

**DLC -- Spring 2007: Assignment 6: Meta-Design**

Name	Example	Negative	Positive	Technical Challenge	Social Challenge	Experience with meta-design
Corey Davis	<ul style="list-style-type: none"> <li>▪ Facebook</li> <li>▪ Myspace</li> <li>▪ Flickr</li> </ul>	not very “beneficial” to ones life	<ul style="list-style-type: none"> <li>▪ help pass time</li> <li>▪ allow to see any social implications within a social circle</li> <li>▪ share interests and get more subject specific critiques</li> </ul>	steep learning curve (gaps between generations)	the will to be different and unique	<ul style="list-style-type: none"> <li>▪ scam</li> <li>▪ Flickr</li> </ul>
Praful Mangalath	<ul style="list-style-type: none"> <li>▪ Web 2.0</li> <li>▪ Social networking</li> <li>▪ Newsfeeds</li> <li>▪ RSS aggregators</li> <li>▪ Yahoo! Pipes</li> </ul>	possible convoluted processes users might need to solve	It redefines the user’s frame of reference.	technological barrier among users		<p>Yahoo! Pipes (<a href="http://pipes.yahoo.com/">http://pipes.yahoo.com/</a>)</p>
Brian Brown	<ul style="list-style-type: none"> <li>▪ SketchUp</li> <li>▪ Mindstorm Lego System</li> </ul>	The article was very dense. (lack of examples)	It relates to SketchUp and other Google products in 2 levels.	difficult to design a system flexible and extensible enough without knowing what a user will want to do.		<p>Mindstorm Lego System (<a href="http://mindstorms.lego.com/">http://mindstorms.lego.com/</a>)</p>
Andy Hoffner	<ul style="list-style-type: none"> <li>▪ Wikipedia</li> <li>▪ Open-source software</li> </ul>		This ideology will eventually have an impact in a variety of computer fields, particularly the expanding gaming market.	<ul style="list-style-type: none"> <li>▪ Sharability</li> <li>▪ Expandability</li> <li>▪ Verifiability</li> </ul>		<p>Wikipedia</p>
Jarret Lavalley	<ul style="list-style-type: none"> <li>▪ Adobe After effects</li> <li>▪ Open-source software</li> </ul>	Open software takes some time at initial time.	<ul style="list-style-type: none"> <li>▪ Useful for special applications (Adobe After effects)</li> <li>▪ Open software is interesting because you can customize it along with adding on to it.</li> </ul>	Not every end-user have the need, motivation, or ability to learn meta-design.		<ul style="list-style-type: none"> <li>▪ Adobe After effects</li> <li>▪ Playing cards</li> <li>▪ Open software</li> </ul>

Legend: **Highlight** – systems analyzed in detail; **Shading** – sections with high quality (Brian Brown got the best outline of the paper – I think.)

**Comments:**

All think meta-design is interesting while there exist some problems in current applications. Technical and social challenges have been discussed, which is informative to the future work in meta-design. I am very impressed that people consider one question from different perspectives. Corey and Jarret talked about meta-design using their experience unrelated to computers, which sound really interesting to me.