Welcome to
Workshop “Designing Collaborative Interactive Spaces for e-Creativity, e-Science and e-Learning”
AVI 2012, Capri, Italy, May 25th.
Organizers

Raimund Dachselt
TU Dresden, Germany

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TU Dresden, Germany

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Florian Geyer
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Michael Haller
Upper Austria University of Applied Sciences, Austria

Thomas Herrmann
Ruhr University Bochum, Germany
Program Committee

- Hans-Christian Jetter, University of Konstanz, Germany.
- Florian Geyer, University of Konstanz, Germany.
- Harald Reiterer, University of Konstanz, Germany.
- Raimund Dachselt, Technische Universität Dresden, Germany.
- Stefan Dierdorf, University of Konstanz, Germany.
- Gerhard Fischer, University of Colorado at Boulder, USA.
- Rainer Groh, Media Design, Technische Universität Dresden, Germany.
- Michael Haller, Upper Austria University of Applied Sciences, Austria.
- Thomas Herrmann, Ruhr University Bochum, Germany.
- Roman Rädle, University of Konstanz, Germany.
- Sophie Stellmach, University of Magdeburg, Germany.
- Tobias Schwarz, University of Konstanz, Germany.
Overview Participants

26 participants (as of May 20th):

- Germany: 9 participants
- France: 4 participants
- UK: 3 participants
- Norway: 3 participants
- The Netherlands: 2 participants
- Italy: 2 participants
- Austria: 1 participant
- Brazil: 1 participant
- Georgia: 1 participant
- Korea: 1 participant
Overview Papers & Talks

12 talks (9 long, 3 short) selected from 25 submissions. (country by first author):
**Agenda (1)**

**Morning Session**  (09:00 to 12:15)

09:00 to 09:30  Welcome and Introduction to the Workshop  Hans-Christian Jetter, Harald Reiterer

Long Talk 1  (20+5min):  “Blended Spaces for Collaborative Creativity”.  David Benyon, Oli Mival  Centre for Interaction Design, Edinburgh Napier University, UK.


Long Talk 3  (20+5min):  “Touch and Gesture: Mediating Content Display, Inscriptions, and Gestures across Multiple Devices”.  Gerard Oleksik¹, Natasa Milic-Frayling², Rachel Jones¹ ¹Instrata Ltd., Cambridge, UK.  ²Microsoft Research, Cambridge, UK.
Agenda (2)

Long Talk 4 (20+5min):
“Evaluating Collaboration in Table-centric Interactive Spaces”.
Alistair Jones, Atman Kendira, Thierry Gidel, Claude Moulin, Dominique Lenne, Jean-Paul Barthès, Andrea Guerra
Heudiasyc Laboratory & COSTECH Laboratory, University of Technology of Compiègne, France.

Long Talk 5 (20+5min) 
“On the development of idShare, a platform to support interaction design activities of small co-located teams”.
Javier Quevedo-Fernández¹, Jamie-Maria Schouren², Jean-Bernard Martens¹
¹Eindhoven University of Technology, Department of Industrial Design, The Netherlands.
²Jamie Maria Design, The Netherlands.

Short Talk 1 (10+5min):
“Collaborative Design by Directly Experienced Visualization”.
Li Zhu¹, Thomas Herrmann²
¹Dipartimento di Informatica e Comunicazione, Università degli Studi di Milano, Italy.
²Information and Technology Management, Ruhr-University of Bochum, Germany.
Agenda (3)

**Lunch Break**
(12:15 to 13:30)

**Afternoon Session 1**
(13:30 to 15:15)

**Long Talk 6 (20+5min):**
“Easy collaboration on interactive wall-size displays in a user distinction environment”.
Marc Turnwald, Alexander Nolte, Michael Ksoll
Information and Technology Management, Ruhr-University of Bochum, Germany.

**Short Talk 2 (10+5min):**
“Strip’TIC: a mixed interactive space for Air Traffic Control”.
Christophe Hurter¹ ³, Rémi Lesbordes², Catherine Letondal², Jean-Luc Vinot¹ ³, Stéphane Convery¹ ³
¹ENAC, Toulouse, France.
²DGAC DSNA DTI R&D, Toulouse, France.
³IRIT, Université de Toulouse, France.

**Short Talk 3 (10+5min):**
“Collaboration Surfaces for Outage Control Centers”.
Lars Hurlen, Bojana Petkov, Øystein Veland, Gisle Andresen
Institute for Energy Technology, Halden, Norway.

**Long Talk 7 (20+5min):**
“Towards Spatially Aware Tangible Displays for the Masses”.
Martin Spindler¹, Wolfgang Büschel¹, Raimund Dachselt²
¹University of Magdeburg, Germany.
²University of Dresden, Germany.
Agenda (4)

Coffee Break (15:15 to 15:45)
Afternoon Session 2 (15:45 to 18:00)

Long Talk 8 (20+5min): “Idea Playground: When Brainstorming is Not Enough”. Florian Perteneder¹, Christian Grossauer¹, Thomas Seifried¹, Jagoda Walney², John Brosz², Anthony Tang², Sheelagh Carpendale², Michael Haller¹
¹Media Interaction Lab, Upper Austria University of Applied Sciences, Hagenberg, Austria.
²University of Calgary, Department of Computer Science, Alberta, Canada.

Human-Computer Interaction Group, Dept. of Computer and Information Science, University of Konstanz, Germany.

until 18:00 Discussion and Wrap-Up
Raimund Dachselt, Hans-Christian Jetter
Interactive Spaces?
Walls

Turnwald et al.

Perteneder et al.
Tables, Walls

Benyon & Mival

Jones et al.

Hans-Christian Jetter, Human-Computer Interaction Group, Department of Computer and Information Science, University of Konstanz
Tablets, Tables, Walls

Spindler et al.

Jetter et al.
Tangibles, Tablets, Tables, Walls
Pens, Tangibles, Tablets, Tables, Walls

Perteneder et al.

Hurter et al.
Collaboration

**Time/Space Groupware Matrix**

- **Same place (colocated)**
  - **Same time (synchronous)**
    - Face to face interactions
      - decision rooms, single display
      - groupware, shared table, wall displays, roomware, ...
  - **Different time (asynchronous)**
    - Continuous task
      - team rooms, large public display,
      - shift work groupware, project management, ...

- **Different place (remote)**
  - **Remote interactions**
    - video conferencing, instance messaging, chats/MUDs/virtual worlds, shared screens, multi-user editors, ...
  - **Communication + coordination**
    - email, bulletin boards, blogs,
    - asynchronous conferencing, group calendars, workflow, version control, wikis, ...