### Name | Example | Negative | Positive | Technical Challenge | Social Challenge | Experience with meta-design
---|---|---|---|---|---|---
Corey Davis | Facebook, Myspace, Flickr | not very "beneficial" to ones life | help pass time, allow to see any social implications within a social circle, share interests and get more subject specific critiques | steep learning curve (gaps between generations) | the will to be different and unique | scam, Flickr
Praful Mangalath | Web 2.0, Social networking, Newsfeeds, RSS aggregators, Yahoo! Pipes | possible convoluted processes users might need to solve | It redefines the user’s frame of reference. | technological barrier among users | Yahoo! Pipes [http://pipes.yahoo.com/](http://pipes.yahoo.com/)
Brian Brown | SketchUp, Mindstorm Lego System | 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. | Mindstorm Lego System [http://mindstorms.lego.com/](http://mindstorms.lego.com/)
Jarret Lavallee | Adobe After effects, Open-source software | Open software takes some time at initial time. | Useful for special applications (Adobe After effects) Open software is interesting because you can customize it along with adding on to it. | Not every end-user have the need, motivation, or ability to learn meta-design. | Adobe After effects, Playing cards, Open software

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.