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Nota di contenuto	Intro -- Preface -- Organization -- Contents -- Full Papers -- Automatic Content Analysis of Student Moral Discourse in a Collaborative Learning Activity -- 1 Introduction -- 2 Theoretical Background and Related Work -- 2.1 Ethics and the Relevance of Teaching It -- 2.2 Moral Reasoning -- 2.3 Automated Content Analysis -- 2.4 EthicApp -- 2.5 Ethical Case and Dataset Under Study -- 2.6 Teachers' Role and Cognitive Demands -- 3 Methods for Automated Content Analysis -- 3.1 Clustering of Students'

Comments -- 3.2 Most Relevant Topics in Each Cluster -- 3.3 Most and Least Representative Reviews -- 4 Analysis of Students' Responses -- 5 Design of EthicApp Teachers' Dashboard -- 6 Evaluation of Automated Comment Selection -- 6.1 Evaluation of Representative Comments -- 6.2 Estimation of Teachers' Workload -- 7 Conclusions and Future Work -- References -- Effects of Dietary Similarity on Conversational and Eating Behaviors in Online Commensality -- 1 Introduction -- 2 Literature Review -- 2.1 Co-eating Communication -- 2.2 Remote Co-eating -- 2.3 Meal Items -- 3 Method -- 3.1 Participants -- 3.2 Experiment Design -- 3.3 Meal Items -- 3.4 Environment -- 3.5 Procedure of the Experiment -- 4 Data Collection and Analysis -- 4.1 Conversation -- 4.2 Food Intake -- 4.3 Gaze -- 5 Preliminary Results -- 5.1 Conversation -- 5.2 Food Intake -- 5.3 Gaze -- 6 Discussion -- 6.1 Speaking and Eating -- 6.2 Active Conversation During the Meal -- 6.3 Gaze -- 7 Conclusion -- References -- Learning Gains in Pyramid Computer-Supported Collaboration Scripts: Factors and Implications for Design -- 1 Introduction -- 2 Methodology -- 2.1 Collaborative Scripting Tool: PyramidApp -- 2.2 Contexts and Tasks -- 2.3 Variables -- 2.4 Data Analysis -- 3 Results -- 3.1 Learning Gains -- 3.2 (Dis)agreement Measures in Ratings Across the Collaborative Learning Flow. 3.3 On How Results Align with the Expectations -- 4 Discussion: Factors and Implications for Design and Implementation -- 4.1 The Pedagogical Envelope: Prior Activities -- 4.2 The Type of Task -- 4.3 Pyramid Design Elements: Pyramid Levels -- 4.4 The Need for Teacher Intervention: Epistemic Orchestration -- 4.5 Pedagogical Envelope: The Need for Teacher-Led Debriefing -- 5 Conclusions and Future Work -- References -- Emotion Annotation of Music: A Citizen Science Approach -- 1 Introduction -- 2 Platform Design Requirements -- 2.1 "Ground Truth" Data for MER -- 2.2 Citizen Science Approach for Collaborators' Recruitment -- 3 Platform Description -- 3.1 Definition of the Annotation Task -- 3.2 Motivations and Incentive Mechanisms -- 3.3 Contributor Environment -- 3.4 A Framework to Assess Outcomes and Usefulness of the Incentives -- 4 User Evaluation and Results -- 4.1 Evaluation Study -- 4.2 Evaluation in Real Conditions -- 5 Conclusions -- References -- Using Network Analysis to Characterize Participation and Interaction in a Citizen Science Online Community -- 1 Introduction -- 2 Analysis Methods -- 2.1 Social Network Analysis -- 2.2 Epistemic Network Analysis -- 3 Analysis Results -- 3.1 Social Networks and Role Dynamics -- 3.2 Epistemic Networks and Discourse Structures -- 4 Discussion -- 5 Conclusions and Future Work -- References -- Work-in-Progress Papers -- Homogeneous Student Engagement: A Strategy for Group Formation During Online Learning -- 1 Introduction -- 2 Methods -- 2.1 Experiment Design -- 3 Results -- 3.1 Pre-existing Knowledge for Each Topic -- 3.2 Learning Achievement and Satisfaction -- 3.3 Student Experience -- 4 Discussion -- 5 Conclusion -- References -- Supporting Peer Evaluation in a Data-Driven Group Learning Environment -- 1 Introduction -- 2 Related Work -- 3 System Design -- 4 Case Study of System Usage. 4.1 Context and Activity Design -- 4.2 Peer Evaluation Data Collected in the System -- 4.3 Initial User Feedback to the System -- 5 Discussion and Future Work -- References -- Multi-party Video Conferencing System with Gaze Cues Representation for Turn-Taking -- 1 Introduction -- 2 Related Work -- 3 Proposed System -- 3.1 Gaze Cues Representation Methods -- 4 Experiment -- 4.1 Experimental Design -- 4.2 Results -- 5 Discussion -- 6 Conclusion -- References -- Supporting the Initiation of Remote Conversation by Presenting

Gaze-Based Awareness Information -- 1 Introduction -- 2 Related Work and Our Approach -- 3 Proposed System -- 3.1 Hardware Implementation -- 3.2 Software Implementation -- 3.3 Interaction Design -- 4 Evaluation -- 4.1 Experimental Design -- 4.2 Results and Discussion -- 5 Conclusion -- References -- Author Index.

Sommario/riassunto

This volume constitutes the proceedings of the 27th International Conference on Collaboration Technologies and Social Computing, CollabTech 2021, held August/September 2021. Due to COVID-19 pandemic it was held virtually. The 5 full and 4 work-in-process papers presented in this volume were carefully reviewed and selected from 19 submissions. The papers focus on innovative technical, human and organizational approaches to expand collaboration support including computer science, management science, design science, cognitive and social science.
