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	Soggetti	User interfaces (Computer systems)
		Human-computer interaction
		Application software
		Database management
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		User Interfaces and Human Computer Interaction
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	Nota di contenuto	Anonymity-preserving Methods for Client-side Filtering in Position-based Collaboration Approaches -- What Do Remote Music Performances Lack -- A Method for Estimating Worker States Using a Combination of Ambient Sensors for Remote Collaboration -- Tag chat: A tag-based past topics recollection support system -- Availability of Disaster Preparedness Awareness Improvement for Supplying Knowledge using Microblog and Comic Expression -- Technological Feasibility of a Smartphone-based System to Integrate Volunteers into Professional Rescue Processes -- A Triage Training System Considering

Cooperation and Proficiency of Multiple Trainees -- A Scratch-based Collaborative Learning System with a Shared Stage Screen -- AccelChalk: Detecting Writing Actions with Chalk Acceleration for Collaboration between Teachers and Students -- Tourist Information Extraction Method from Tweets without Tourist Spot Names for Tourist Information Visualization System -- Enhancing Participation Balance in Intercultural Collaboration -- Support of Foreign Tourists with Culturally Situated Associations -- Enhancing Learners' Cross-cultural Understanding in Language and Culture Class Using InCircle -- Children's Social Behavior Analysis System using BLE and Accelerometer -- Extension of Smartphone by Wearable Input/output Interface with Floor Projection -- Introducing Gamification to Cleaning and Housekeeping Work.

Sommario/riassunto	This book constitutes the refereed proceedings of the 9th International Conference on Collaboration Technologies, CollabTech 2017, held in Saskatoon, SK, Canada, in August 2017. The 10 revised full papers presented in this book together with 6 short papers were carefully reviewed and selected from 37 submissions. The papers focus on topics such as: CSCW system architectures and applications; social computing; crowdsourcing; inter-cultural collaboration; collaborative communication systems; embodied collaboration systems; shared virtual/augmented environments; smart devices for collaboration; computer supported collaborative learning (CSCL); collaborative entertainment systems; computer supported cooperative design (CSCD); and social science studies on collaboration.