

CT434 Computer Supported Co-operative Work (CSCW)

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Ground rules



- To keep disturbance to your fellow students to a minimum
- Arrive on time. If you are more than 15 minutes late, please wait until there is a break and copy the notes from a friend.

 Make sure your mobile phone is switched off during the lecture!!!

 - Keep talking, whispering and other background noise to a
 - If there is something you don't understand, please interrupt me to ask if I could clarify.

 If you want to make a general remark, then it may be better to wait until there is a natural break.

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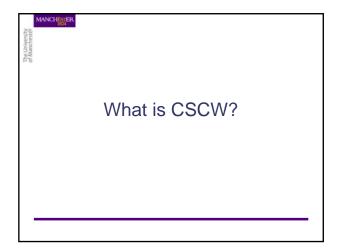


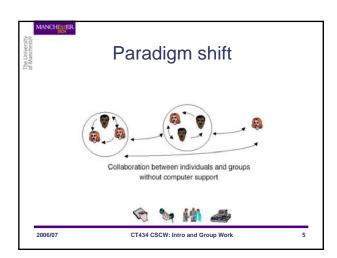
Purpose

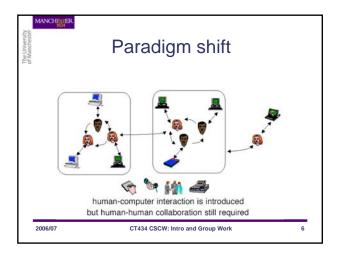
- Explain what is meant by communication and collaboration (C&C)
 - Describe main social processes underlying C&C
- Outline the range of CSCW systems and their characteristics developed to support C&C
- Consider how knowledge of C&C in the context of groups and organisations can improve the design of CSCW systems

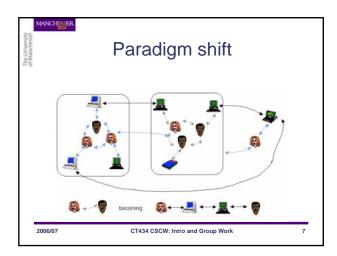
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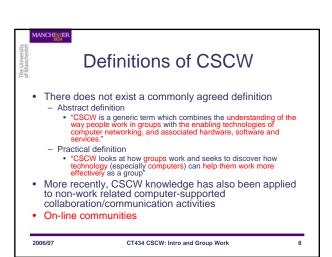
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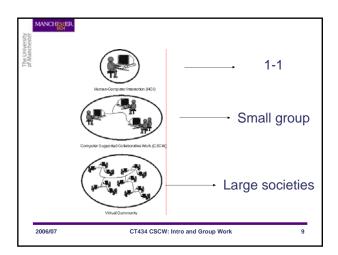


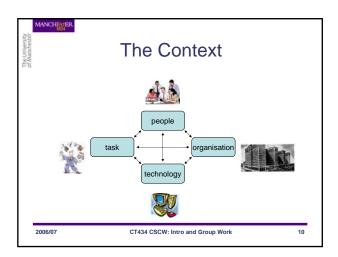


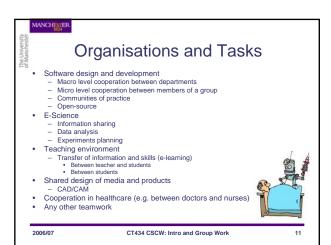




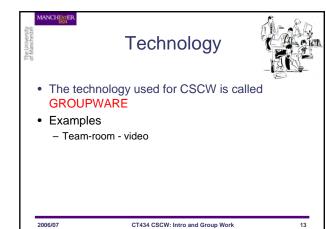






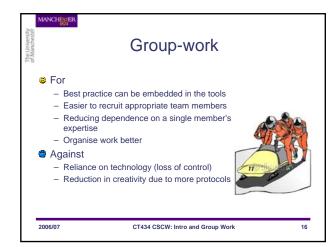






Communication For - Faster communication between individuals and groups - Easier to keep in touch with remote team members - Easier to avoid or repair misunderstandings Against - People without the 'right' systems get excluded - Faster pace of life may cause more stress - "Work doesn't get done by talking about it" - More communication – Less thinking

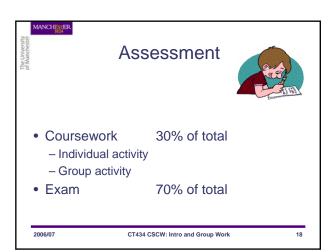
Organisation For - Physical location of team members becomes less of a constraint - Easier to switch between tasks and roles Against - Many changes may be difficult for staff - Less understanding of processes/roles

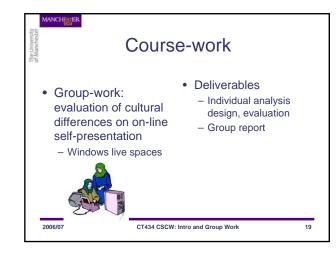


General Lecture Topics Part 1: Background Week 1: Group work Week 2: Groupware Week 3: Issues in Groupware Design Week 4: Issues in Groupware Evaluation Part 2: Sociability, mobility, on-line community Invited speakers on e-learning

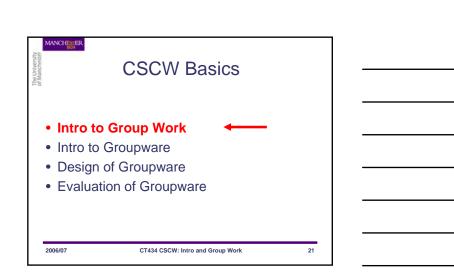
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Preece J. (2000) Online communities: Designing Usability, Supporting Sociability. John Wiley & Sons. Benyon D., Turner P. and Turner S. (2005) Designing Interactive Systems:— People, Activities, Contexts, Technologies. Pearson Education Limited Arrow H., McGrath, J.E., Berdhal, J.L. (2000) Small groups as complex systems. Sage Publications. Borghoff, U.M., Schlichter, J. H. (2000). Computer-Supported Cooperative Work: Introduction to Distributed Applications.





Learning outcomes

- The Aims are to ...
 - introduce the importance of working in groups
 - explain the problems associated with group work
 - discuss the various stages in the team lifecycle

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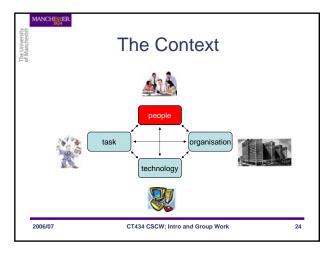
MANCHESTE 1824

What is your experience of Group Work?

- Think about your experiences of working as part of a group
 - Write down particular benefits and drawbacks of group work that you have experience of

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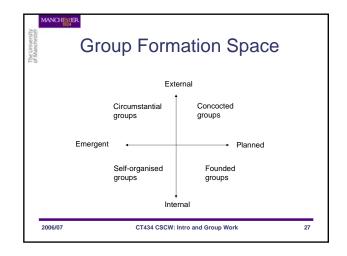
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Social-identity theory Tajfel & Turner, 1986 Personal Identity Representation of the self in terms of the unique individual, different from relevant others Social Identity Representation of the self according to social categories to which people identity + women vs. men; students vs. lecturers; Manchester United supporters vs.



Group-formation space

- Framework to differentiate between groups based on the reason of the group
 - Planned group are deliberately formed by the members themselves (founded group) or by an external authority (concocted group), usually for some specific purpose or
 - Emergent groups form spontaneously as individuals find themselves repeatedly interacting with the same subset of individuals over time and settings. These groups may be circumstantial or self-organised.
- The framework helps predict the social norms regulating the group, their time-frame, etc.

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Why work in groups?

- Combine a number of areas of expertise, competencies, view-points
 - Mistakes are more likely to be detected
- Split a large task up into smaller parts
- Global 24-hour software development
 Individual members perform different roles

 - 'Shaper': derives objectives, sets priorities

 'Leader': Organises who does what

 'Strategist': Generates ideas and seeks ways of solving problems

 'Motivator': Injects enthusiasm and motivation
- Presence of others is emotionally arousing
- Group may motivates to think harder and more creatively than we do by ourselves
- Satisfy socio-emotional needs

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Why not to work in group?

- Social Loafing
 - tendency of individual group members to reduce their work effort as groups increase in size
- Diffusion of responsibility
 - The belief that the presence of others makes one less responsible for the events that occur in that situation
- De-individuation
 - Loss of a sense of individuality and a consequent weakening of social norms and constraints
- Group-polarisation
 - The group tend to enhance shared pre-existing views (more extreme attitudes, opinion)

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MANCHESTE 1834

What makes a successful team?

- Team members ...
 - are engaged in a common task
 - work towards a common goal
 - interact with a shared environment
 - share and exchange information
 - strive towards a common understanding and awareness
 - take responsibility of their individual actions

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Conflict

- Conflict arises due to:
 - Differences in beliefs, values, interests
 - Scarcity of resources such as money, time, power
 - Rivalries between people and groups
 - Pressure to avoid failure



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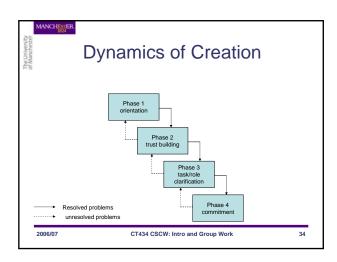
Co-located versus Distributed

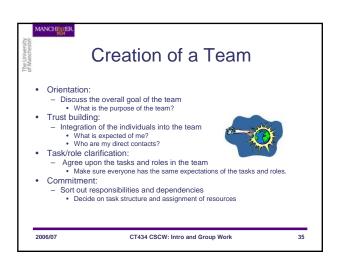
- Distributed teams can be from different cultures, very large
- Problems:
 - Dispersion
 - Coordination breakdown
 - Loss of communication richness
 - Loss of Teamness

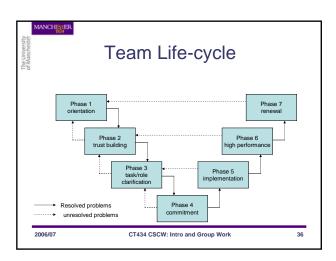
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Consolidation of a Team

- Implementation
 - Assign individual tasks to team members
 - Temporal and causal dependencies must be taken into consideration
- · High performance
 - Team members get on with the execution of their tasks
- Renewal
 - Team members get less motivated and a new cycle in the life of the team is initiated

 - The goals of a team may shift
 The structure and roles of a team may change

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Further Reading

- Uwe Borghoff and Johann Schlichter Computer Supported Cooperative Work
 - Chapter 2 / chapter 3
- Arrow: chapter 4



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