Assignment 11: Beyond "Couch Potatoes"

Yingdan Huang

Enumerate in which situations
1. You acted as a designer/active contributor
   - Writing Blogs
   - Post my answers or comments to some forums
   - Modify AutoLisp to customize some features of AutoCAD

2. You acted as a (passive) consumer
   - Reading novels online
   - Search for information online
   - Use AutoCAD to make drawings

3. Situations in which you believe you should have acted differently
   For some time, whenever I play a PC game, I always think there should have been an environment that we can design a game together, and then play it ourselves.

Analyze:
1. what motivated you to choose to be in one of the groups?
   - Similar interests
   - Having problems that I could not find solutions somewhere else
   - Responsible people that I believe I would get help or pleasant people I can play with them together

2. Prevented you being in a group?
   - No shared interests
   - There are easier ways to obtain help such as calling friends or sending email to some people I know
   - tardy response

3. Which rewards did you get (or not get) for your contributions?
   - I made friends
   - Having fun
   - Learning from the design process and discussions

4. Which technological and social factors influenced your decision?
   For technological factors, I care about trusted technical support, interface design and graphics environment. For social factors, it depends on what kind of group it is. If it is an online game group, I would feel happy if people come to talk to me or share their toys. If it is a technical group, for example, people gather together to discuss Linux development, I need to make sure there are some credited people always around.