML (Standard Meta Language), Python …… (In the order of proficiency)

   6.2. which applications are you familiar with (e.g. Photoshop, Canvas, Dreamweaver, GoogleEarth, ……….)?
   AutoCAD, 3dMAX, Photoshop, MAYA, Dreamweaver, Flash, ArchiCAD, Microstation……
   (Basically many 3D modeling and graphics applications)

7. use one or two sentences to describe how you would define
   7.1. design: to create new artifact
   7.2. learning: to obtain new knowledge or skill
   7.3. collaboration: people work together to achieve a goal

8. mention the most important book / article which you have read with respect to
   8.1. design: "Graphic Thinking For Architects And Designers", Paul Laseau
   8.2. learning: "Mindstorms", Seymour Papert
   8.3. collaboration: I was looking for books related to brain storming and I found some interesting articles in a journal – CoDesign (Volum1, Number 4, December 2005)

9. Have you heard the following names of researchers /scientists and what they might be famous for?
   9.1. Vannevar Bush
   9.2. Herbert Simon: Pioneer of AI
   9.3. Alan Kay: Object-oriented programming
   9.4. Steve Jobs: CEO of Apple and Pixar
   9.5. Seymour Papert: Construction kits, Logo
   9.6. Donald Norman: Human-centered design
   9.7. Ben Shneiderman
   9.8. Donald Schön
   9.9. Jerome Bruner
   9.10. Christopher Alexander
   9.11. Edward Tufte
   9.12. Fred Brooks
   9.13. Douglas Engelbart
   9.14. Larry Page and Sergey Brin: Google founders
   9.15. Bill Gates: Microsoft Company, windows operating system
   9.16. Tim Berners-Lee
   9.17. Jimmy Wales

10. Which person do you consider the most famous computer scientist and what has this person contributed?
   Bill Gates is certainly the most famous person in this area. He contributed to the PC revolution. But many people think he is an entrepreneur instead of a computer scientist.

11. *Remark*: you can visit the websites of a pervious version of the course — while the course in the Spring 20067will contain new activities and new material, this website will give you a good impression what you might expect
 http://l3dswiki.cs.colorado.edu:3232/dlc-2006