

## **Assignment 11: Beyond "Couch Potatoes"**

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### **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 do 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.