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Collana	Information Systems and Applications, incl. Internet/Web, and HCI ; ; 8224
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Soggetti	Application software Education—Data processing User interfaces (Computer systems) Computers and civilization Information storage and retrieval Data mining Information Systems Applications (incl. Internet) Computers and Education User Interfaces and Human Computer Interaction Computers and Society Information Storage and Retrieval Data Mining and Knowledge Discovery
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Bibliographic Level Mode of Issuance: Monograph
Nota di contenuto	Social Media -- Collaboration Using Social Media: The Case of Podio in a Voluntary Organization -- Keep Querying and Tag on: Collaborative Folksonomy Using Model-Based Recommendation -- Understanding Real-World Events via Multimedia Summaries Based on Social Indicators -- Social Networks -- How Do Researchers on Collaboration Technology Collaborate with Each Other? A Social Network Analysis -- Inferring Hidden Trust Relationships in Social Networks for Encouraging

Collaboration and Cooperation among Individuals -- Providing Awareness, Understanding and Control of Personalized Stream Filtering in a P2P Social Network -- Crowdsourcing -- OurMap: Representing Crowdsourced Annotations on Geospatial Coordinates as Linked Open Data -- A Theoretical Model of User Engagement in Crowdsourcing -- Factors Influencing the Decision to Crowdsourcing -- Data Quality in an Output-Agreement Game: A Comparison between Game-Generated Tags and Professional Descriptors -- Learning -- Analyzing Two Participation Strategies in an Undergraduate Course Community -- Work and Learning across Boundaries: Artifacts, Discourses, and Processes in a University Course -- Redesigning Collaboration Tools to Enhance Social Presence in Online Learning Environments -- The Metafora Design Principles for a Collaborative, Interoperable Learning Framework -- Integrating Formal and Informal Learning through a FLOSS-Based Innovative Approach -- Using Geo-collaboration and Microblogging to Support Learning: Identifying Problems and Opportunities for Technological Business -- Collaboration Design -- Ontology-Based Resource Discovery in Pervasive Collaborative Environments -- Identifying the Awareness Mechanisms for Mobile Collaborative Applications -- In-Vivo Therapy Procedures: Design Process of a Geo-Referenced System -- Software Development -- Extending the Dependency Taxonomy of Agile Software Development -- Building a Domain Model for Mobile Collaborative Systems: Towards a Software Product Line -- Supporting Requirements Elicitation Practices.

Sommario/riassunto

This book constitutes the proceedings of the 19th Collaboration Researchers' International Working Group Conference on Collaboration and Technology, held in Wellington, New Zealand, in October/November 2013. The 18 revised papers presented together with 4 progress papers were carefully reviewed and selected from 34 submissions. They are organized into six thematic sessions as follows: social media, social networks, crowdsourcing, learning, collaboration design and software development.
