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Soggetti	User interfaces (Computer systems) Computer communication systems Application software Data mining Computers User Interfaces and Human Computer Interaction Computer Communication Networks Computer Appl. in Administrative Data Processing Information Systems Applications (incl. Internet) Data Mining and Knowledge Discovery Information Systems and Communication Service Kongress. Peso da Regua (2009)
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Nota di contenuto	Mobile Collaboration -- Building Real-World Ad-Hoc Networks to Support Mobile Collaborative Applications: Lessons Learned -- Preserving Interaction Threads through the Use of Smartphones in Hospitals -- Nomadic User Interaction/Cooperation within Autonomous Areas -- Increasing Opportunities for Interaction in Time-Critical

Mobile Collaborative Settings -- Social Aspects of Collaboration I -- A Social Matching Approach to Support Team Configuration -- Understanding Open Source Developers' Evolution Using TransFlow -- Exploring the Effects of a Convergence Intervention on the Artifacts of an Ideation Activity during Sensemaking -- Social Aspects of Collaboration II -- Social Knowledge Management in Practice: A Case Study -- Tailoring Collaboration According Privacy Needs in Real-Identity Collaborative Systems -- Why Should I Trust in a Virtual Community Member? -- Antecedents of Awareness in Virtual Teams -- Technology for CSCW -- A Flexible Multi-mode Undo Mechanism for a Collaborative Modeling Environment -- Forby: Providing Groupware Features Relying on Distributed File System Event Dissemination -- Extending a Shared Workspace Environment with Context-Based Adaptations -- An Evolutionary Platform for the Collaborative Contextual Composition of Services -- Groupware Evaluation -- Gesture Interaction in Cooperation Scenarios -- Strategies and Taxonomy, Tailoring Your CSCW Evaluation -- Analyzing Stakeholders' Satisfaction When Choosing Suitable Groupware Tools for Requirements Elicitation -- CSCW Design -- Assessment of Facilitators' Design Thinking -- Unraveling Challenges in Collaborative Design: A Literature Study -- The Application of Design Patterns for the Adaptation of a Modeling Tool in Collaborative Engineering -- Communication Patterns to Support Mobile Collaboration -- Geo Collaboration -- A Model for Designing Geocollaborative Artifacts and Applications -- MobMaps: Towards a Shared Environment for Collaborative Social Activism -- Spatial Operators for Collaborative Map Handling -- Collaborative Learning -- Cooperative Model Reconstruction for Cryptographic Protocols Using Visual Languages -- Enacting Collaboration via Storytelling in Second Life -- Modeling CSCW -- An Approach for Developing Groupware Product Lines Based on the 3C Collaboration Model -- Negotiation-Collaboration in Formal Technical Reviews -- Generating User Stories in Groups.

Sommario/riassunto

This book constitutes the refereed post-conference proceedings of the 15th International Workshop on Groupware: Design, Implementation, and Use, held in Peso da Régua, Douro, Portugal, during September 13-17, 2009. The 30 papers presented were carefully reviewed and selected from numerous submission. The topics covered are mobile collaboration, social aspects of collaboration, technology for CSCW, groupware evaluation, CSCW design, geo collaboration, collaborative learning, and modeling CSCW.