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| Soggetti | User interfaces (Computer systems) Human-computer interaction Computer networks Software engineering Operating systems (Computers) Application software User Interfaces and Human Computer Interaction Computer Communication Networks Software Engineering Operating Systems Computer and Information Systems Applications |
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| Nota di contenuto | Building a CSCW Infrastructure Utilizing an M&S Architecture and XML -- Modelization of a Communication Protocol for CSCW Systems Using Coloured Petri Nets -- The Design of a Workflow-Centric, Context-Aware Framework to Support Heterogeneous Computing Environments in Collaboration -- Do Tangible User Interfaces Impact Spatial Cognition in Collaborative Design? -- Cooperation in Highly Distributed Design Processes: Observation of Design Sessions Dynamics -- Designing Display-Rich Environments for Collaborative Scientific Visualization -- Visualization of Interactions Within a Project: The IVF Framework -- An Interaction Interface for Multiple Agents on Shared |

3D Display -- Concurrency Control and Locking in Knowledge Base for Rapid Product Development -- Collaborative Solution for Cooperation, Coordination and Knowledge Management in the Ceramic Tile Design Chain -- GCE: Knowledge Management Applied in a Design Reengineering Process -- A Constraint Maintenance Strategy and Applications in Real-Time Collaborative Environments -- Design of a Cooperative Working Environment for Mobile Devices -- Mobility in Environmental Planning: An Integrated Multi-agent Approach -- Research on Mobile Agent Based Information Content-Sharing in Peer to Peer System -- Environmentally-Aware Security Enforcement (EASE) for Cooperative Design and Engineering -- Grid Workflow Scheduling Based on Task and Data Locations -- The Construction Management Cooperated with Clients Using a Parametric Information Design Method -- Theoretical Foundations for Knowledge-Based Conceptual Design of Complex Systems -- Public Digital Collaboration in Planning -- Designing Virtual Reality Reconstruction of the Koguryo Mural -- A Cooperative System Environment for Design, Construction and Maintenance of Bridges -- A Concurrent Approach to Design of Reconfigurable Machine Tools to Process Bamboo -- Model for an Integrated Analysis of a Building's Life Cycle -- Cooperative Shared Learning Objects in an Intelligent Web-Based Tutoring System Environment -- Cooperative Integrated Web-Based Negotiation and Decision Support System for Real Estate -- A Directed Evolution Modularity Framework for Design of Reconfigurable Machine Tools -- Study of the Intelligent Turning Machining Method Based on Geometrical Feature Recognition.

Sommario/riassunto

After one year, the major actors in the ?eld of cooperative design, visualization and engineering gathered together again by the side of the beautiful Medit- ranean Sea to exchange the research and development experience in the ?eld.

CDVE2005 served as a forum to promote the research in the ?eld and it attracted great attention from the CDVE community. This year, we received contributions from over 100 authors, 5 continents and more than 20 countries. As we can see, great progress in research and development has been achieved since the last conference. We received papers on cooperative design, cooperative visualization, cooperative engineering and other cooperative applications. As an important trend, the researchers have started to attack the problems in CDVE from a more generic base. We are happy to see contributions such as constraint maintenance, decision support, and security enforcement for CDVE. Case studies and application-specific developments are among the cooperative visualization papers. Along the line of cooperative engineering, knowledge management, - configurability, and concurrency control are major issues being addressed. Cooperative working in design, visualization, engineering and other areas has different degrees of cooperation. I classify them as strong cooperation, intermediate cooperation, and light cooperation. Strong cooperation involves real-time multiple-user multiple-location modification to the same workspace. Light cooperation exists in the applications where the basic working relationship is only information or workspace sharing among the cooperative entities, no modification to the workspace is involved. Therefore, any application that is shared by more than one single user can be considered as a light-degree cooperative application. Any application between these two extremes can be considered as intermediately cooperative. Our conference addressed the common and specific issues of all of them.
