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Titolo	Designing Socially Embedded Technologies in the Real-World / / edited by Volker Wulf, Kjeld Schmidt, David Randall
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ISBN	1-4471-6720-1
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Descrizione fisica	1 online resource (431 p.)
Collana	Computer Supported Cooperative Work, , 1431-1496
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	Models and Principles
	Methodology of the Social Sciences
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Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references at the end of each chapters.
Nota di contenuto	Introduction -- Part I: The Commercial Perspective -- Socially Embedded Technology- The Pathway to Sustainable Product Development -- Elastic Workplace Design -- Patterns of Work: A Pragmatic Approach -- Part II: The Challenge of Change -- Situated Computing -- Meta-Design: Transforming and Enriching -- Practice-Based Computing -- A View of Causation for CSW -- Analyzing and Supporting Cooperative Practices -- Part III: Design Issues -- Interaction Design at Itsme -- Building Socially Embedded Technologies- Exploring Challenging Environments -- Design for Agency, Adaptivity and Reciprocity -- Part IV: Social and Organisational Complexity -- Studying Technologies in Practice -- Designing for Lived Health -- Organisational IT Managed from the Shop Floor - Developing Participatory Design In The Organisational Arena -- Concluding Remarks: New Pathways.
Sommario/riassunto	This book is concerned with the associated issues between the differing paradigms of academic and organizational computing infrastructures. Driven by the increasing impact Information Communication Technology (ICT) has on our working and social lives, researchers

within the Computer Supported Cooperative Work (CSCW) field try and find ways to situate new hardware and software in rapidly changing socio-digital ecologies. Adopting a design-orientated research perspective, researchers from the European Society for Socially Embedded Technologies (EUSSET) elaborate on the challenges and opportunities we face through the increasing permeation of society by ICT from commercial, academic, design and organizational perspectives. Designing Socially Embedded Technologies in the Real-World is directed at researchers, industry practitioners and will be of great interest to any other societal actors who are involved with the design of IT systems.