

Hyatt Regency Bellevue
Seattle, Washington, USA
February 11-15, 2012



The 2012 ACM Conference on
**Computer Supported
Cooperative Work**

Conference Program

Conference at a Glance

Monday	8:30-10:00	Conference Welcome & Opening Keynote by Yochai Benkler <i>Grand EFGH</i>					
	10:00-10:30	CSCW Madness <i>Grand EFGH</i>					
	10:30-11:00	Coffee Break, sponsored by SMART Technologies					
	Rooms	<i>Grand A</i>	<i>Grand B</i>	<i>Grand C</i>	<i>Grand I</i>	<i>Grand J</i>	<i>Grand K</i>
	11:00-12:30	Ethnography in the Very Wild	Panel: Domain Crossing	Community and Classification Online	Four Life Stages	Crowdsourcing	Recommending
	12:30-14:00	Lunch on your own					
	14:00-15:30	Twitter and Social Transparency	CSCW Paper and Notes Review Process	Civic and Community Engagement	Distributed Teams I	Qualitative Studies of Software Development I	Social Network Analysis
	15:30-16:00	Coffee Break, sponsored by SMART Technologies					
	16:00-17:40	Across the Globe: Cross-cultural Studies	Impact of CSCW: Looking Back 10 and 20 Years	Public Communities Online	Distributed Teams II	Qualitative Studies of Software Development II	Collaboration in the Wild
	18:00-20:30	Interactive Posters, Demonstrations, Videos and Reception, sponsored by Microsoft Research <i>Evergreen Ballroom</i>					
Tuesday	8:30-9:00	CSCW Madness <i>Grand EFGH</i>					
	9:00-10:00	ACM Athena Award Presentation by Judith Olson <i>Grand EFGH</i>					
	10:00-11:00	Interactive Posters, Demonstrations and Videos <i>Evergreen Ballroom</i>					
	11:00-12:40	Social Media in War and Crisis	CSCW Horizon	Family Life	Coordination and Performance	Toolkits and Software Development	Incentives
	12:40-14:00	Lunch on your own					
	14:00-15:40	Social Media in Crisis and Culture	Panel: Some of all Human Knowledge	Privacy and the Home	Coordination and Artifacts	Achieving Harmony through Technology	Tabletop Displays
	15:30-16:00	Coffee Break					
	16:00-17:30	CSCW Town Hall <i>Grand EFGH</i>					
	18:00-22:00	Conference Banquet <i>Lucky Strike in Lincoln Square</i>					
	Wednesday	8:30-9:00	CSCW Madness <i>Grand EFGH</i>				
9:00-10:30		On the Road: Mobile	Panel: Social Telepresence Bakeoff	Medical Care and Health Intervention	Social Activity in Games	Media Production	Forums Online
10:30-11:00		Coffee Break					
11:00-12:30		Wikipedia Studies I	CSCW 2012 Videos	Health: Games and Online Support Groups	Games and Virtual Worlds	Supporting Art & Literature	Online Disclosure
12:30-14:00		Lunch on your own					
14:00-15:30		Wikipedia Studies II		eScience and eMedicine	Social Connectedness Studies and Systems	Tools for Analysis	Mediating Communication
15:30-16:00		Coffee Break					
16:00-17:30		Parting Words, Closing Plenary by Marietta Baba <i>Grand EFGH</i>					

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Supporters

CSCW is especially grateful for the sponsorship of the following organizations. Their support extends the number of people who can afford to participate in CSCW, including the vital participation of students in the field. We appreciate not only this support but also the active participation of these organizations in the conference planning and technical program.

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Welcome to the 2012 ACM Conference on Computer Supported Cooperative Work

From the Conference Co-Chairs

We welcome you to the ACM 2012 Conference on Computer Supported Cooperative Work!

CSCW 2012 offers the opportunity to hear talks about the latest research results in the field of collaboration and collaborative technologies and to meet researchers and practitioners working on these topics from around the world.

The conference program embraces a variety of perspectives, reflecting how collaboration permeates different aspects of people's work, social, and (increasingly) political lives. This diversity of perspectives is mirrored by geographic diversity among contributors. Following the conference last year in China, CSCW 2012 witnesses an increase in the number of researchers from outside North America contributing to the technical program.

The CSCW 2012 program retains the richly articulated structure of previous conferences in this series. This program of workshops, papers, notes, panels, demonstrations, videos, interactive posters, and forward-looking horizon papers captures both the breadth and depth of the research in this field. At the same time the program offers an opportunity to reflect on the past; a special session discusses the two most-cited papers from CSCW 1992 and CSCW 2002 and the influence of this research on the development of our field.

This is the largest CSCW conference ever. More papers, notes, and interactive posters were submitted and more were accepted. The percentage of accepted papers and notes was also higher, but we believe the conference has retained the exceptionally high quality for which these conferences are known. CSCW 2012 introduced an innovative review process for papers and notes that included two review phases intended to improve the quality of the contributions. This experiment was successful, and this review process is likely to be adopted in future conferences.

A conference the size of CSCW requires a huge amount of planning. There is a large team behind the scenes carrying out this work: chairs with different responsibilities have been organizing venues, deadlines, reviews, and logistics for more than a year. The success of the CSCW 2012 is due to the tireless efforts of the chairs, the associate chairs and paper reviewers, and the student volunteers: we deeply appreciate their commitment and dedication. It is also dependent on the financial support we received from our generous sponsors, and we all owe them our gratitude.

We hope you enjoy CSCW 2012 and its technical program.

Steven Poltrock, *USA*

Carla Simone, *University of Milano-Bicocca, Italy*

General Information

The CSCW conference exists due to the voluntary hard work of hundreds of volunteers, especially those who review the numerous contributions we receive. We acknowledge the contributions of the CSCW 2012 reviewers and committees. The CSCW community appreciates your contribution to the conference and to the field.

Conference Committee

Conference Co-Chairs

Steve Poltrock, *USA*
Carla Simone, *University of Milano-Bicocca, Italy*

Papers & Notes Co-Chairs

John Riedl, *University of Minnesota, USA*
Gloria Mark, *University of California, Irvine, USA*
Jonathan Grudin, *Microsoft Research, USA*

Treasurer

Stephen Hayne, *Colorado State University, USA*

Workshops Co-Chairs

Darren Gergle, *Northwestern University, USA*
M. Antonietta Grasso, *Xerox Research Centre Europe, France*

Panels Co-Chairs

Myriam Lewkowicz, *University of Technology of Troyes, France*
Michael Twidale, *University of Illinois, USA*

Videos Co-Chairs

Pernille Bjorn, *IT University of Copenhagen, Denmark*
Matthew Bietz, *University of California, Irvine, USA*

CSCW Horizon Co-Chairs

Gilly Leshed, *Cornell University, USA*
Monica Divitini, *Norwegian University of Science and Technology, Norway*

Posters Co-Chairs

Cecilia Aragon, *University of Washington, USA*
Hilda Tellioglu, *Vienna University of Technology, Austria*

Demonstrations Co-Chairs

Danyel Fisher, *Microsoft Research, USA*
Luigina Ciolfi, *University of Limerick, Ireland*

Doctoral Colloquium Co-Chairs

Leysia Palen, *University of Colorado, USA*
Dave Randall, *University of Siegen, Germany*

Madness Co-Chairs

Sadat Shami, *IBM Research, USA*
Jeff Nichols, *IBM Research, USA*

Publications Co-Chairs

Taemie Kim, *Accenture Technology Labs, USA*
Wendy Ju, *California College of Arts and Stanford University, USA*

Proceedings Co-Chairs

Stacey Scott, *University of Waterloo, Canada*
Gina Venolia, *Microsoft Research, USA*

Publicity Co-Chairs

Hideaki Kuzuoka, *University of Tsukuba, Japan*
Volker Wulf, *University of Siegen and Fraunhofer FIT, Germany*
Bin Hu, *Lanzhou University and Birmingham City University, China*
Joe McCarthy, *University of Washington Bothell, USA*

Industry Liaison Co-Chairs

Pamela Hinds, *Stanford University, USA*
John Tang, *Microsoft Research, USA*
Jeremy Birnholtz, *Cornell University, USA*

Audio-Visual & Computing Co-Chairs

Brian Meyers, *Microsoft, USA*
Steve Abrams, *University of California, Irvine, USA*

Webmaster & Graphic Design Co-Chairs

Victoria Schwanda Sosik, *Cornell University, USA*
Dan Cosley, *Cornell University, USA*

Social Interaction Co-Chairs

Sean Goggins, *Drexel University, USA*
Elizabeth Churchill, *Yahoo!, USA*

Student Volunteers Co-Chairs

Norman Makoto Su, *University College Dublin, Ireland*
Alex Thayer, *University of Washington, USA*

Local Arrangements Co-Chairs

Mark Handel, *Boeing Research & Technology, USA*
Charlotte Lee, *University of Washington, USA*

Associate Chairs

Mark Ackerman, *University of Michigan, USA*
Daniel Avrahami, *Intel Research, USA*
Jakob Bardram, *IT University of Copenhagen, Denmark*
Jeffrey Bardzell, *Indiana University, USA*
Shaowen Bardzell, *Indiana University, USA*
Tora Bikson, *Rand Corporation, USA*
Jeanette Blomberg, *IBM Research, USA*
Geoff Bowker, *University of Pittsburgh, USA*
Barry Brown, *Mobile Life VINN Excellence Centre, Sweden*
Amy Bruckman, *Georgia Institute of Technology, USA*
Sheelagh Carpendale, *University of Calgary, Canada*
Ed Chi, *Google, USA*
Luigina Ciolfi, *University of Limerick, Ireland*
Noshir Contractor, *Northwestern University, USA*
Gregorio Convertino, *XRCE, France & PARC, USA*
Dan Cosley, *Cornell University, USA*
Scott Counts, *Microsoft Research, USA*
Ed Cutrell, *Microsoft Research, India*
Giorgio De Michelis, *University of Milano-Bicocca, Italy*
Alan Dennis, *Indiana University, USA*
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Tom Finholt, *University of Michigan, USA*
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Tomoo Inoue, *University of Tsukuba, Japan*
Steve Jackson, *Cornell University, USA*
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Dave Randall, *Manchester Metropolitan University, UK*
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mc schraefel, *University of Southampton, United Kingdom*
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Loren Terveen, *University of Minnesota, USA*
John Thomas, *IBM Research, USA*
Michael Twidale, *University of Illinois, USA*
Doug Vogel, *City University of Hong Kong, China*
Dennis Wixon, *Microsoft, USA*
Volker Wulf, *University of Siegen, Germany*
Naomi Yamashita, *NTT, Japan*
Chen Zhao, *Microsoft Research, China*

Awards Committee

David McDonald, *University of Washington, USA (chair)*
Scott Counts, *Microsoft Research, USA*
Carl Gutwin, *University of Saskatchewan, Canada*
Elizabeth Lawley, *Rochester Institute of Technology, USA*

ACM and SIGCHI

CSCW 2012 is sponsored by ACM's Special Interest Group on Computer-Human Interaction (ACM SIGCHI). ACM, the Association for Computing Machinery, is an educational and scientific society uniting the world's computing educators, researchers, and professionals to inspire dialogue, share resources, and address the field's challenges. Visit www.acm.org for more information about the ACM.

SIGCHI is the premier international society for professionals, academics, and students who are interested in human technology and human-computer interaction (HCI). SIGCHI provides a forum for the discussion of all aspects of HCI through conferences, including the flagship CHI conference, publications, web sites, email discussion groups, courses, workshops, outreach and other services. Members can also be involved in HCI-related activities with others in their region through local SIGCHI chapters. Visit www.sigchi.org to learn more about SIGCHI.

CSCW Conference Policies

Blogging, Tweeting, Photograph and Slide Sharing

CSCW encourages conference participants to blog and tweet about CSCW before, during, and after the event. To allow others to easily find your posts, please add the category or keyword “CSCW2012” to your blog entries and use the hash tag “#cscw2012” for your tweets. We also encourage sharing your photographs of the conference via your selected online photo service. Again, please add the tag “CSCW2012” to your photos. Similarly, we encourage conference presenters to upload slides of their presentations to an online slide sharing service using the tag “CSCW2012”.

Accompanying Person Registration

CSCW 2012 welcomes accompanying persons including children at the conference. Partners, spouses, and significant others may purchase an “accompanying person” pass to gain access to all public social functions and breaks, but not technical sessions. Infants are welcome in sessions and at social activities provided they are not a distraction to the other attendees. Children between the ages of 1 and 18 may attend social activities by purchasing an “accompanying person” pass, again providing they are not a distraction to the other attendees. See “Making SIGCHI Conferences ‘Family-Friendly’” in the October 2007 SIGCHI Bulletin for more details about this policy. Additional tickets for the conference banquet alone, not including other conference events, exhibits, breaks and meals may be purchased at the CSCW Registration Desk.

Recording Prohibited

The use of any type of audio or video recording device is not permitted during any part of the conference. The use of still cameras is permissible.

Best of CSCW Awards

Congratulations to award winners and nominees for their outstanding contributions to CSCW 2012 and to our field! The SIGCHI “Best of CSCW” awards honor exceptional submissions to SIGCHI sponsored conferences. The CSCW Papers and Notes committee nominated submissions for consideration by the CSCW Best Papers Committee. The Best Papers committee then reviewed all nominations and chose up to 5% of total submissions (21 papers/notes) to receive an award. At most 1% of the total submissions (4 papers/notes) were selected to receive the “Best” of CSCW designation.

Look for these two icons next to the papers and notes that have been designated for an award.



CSCW 2012 Best Paper or Note,
Awarded by SIGCHI



CSCW 2012 Honorable Mention Paper or Note,
Awarded by SIGCHI

Registration

	Registration Hours	
Saturday & Sunday Location: Regency Staircase	Saturday	8:00 – 18:00
	Sunday	8:00 – 18:00
Monday - Wednesday Location: Grand Foyer	Monday	8:00 – 18:00
	Tuesday	8:00 – 18:00
	Wednesday	8:00 – 12:00

Student Volunteers

Student Volunteers are a great source of information about the conference. They help give the conference a friendly, helpful face and work hard to assist during the whole conference. Many are working on their Masters or Ph.D.s and some are looking for job or internship opportunities. Please be courteous to them and feel free to ask them questions. You can identify Student Volunteers by their orange t-shirts.

CSCW 2012 Special Events

Special Events are open to all registered conference participants and those who hold an accompanying person registration.

CSCW Town Hall Meeting

Monday 16:00-17:30
Location: Grand EFGH

The CSCW Town Hall Meeting is a time dedicated for the CSCW steering committee to interact with members of the CSCW community who will attend CSCW 2012, harnessing their interests, and addressing their concerns about future directions of the CSCW conference.

Interactive Posters, Demonstrations, and Videos Reception

Sponsored by *Microsoft Research*
Monday 18:00-20:30
Location: Evergreen Ballroom

Come to this reception for the chance to interact directly with researchers and practitioners who are presenting demonstrations and posters of the results of cutting edge ideas in collaborative systems and research. Reception-style food, soda, beer, and wine will be served. A second opportunity to interact with the presenters of posters and demos is scheduled during a coffee break from 10:00 to 11:00 Tuesday morning.

CSCW 2012 Paper and Notes Review Process

Monday 14:00-15:30
Location: Grand B

The submission deadline for papers and notes was early this year to avoid conflicts with the CHI conference schedule. This early deadline permitted the introduction of a two-phase review process. Our goals for this process were to increase both the quantity and quality of the accepted papers while decreasing the workload for reviewers. Many have expressed concerns about unintended consequences of this process. In this session the papers and notes co-chairs will describe the process, present some results, and take questions and comments from the audience.

Impact of CSCW: Looking Back 10 & 20 Years

Monday 16:00-17:40
Location: Grand B

Many CSCW papers have been heavily cited. This session examines the most influential papers from 20 and 10 years ago. After an introduction that places each in its historical context and describes the pattern of subsequent citations, the authors will speak about their experience and solicit audience perspectives or questions.

Conference Banquet

Tuesday 18:00-22:00
Location: Lucky Strike

Gaming is a popular theme at CSCW 2012. We invite you to enjoy dinner and drinks while experiencing an assortment of games at the Lucky Strike upscale bowling lounge and the adjoining Power Play arcade. This evening almost all the games are free. The lounge and arcade include 150 gaming stations including a life size Ferrari simulator, a laser maze, skee ball, and air hockey. It also includes 16 bowling lanes and two billiard tables. And for those of us who simply want to meet up with old and new friends, the Luxe lounge provides a quieter, relaxed environment for chatting.

Lucky Strike is in Lincoln Square, the building to the south just across SE 8th Street from the hotel. A covered skywalk from the first floor of the hotel leads directly to Lincoln Square and Lucky Strike.

Saturday & Sunday 09:00-17:30

Workshops

Workshops provide a valuable opportunity for small communities of people with diverse perspectives to engage in rich one- and two-day discussions about a topic of common interest. Workshop participants are pre-selected based on submitted position papers. Look for the results of workshop activities to be on display as posters in the Evergreen Ballroom.

Workshops start at 9:00. Coffee breaks are from 10:30 to 11 and 15:30 to 16:00.

Saturday Workshops

W1: Personal Information Management in a Socially Networked World

Location: Cedar A
 Robert Capra,
University of North Carolina
 Jaime Teevan, *Microsoft Research*
 David Elswiler,
University of Regensburg
 Manas Tungare, *Google*
 Kirstie Hawkey,
Dalhousie University
 Deborah Barreau,
University of North Carolina

W2: Data-Intensive Collaboration in Science and Engineering

Location: Cedar B
 Matthew J. Bietz,
University of California, Irvine
 Andrea Wiggins, *Syracuse University*
 Mark Handel, *The Boeing Company*
 Cecilia Aragon,
University of Washington

W3: Collective Intelligence as Community Discourse and Action

Location: Madrona
 Anna De Liddo, *The Open University*
 Simon Buckingham Shum,
The Open University
 Gregorio Convertino,
Xerox Research Centre Europe
 Ágnes Sándor,
Xerox Research Centre Europe
 Mark Klein,
Massachusetts Institute of Technology

W5: Mixed Reality Games

Location: Balsam
 Elizabeth Bonsignore,
University of Maryland, College Park
 Derek L. Hansen,
Brigham Young University
 Zachary O. Toups,
Texas A&M University
 Lennart E. Nacke, *University of Ontario Institute of Technology*
 Anastasia Salter,
University of Baltimore
 Wayne Lutters,
University of Maryland, Baltimore

W6: Design, Influence, and Social Technologies: Techniques, Impacts and Ethics

Location: Larch
 Joshua Introne,
Massachusetts Institute of Technology
 Karen Levy, *Princeton University*
 Sean Munson, *University of Michigan*
 Sean Goggins,
Drexel University
 Rick Wash, *Michigan State University*
 Cecilia Aragon,
University of Washington

W7: Brainstorming Design for Health: Helping Patients Utilize Patient-Generated Information on the Web

Location: Juniper
 Jina Huh, Andrea Hartzler, Nick Anderson, Kelly Edwards, John Gore, Meliha Yestigen-Yildiz, & Wanda Pratt, *University of Washington*
 Sean Munson, Mark S. Ackerman, *University of Michigan*
 Andrea Parker,
Georgia Institute of Technology
 Jim O'Leary, *Twitter, Inc*
 Derek Streat, *Medify, Inc*

W8: Collaboration and Crisis Informatics (CI)

Location: Cottonwood
 Jonas Landgren, *Viktoria Institute and IT University Gothenburg*
 Volkmar Pipek, *University of Siegen*
 Leysia Palen, *University of Colorado*

Sunday Workshops

W9: Exploring collaboration in challenging environments: From the car to the factory and beyond

Location: Balsam

Manfred Tscheligi,
University of Salzburg
Alexander Meschtscherjakov,
University of Salzburg
Vanessa Evers,
University of Amsterdam
Volker Wulf, *University of Siegen*
Bilge Mutlu,
University of Wisconsin-Madison

W10: The Future of Collaborative Software Development

Location: Cedar B

Andrew Begel,
Microsoft Research
James D. Herbsleb,
Carnegie Mellon University
Margaret-Anne Storey,
University of Victoria

W11: Reconciling Privacy with Social Media

Location: Larch

Heather Richter Lipford,
University of North Carolina at Charlotte
Pamela Wisniewski,
University of North Carolina at Charlotte
Cliff Lampe, *University of Michigan*
Lorraine Kisselburgh,
Purdue University
Kelly Caine, *Indiana University*

W12: Mastering Data-Intensive Collaboration through the Synergy of Human and Machine Reasoning

Location: Laurel

Nikos Karacapilidis,
University of Patras & CTI
Lydia Lau, *University of Leeds*
Charlotte Lee,
University of Washington
Stefan Rüping,
Fraunhofer IAIS

W13: DUET 2012: Dual Eye Tracking in CSCW

Location: Executive Boardroom

Patrick Jermann, *Ecole Polytechnique Fédérale de Lausanne*
Darren Gergle,
Northwestern University
Roman Bednarik,
University of Eastern Finland
Susan Brennan,
Stony Brook University

W14: The Twelfth International Workshop on Collaborative Editing Systems

Location: Cottonwood

Agustina and Chengzheng Sun,
Nanyang Technological University
Ning Gu, *Fudan University*
Claudia-Lavinia Ignat,
INRIA Nancy-Grand Est
Pascal Molli, *University of Nantes*
Haifeng Shen, *Flinders University*
David Sun, *University of California, Berkeley*

W15: Learning from Marginalized Users: Reciprocity in HCI4D

Location: Madrona

Susan P. Wyche, *Virginia Tech*
Elisa Oreglia,
University of California, Berkeley
Morgan G. Ames, *Stanford University*
Christopher Hoadley,
New York University
Aditya Johri, *Virginia Tech*
Phoebe Sengers, *Cornell University*
Charles Steinfield,
Michigan State University

Saturday & Sunday 09:00-17:30 (continued)

Doctoral Colloquium

The Doctoral Colloquium is a forum in which Ph.D. students meet and discuss their work with each other and with a panel of experienced CSCW researchers and practitioners. Students are selected to participate in the colloquium through a competitive review process. The colloquium will begin with dinner Saturday, February 11 and continue all day Sunday, ending with a reception. Students will display posters of their research in the Evergreen Ballroom and be available to discuss their work Monday evening and Tuesday morning.

Doctoral Colloquium Mentors

Leysia Palen,
University of Colorado
Dave Randall,
University of Siegen
Luigina Ciolfi,
University of Limerick

Julie Kientz,
University of Washington
David McDonald,
University of Washington
David Millen,
IBM Research Cambridge

Doctoral Colloquium Participants

Information & Social Networks: Engineering Attitudes & Behaviors

Andy Brooks,
University of California, Berkeley

Breaking News on Wikipedia: Dynamics, Structures, and Roles in High-Tempo Collaboration

Brian Keegan,
Northwestern University

Craft, Computing and Culture

Daniela Rosner,
University of California, Berkeley

Gone Fishin': Information Technology in the Icelandic Fishery

Hrönn Brynjarsdóttir,
Cornell University

Planning in an Italian airport

Ilaria Redaelli,
University of Lugano, Switzerland

Using Teamwork and Taskwork to Study Information Sharing

Jim Wallace,
University of Waterloo

Building the Claims Web

Jodie Schneider,
National University of Ireland

Crowd Computation: Organizing Information during Mass Disruption Events

Kate Starbird,
University of Colorado

Role Clarity in Distributed Workgroups: The Use of Awareness Displays to Provide Role-Related Information

Lindsay Reynolds,
Cornell University

Social Networking Technologies and Knowledge Sharing in Organizations

Mohammad Hossein Jarrahi,
Syracuse University

Social Media at Work: Structures of Collaboration

Osama Mansour,
Linneus University, Sweden

Collective Capabilities: Building a theory of coordinated collective action in a Networked Improvement Community

Peter Wardrip,
University of Pittsburgh

Creative Self-Expression in Socio- Technical Systems

Tyler Pace,
Indiana University

Multilingual Microblogging: Social Networks and Language Choice

Irene Eleta,
University of Maryland

Monday Schedule Overview

8:30-10:00	Conference Welcome & Opening Keynote by Yochai Benkler <i>Grand EFGH</i>					
10:00-10:30	CSCW Madness <i>Grand EFGH</i>					
10:30-11:00	Coffee Break, sponsored by SMART Technologies					
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14:00-15:30	Twitter and Social Transparency	CSCW Paper and Notes Review Process	Civic and Community Engagement	Distributed Teams I	Qualitative Studies of Software Development I	Social Network Analysis
15:30-16:00	Coffee Break, sponsored by SMART Technologies					
16:00-17:40	Across the Globe: Cross-cultural Studies	Impact of CSCW: Looking Back 10 and 20 Years	Public Communities Online	Distributed Teams II	Qualitative Studies of Software Development II	Collaboration in the Wild
18:00-20:30	Interactive Posters, Demonstrations, Videos and Reception, sponsored by Microsoft Research <i>Evergreen Ballroom</i>					

Opening Plenary and Keynote

Location: Grand EFGH

Yochai Benkler
Harvard University



Photo © 2009 Jean-Baptiste Labrune

The Penguin and the Leviathan: Towards Cooperative Human Systems Design

A decade ago, Wikipedia burst into a world not ready to comprehend it. Thousands of people cooperating effectively, without price signals to offer “incentives” or managerial hierarchy to direct efforts, was an impossibility. And yet, it moves. And as it moved it combined with a deep shift across many disciplines, from biology and neuroscience to organizational sociology, experimental economics, and social psychology to paint a very different view of who we are as human beings. Slowly pushing back against decades of ever-refined analyses based on self-interested rationality, we begin to see that we are diverse beings; that a majority of us responds cooperatively to cooperative settings—we tend to treat well those who have treated us well, rather than take advantage of them; we tend to do what we think is right and fair, when it is clear in the setting what that is; we experience empathy, and it makes us more generous and trustworthy; we experience solidarity with others, and that makes us contribute more willingly to the group’s goals. Moreover, explicit payments, the touchstone of mechanism design under universal self-interested rationality, turns out to have a much more complex relationship with motivation than simple addition. All this work in basic behavioral sciences combines with observations from organizational sociology, political science, and management studies combines with social software to provide an increasingly better articulated basis on which to develop a field of cooperative human systems design.

Bio:

Yochai Benkler is the Berkman Professor of Entrepreneurial Legal Studies at Harvard, and faculty co-director of the Berkman Center for Internet and Society. Since the 1990s he has played a part in characterizing the role of information commons and decentralized collaboration to innovation, information production, and freedom in the networked economy and society. His books include *The Wealth of Networks: How social production transforms markets and freedom* (Yale University Press 2006), which won academic awards from the American Political Science Association, the American Sociological Association, and the McGannon award for social and ethical relevance in communications. His work is socially engaged, winning him the Electronic Frontier Foundation’s Pioneer Award for 2007, Public Knowledge’s IP3 Award in 2006, and the Ford Foundation Visionaries Award in 2011. It is also anchored in the realities of markets, having been cited as “perhaps the best work yet about the fast moving, enthusiast-driven Internet” by the Financial Times and named best business book about the future in 2006 by Strategy and Business. Benkler has produced reports or served in an advisory capacity for a range of communications and intellectual property regulators and policy makers at the national and international levels. His work can be freely accessed at benkler.org.

Monday 10:00-10:30

CSCW 2012 Madness

Location: Grand EFGH

Presenters of papers and notes in Monday's program will give twenty-five second briefings of the contents of their presentations during this "Madness" session. Use this time to get a preview of the technical program.

Monday 11:00 – 12:30

Ethnography in the Very Wild

Location: Grand A

Chair: Jeffrey Bardzell,
Indiana University

Collaboration in Traditional Irish Music Sessions

Steve Benford, Peter Tolmie, Ahmed Ahmed, Andy Crabtree, Tom Rodden
An ethnographic study of Irish music sessions in pubs elaborates the collaborative work and social etiquette involved in making traditional music and inspires the design principle of situated discretion.

The Joy of Cheques: Trust, Paper and Eighty Somethings

John Vines, Paul Dunphy, Mark Blythe, Stephen Lindsay, Andrew Monk, Patrick Olivier
Describes a study of the experiences groups of British over-80s have had with paper based payment methods. Can assist designers in developing inclusive digital banking systems.

A Gift from the City: Mobile Phones in Rural China

Elisa Oreglia, Joseph 'Jofish' Kaye
An ethnography of mobile phone ownership in China. Mobile phones move from urban to rural areas as gifts, illuminating social relationships among users in the varied environments the phones encounter.

Practices Of Information And Secrecy In A Punk Rock Subculture

Jessica Lingel, Aaron Trammell, Joe Sanchez, Mor Naaman
Using ethnography of the New Brunswick punk scene, our investigation addresses and complicates assumptions about the design of social network sites, particularly in the context of secrecy.

Panel: Domain Crossing: How Much Expertise Is Enough?

Location: Grand B

Moderator: m.c. schraefel,
University of Southampton

Mark Rouncefield, *Lancaster University*
Wendy Kellogg, *IBM Research*
Mark Ackerman, *University of Michigan*
Gary Marsden, *University of Cape Town*
Susanne Bødker, *University of Aarhus*
Susan Wyche, *Virginia Tech*
Madhu Reddy, *Pennsylvania State University*

In CSCW, how much do we need to know about another domain/culture before we observe, intersect and intervene with designs? What optimally would that other culture need to know about us? Is this a "how long is a piece of string" question or an inquiry where we can consider a variety of contexts and explicate best practice? The goal of this panel will be to develop heuristics for such practice.

Monday 11:00 – 12:30 (continued)

Community and Classification Online

Location: Grand C

Chair: Dan Cosley,
Cornell University

Unfolding the Event Landscape on Twitter: Classification and Exploration of User Categories

Munmun De Choudhury, Nicholas Diakopoulos, Mor Naaman

Presents an exploratory analysis of user categories on Twitter, around events. Can enable better understanding of information consumption on social media, as well as identify credible sources on timely happenings.



Fresh Faces in the Crowd: Turnover, Identity, and Commitment in Online Groups

Laura Dabbish, Rosta Farzan, Robert Kraut, Tom Postmes

Describes an experiment examining the influence of visible membership turnover and common identity on online group commitment. Extends our understanding of group attachment in an online setting and social tuning.

We Don't Need No Stinkin' Badges: Examining the Social Role of Badges in the Huffington Post

Julie Jones, Nathan Altadonna

The Huffington Post introduced badges to incentivize key behaviors among its commenting community. This study examined the relationship of badges at the thread start to characteristics of the thread.

Impression Management Work: How Seniors With Chronic Pain Address Disruptions in Their Interactions

Alison Benjamin, Jeremy Birnholtz, Ronald Baecker, Diane Gromala, Andrea Furlan

Seniors with chronic pain face many disruptions to their social interactions. Using a lens of impression management, this paper argues there are unique opportunities for supporting the interactions of this population.

Tracking Changes in Collaborative Writing: Edits, Visibility and Group Maintenance

Jeremy Birnholtz, Steven Ibara

Reports on an interview study of collaborative writing tool users. Results suggest that change awareness features can enflame social conflict, and that designers should pay attention to group maintenance.

Lurking as Personal Trait or Situational Disposition? Lurking and Contributing in Enterprise Social Media

Michael Muller

Case study of an online enterprise community to brainstorm aid to Japan after 2010 disasters. Contributions include critique of theory, an analytic framework, and implications for design of community services.

Question Temporality: Identification and Uses

Aditya Pal, James Margatan, Joseph Konstan

We introduce question temporality to measure the usefulness of answers to a question. Our work can be instructive for designing temporal-aware interfaces and display of questions and answers.

Bootstrapping Wikis: Developing Critical Mass in a Fledgling Community by Seeding Content

Jacob Solomon, Rick Wash

Experiment in seeding data to an online community. Can inform designers of fledgling communities develop a critical mass of participation.

Bon Voyage: Social Travel Planning in the Enterprise

Netta Aizenbud-Reshef, Artem Barger, Ido Guy, Yael Dubinsky, Shiri Kremer-Davidson

Extending a travel system with social features and presenting a study of its usage in the enterprise. The findings show how to enhance an existing business process with social features.

A Need-driven Design Approach: Addressing Latent Needs in Collaboration Rooted in Early Childhood

Sheng-Ying Pao, Selene Mota, Keywon Chung, Alexander Reben

Need-driven design approach and design guidelines attempting to address unmet needs in collaboration. May offer new dynamic domains for future computer-supported collaboration design.

Four Life Stages

Location: Grand I

Chair: Jenny Preece,
University of Maryland

Monday 11:00 – 12:30 (continued)

Crowdsourcing

Location: Grand J

Chair: Wendy Ju,
Stanford/California College of Arts

Collaboratively Crowdsourcing Workflows with Turkomatic

Anand Kulkarni, Matthew Can, Björn Hartmann

Presents Turkomatic, a tool that recruits crowd workers to aid requesters in planning and solving complex work on microtask platforms.

Shepherding the Crowd Yields Better Work

Steven Dow, Anand Kulkarni, Scott Klemmer, Björn Hartmann

Investigates how feedback affects crowdsourced work. A field experiment with the Shepherd system shows that self-assessment and external feedback help workers learn task criteria and produce better work.

Community-based Web Security: Complementary Roles of the Serious and Casual Contributors

Pern Hui Chia, John Chuang

Analyzes how serious and casual contributors help advancing WOT for community-based web security. Presents the complementary roles and potentials of different contributors applicable to other contexts besides security.

CrowdWeaver: Visually Managing Complex Crowd Work

Aniket Kittur, Susheel Khamkar, Paul Andre, Robert Kraut

Describes a system for visually creating and managing crowdsourced workflows, addressing unique factors of crowd work. Can aid task designers in iteration and experimentation, leading to time and cost savings.

Recommending

Location: Grand K

Chair: Andrea Forte,
Drexel University

What Makes Users Rate (Share, Tag, Edit...)? Predicting Patterns of Participation in Online Communities

Paul Fugelstad, Patrick Dwyer, Jennifer Filson Moses, John Kim, Cleila Anna Mannino, Loren Terveen, Mark Snyder

Demonstrates that online community users' motivations and relevant behavioral history predict the type and amount of their activities. These findings offer guidance for designing interventions to enhance community participation.

Recommending Routes in the Context of Bicycling: Algorithms, Evaluation, and the Value of Personalization

Reid Priedhorsky, David Pitchford, Shilad Sen, Loren Terveen

We introduce a new framework for evaluating rating prediction techniques in transportation networks. Our results suggest that routing systems can generate better routes by collecting and analyzing users' subjective preferences.

Searching for the Goldilocks Zone: Trade-Offs in Managing Online Volunteer Groups

Loxley Wang, Jilin Chen, Yuqing Ren, John Riedl

Examines member withdrawal versus productivity in online volunteer groups and trade-offs between subgroup versus the large community. Can help retain volunteers and maintain high productivity.

Asking Questions of Targeted Strangers on Social Networks

Jeffrey Nichols, Jeon-Hyung Kang

When people have questions they often turn to their social network, but their friends may not know the answer. We explore the feasibility of answering questions by asking strangers.

Monday 14:00 – 15:30

Twitter and Social Transparency

Location: Grand A

Chair: Joe McCarthy,
University of Washington Bothell



Tweeting is Believing? Understanding Microblog Credibility Perceptions

*Meredith Morris, Scott Counts,
Asta Roseway, Aaron Hoff, Julia
Schwarz*

This paper presents survey and experimental results regarding the features that impact users' perceptions of tweet credibility. We offer design guidelines for social search results pages based on these findings.

Social Transparency in Networked Information Exchange: A Theoretical Framework

H. Colleen Stuart, Laura Dabbish, Sara Kiesler, Peter Kinnaird, Ruogu Kang

A framework for thinking about social transparency on the Internet, the increasing trend for others' actions to be shown online. We consider especially the implications for collaboration and information exchange.

Participants: *Gloria Mark, John Riedl, Jonathan Grudin*

Presentation and discussion of the review process and its actual and potential consequences.

Friends, Romans, Countrymen: Lend me your URLs. Using Social Chatter to Personalize Web Search

*Abhinay Nagpal, Sudheendra Hangal,
Rifat Joyee, Monica Lam*

A system to mine user's email and Twitter feeds and populate personalized search indices that are used to augment regular web search and produces results that are better liked by users.



Who Gives a Tweet? Evaluating Microblog Content Value

*Paul André, Michael Bernstein,
Kurt Luther*

Analysis of microblog (Twitter) content value using follower ratings, focusing on what is valued (or not), and why. Design implications and emerging practice discussed.

CSCW 2012 Paper and Notes Review Process

Location: Grand B

Chairs: Loren Terveen,
University of Minnesota
Cliff Lampe,
Michigan State University

Civic and Community Engagement

Location: Grand C

Chair: Gregorio Convertino,
Xerox Research Center Europe



Participation in an Online Mathematics Community: Differentiating Motivations to Add

Yla Tausczik, James Pennebaker
Why do people contribute content to Q&A communities? We investigated this issue on MathOverflow, a site dedicated to research-level mathematics. User behavior suggests that building reputation is an important incentive.

Dynamic Changes in Motivation in Collaborative Citizen-science Projects

Dana Rotman, Jenny Preece, Jen Hammock, Kezee Procita, Derek Hansen, Cynthia Parr, Darcy Lewis, David Jacobs
Presenting a dynamic framework of motivational factors affecting participation in citizen-science projects, and identifying the points at which motivational interventions are crucial. Can help in designing systems for citizen-science projects.

Engaging New Digital Locals with Interactive Urban Screens to Collaboratively Improve the City

Ronald Schroeter
Design and case study of a public screen application to engage young residents about urban planning. Presented user needs and archetypes can assist designing different kinds of in-situ participatory applications.

Between Us and Them: Building Connectedness Within Civic Networks

Jennifer Stoll, W. Keith Edwards, Kirsten A. Foot

Case study of multi-organizational nonprofit network using Facebook, Twitter, and gmail to stay connected. Can assist designers understand how these tools do and do not promote connectedness when supporting a group-of-groups.

Distributed Teams I

Location: Grand I

Chair: Steve Jackson,
Cornell University

Predicting Creativity in the Wild: Experience Sample and Sociometric Modeling of Teams

Priyamvada Tripathi, Winslow Burleson

An investigation of creativity and teamwork “in the wild” using sociometric badges, Experience Sampling Methods, machine learning, and established creativity assessment instruments predicted elements of creativity with 91% accuracy.

Facilitating the Reuse Process in Distributed Collaboration: A Distributed Cognition Approach

Syavash Nobarany, Mona Haraty, Brian Fisher

Describes the design of a collaborative analytics system aimed at facilitating the reuse process. A non-traditional approach to applying distributed cognition was employed, providing a new perspective for designing collaborative systems.

ConvoCons: A Tool for Building Affinity Among Distributed Team Members

Michael Oren, Stephen Gilbert

The contributions of this paper include design guidance for interfaces that promote awareness of privileged information and a tool for promoting social affinity among remote collaborators.

Analyzing the Structure of the Emergent Division of Labor in Multiparty Collaboration

Noriko Suzuki, Tosirou Kamiya, Ichiro Umata, Sadanori Ito, Shoichiro Iwasawa

Case study describing prediction of the emergent leaders in multiparty interaction by ubiquitous computing techniques. Can assist the design of applications that enhance multiparty collaboration.

Qualitative Studies of Software Development I

Location: Grand J

Chair: Les Nelson,
PARC

To Talk or Not to Talk: Factors that Influence Communication around Changesets

Adrian Schroeter, Jorge Aranda, Daniela Damian, Irwin Kwan

What influences developers when discussing a software change with fellow developers? Is it the process, is it their fellow developers experience, is it the type of change?

On the Perceived Interdependence and Information Sharing Inhibitions of Enterprise Software Engineers

Alicia Grubb, Andrew Begel

Describes how software engineers perceive dependencies and share information with dependents. Coordination tools need to help engineers control the distribution and content of information about their work.

Conflict Detection and Resolution for Product Line Design in a Collaborative Decision Making Environment

Xiaoqing (Frank) Liu, Eric Barnes, Juha Savolainen

Describes an intelligent argumentation and collaborative decision support system and its application in software product line design. Can assist developers in resolving non-functional requirement conflicts.

A Sociotechnical Exploration of Infrastructural Middleware Development

Charlotte Lee, Matthew Bietz, Katie Derthick, Drew Paine

This qualitative research examines how technologists develop and sustain middleware applications over time by leveraging expertise and partnering with different research domains in order to achieve long-term infrastructural goals.

Monday 14:00 – 15:30 (continued)

Social Network Analysis

Location: Grand K

Chair: Carman Neustaedter,
Simon Fraser University

Organizing without Formal Organization: Group Identification, Goal Setting and Social Modeling in Directing Online Production

Haiyi Zhu, Robert Kraut, Aniket Kittur
Describes a mechanism to motivate and manage volunteers when standard managerial mechanisms deployed in conventional organizations are not available. Has implications for managing online peer production.

All-for-One and One-for-All? A Multi-Level Analysis of Communication Patterns and Individual Performance in Geographically Distributed Software Development

Kate Ehrlich, Marcelo Cataldo
This study examined how two distinct structural positions, centrality and closure, in team-level and project-level communication networks impact individual-level performance in a large-scale development project over a 13-month period.

The Personality of Popular Facebook Users

Daniele Quercia, Renaud Lambiotte, David Stillwell, Michal Kosinski, Jon Crowcroft

Studies the relationship between Facebook popularity (number of contacts) and personality traits (Big five and Self-monitoring) on a large number of subjects.

Tracking “Gross Community Happiness” from Tweets

Daniele Quercia, Jonathan Ellis, Licia Capra, Jon Crowcroft
Considers Twitter users based in a variety of London census communities, studies the relationship between sentiment expressed in tweets and community socio-economic well-being, and finds that the two are highly correlated.

Monday 16:00 – 17:40

Across the Globe: Cross-cultural Studies

Location: Grand A

Chair: John Thomas,
IBM Research

“This is How We Do it in My Country”: A Study of Computer-Mediated Family Communication Among Kenyan Migrants in the United States

Susan P. Wyche, Rebecca E. Grinter
We interviewed Kenyan migrants who communicate with family members in their homeland. Our findings reveal how high costs, identity management, and infrastructural differences affect ICT use in this transnational context.

Adapting Collaborative Radiological Practice to Low-Resource Environments

Beth Kolko, Alexis Hope, Waylon Brunette, Karen Saville, Wayne Gerard, Ruth Anderson, Michael Kawooya, Robert Nathan
Comparative study of collaborative radiological practice in U.S. and Uganda, describing how ultrasound technologies might best be adapted for low-resource environments. Highlights how collaborative practice is embedded in technologies.

Repair Worlds: Maintenance, Repair, and ICT for Development in Rural Namibia

Steven Jackson, Alex Pompe, Gabriel Krieshok
Drawing on ethnographic fieldwork and pragmatist theory, this paper emphasizes the role of local repair worlds in the extension of ICT infrastructure in developing country settings (here, northeastern Namibia).

How Did You Feel During Our Conversation? Retrospective Analysis of Intercultural and Same-Culture Instant Messaging Conversations

Duyen Nguyen, Susan Fussell
Experimental study with retrospective analysis contributing to our understanding of the various communication problems encountered in intercultural and intracultural interactions. Can also inform design of systems to support intercultural collaboration.

Impact of CSCW: Looking Back 10 and 20 Years

Location: Grand B

Chair: Jonathan Grudin,
Microsoft Research

Moderators: Tom Finholt,
University of Michigan
Andrea Forte,
Drexel University

Public Communities Online

Location: Grand C

Chair: Loren Terveen,
University of Minnesota

Distributed Teams II

Location: Grand I

Chair: Jeanette Blomberg,
IBM Research

Most cited paper of CSCW 1992: Awareness and Coordination in Shared Workspaces

Paul Dourish and Victoria Bellotti, Introduced by: Tom Finholt

Most cited paper of CSCW 2002: Instant Messaging in Teen Life

Beki Grinter and Leysia Palen, Introduced by: Andrea Forte

Many CSCW papers have been heavily cited. This session examines the most influential papers from 20 and 10 years ago. After an introduction that places each in its historical context and describes the pattern of subsequent citations, the authors will speak about their experience and solicit audience perspectives or questions.

Supporting Reflective Public Thought with Considerit

Travis Kriplean, Jonathan Morgan, Deen Freelon, Alan Borning, Lance Bennett

An intuitive platform for public deliberation by the masses on difficult decisions. Deployed as the Living Voters Guide in the 2010 U.S. election.

Barter - Mechanism Design for a Market Incited Wisdom Exchange

Dawei Shen, Marshall Van Alstyne, Andrew Lippman, Hind Benbya

This research explores innovative market mechanisms to address organizational challenges on information sharing and innovation. We appeal to theories of information economics and macro policies, build incentives while encouraging pro-social behaviors.

Awareness as an Antidote to Distance: Making Distributed Groups Cooperative and Consistent

Taemie Kim, Pamela Hinds, Alex "Sandy" Pentland

Verifies that real-time communication-pattern-based feedback can influence the communication patterns of distributed groups and can make them more consistent and cooperative, resulting in improved group performance.

Distributed Scientific Group Collaboration across Biocontainment Barriers

Jane Li, Toni Robertson, Christian Mueller-Tomfelde

Describes a field study of "distributed" scientific collaboration in a challenging biosecurity laboratory environment. Can assist in designing and configuring technologies to support distributed collaboration across different local settings.

Puget Sound Off: Fostering Youth Civic Engagement through Citizen Journalism

Shelly Farnham

We performed an evaluation study of Puget Sound Off, an online blogging and networking site focused on helping youth connect, collaborate, and take action around local community issues.

What Do You Think? A Case Study of Benefit, Expectation, and Interaction in a Large Online Critique Community

Anbang Xu, Brian Bailey

Case study exploring one large online community dedicated to critique in the domain of digital photography. Can assist in designing systems that support community-based critique of creative artifacts.

Remote and Alone: Coping with Being the Remote Member on the Team

Benjamin Koehne, Patrick Shih, Judith Olson

Provides best practices and coping strategies for individual remote workers and team managers based on a qualitative study of distributed teams. Can assist in bridging the distance gap.

As if Being There: Mediated Reality for Crime Scene Investigation

Ronald Poelman, Oytun Akman, Stephan Lukosch, Pieter Jonker

Describes a novel system that combines mediated and augmented reality to support collaborative spatial analysis between crime scene investigators on location and expert colleagues at a distance.

Qualitative Studies of Software Development II

Location: Grand J

Chair: Michael Twidale,
University of Illinois

Proximity: a Measure to Quantify the Need for Developers' Coordination

Kelly Blincoe, Giuseppe Valetto, Sean Goggins

Introduces proximity, a measure of the strength of the work dependencies that lead to coordination requirements among members of a software development organization. Proximity allows accurate, real-time coordination requirement detection.

Information Needs for Integration Decisions in the Release Process of Large-Scale Parallel Development

Shaun Phillips, Guenther Ruhe, Jonathan Sillito

A qualitative study examining the collaborative integration decisions required to release large, parallel-developed projects. Derives information needs for practitioners and tool makers to provide integration decision support.

Software Reuse through Methodical Component Reuse and Amethodical Snippet Remixing

Susan Sim, Rosalva Gallardo-Valencia, Kavita Philip, Medha Umarji, Megha Agarwala, Cristina Lopes, Sukanya Ratanotayanon

Meta-analysis of four studies of source code searching on the web using postmodern deconstructionist techniques reveals two texts: a privileged one, "Methodical CBSE"; and a marginalized one, "Amethodical Remixing."

Interactional Identity: Designers and Developers Making Joint Work Meaningful and Effective

Judith M. Brown, Gitte Lindgaard, Robert Biddle

Provides a theory of the collaborative identities constructed by interaction designers and software developers to accomplish joint work in the field. Helps with understanding how multi-disciplinary collaborative work is accomplished.

Collaboration in the Wild

Location: Grand K

Chair: John C. Tang,
Microsoft Research



One Piece at a Time: Why Video-Based Communication is Better for Negotiation and Conflict Resolution

Wei Dong, Wai-Tat Fu

Video-based CMC is better for conflict resolution because exchanging information in smaller chunks better supported subsequent negotiation, which in turn resulted in smaller differences in dyads' performances (i.e., fairness).

Psychology of User Experience in a Collaborative Video-Conference System

Takashi Yamauchi, Takehiko Ohno, Momoko Nakatani, Yoichi Kato, Arthur Markman

Present a longitudinal experiment that shows that group-level mutual affect and implicit beliefs on one's ability (whether intelligence is fixed or malleable) are strong predictors of system usability and acceptability judgments.

Hospital Robot at Work: Something Alien or an Intelligent Colleague?

Sara Ljungblad, Jirina Kotrbova, Mattias Jacobsson, Henriette Cramer, Karol Niechwiadowicz

We present a case study of a robot transporting blood samples at a hospital and the reactions, describing the robot as: an alien, a machine, a worker and a colleague.

Recognizing Team Context during Simulated Missions

Steven Poltrock, Mark Handel, Stephen Poteet, Paul Murray

Experiments involving simulated battlefield maneuvers and analysis of patterns indicating mission context. Results show that aspects of team context can be automatically recognized.

Monday 18:00-20:30

Interactive Posters, Demonstrations, Videos, and Conference Reception

Sponsored by *Microsoft Research*
Location: Evergreen Ballroom

Interactive Posters

Local Experts and Online Review Sites

Judd Antin, Marco de Sa, Elizabeth F. Churchill

Designing a Facilitator's Cockpit for an Idea Management System

Marcos Baez

Ad-itudes: Twitter Users & Advertising

Andrew L. Brooks, Coye Cheshire

From Heavyweight Framework to Lightweight Patchwork.

Ibrahim Cakir, Mateusz Dolata, Kashyap Toddi

"Hey Doc, Is that Your Stethoscope?"

Increasing Engagement in Medical Education and Training with iPads

Sally A. Covert, Adam Ducey, Mark Grichanik, Michael D. Covert, Robert Nelson

Normative Communication Processes and Associated Emotion in Mobile Health Groups

Mary Beth Deline, Eric P. S. Baumer, Geri Gay

Social Overlays: Augmenting Existing UIs with Social Cues

Tao Dong, Mark S. Ackerman, Mark W. Newman

Normative Multi-agent Approach to Support Collaborative Work in Distributed Tangible Environments

Catherine Garbay, Fabien Badeig, Jean Caelen

"I need help!" Exploring Collaboration in the Car

Nicole Gridling, Alexander Meschtscherjakov, Manfred Tscheligi

Modeling Problem Difficulty and Expertise in StackOverflow

Ben Hanrahan, Gregorio Convertino, Les Nelson

Time as a Trigger of Interaction and Collaboration in Research Teams: A Diary Study

Muge Haseki, Chirag Shah, Roberto Gonzalez-Ibanez

Come to this reception for the chance to interact directly with researchers and practitioners who are presenting demonstrations and showing the results of cutting edge ideas in collaborative systems and research.

Social Networking Technologies and Organizational Knowledge Sharing as a Sociotechnical Ecology

Mohammad Hossein Jarrahi, Steve Sawyer

Connecting Artefacts of R&D Teams to Their Routines: How Boundary Objects are Created and Used

Aaron Houssian

Using Design Patterns in Collaborative Interaction Design Processes

Claudia Iacob

Variations in the Surgical Patient Trajectory: Challenges for Coordination

Tobias Buschmann Iversen, Line Melby, Andreas Dypvik Landmark, Pieter Toussaint

Using Diversity within the Crowd

Durga M. Kandasamy, Kristal Curtis, Armando Fox, David Patterson

Collaboration and Multimedia: Identifying Equilibrium in the MDT Information Ecosystem

Bridget Kane, Saturnino Luz

Do Collaborators' Annotations Help or Hurt Asynchronous Analysis?

Ruogo Kang, Sara Kiesler

From High Connectivity to Social Isolation: Communication Practices of Older Adults in the Digital Age

Azmina Karimi, Carman Neustaedter

How Research Funding Affects Data Sharing

Karina Kervin, Margaret Hedstrom

Framing Creative Uses for Describing Cases of Appropriation

Hyangah Kim, Woohun Lee

Of Joy and Gender: Emotional Expression in Online Social Networks

Funda Kivran-Swaine, Sam Brody, Nicholas Diakopoulos, Mor Naaman

The evening will include reception-style buffet food and drinks. Demos and posters will also be presented Tuesday morning.

Repair Now: Collaboration between Maintainers, Operators and Equipment in a Cleanroom

Patricia M. Kluckner, Roland Buchner, Astrid Weiss, Manfred Tscheligi

The Effect to Quality of Creativity with Sampling Partial Data from a Large Number of Idea Cards

Tomohiro Kokogawa, Yuji Maeda, Toshihiro Ajiki, Junko Itou, Jun Munemori

Timeliner: Supporting Collaborative Scientific Writing

David Lamas, Vladimir Tomberg, Mart Laanpere

Effects of Context-Sensitive Delays on Group Dynamics in 3D Virtual Worlds

Shaimaa Lazem, Denis Gracanic, Steve Harrison

Highly Sought After: SL Continued Use

Peyina Lin, Natascha Karlova, John Marino, Michael B. Eisenberg

Designing Interventions to Reduce Psychological Distance in Globally Distributed Teams

Jennifer Marlow, Laura Dabbish

Glitter: A Mixed-methods Study of Twitter Use during Glee Broadcasts

Kimra McPherson, Kai Huotari, F. Yo-Shang Cheng, David Humphrey, Coye Cheshire, Andrew L. Brooks

BribeCaster: Documenting Bribes Through Community Participation

Manas Mittal, Wei Wu, Sam Madden, Björn Hartmann

Use Trend Analysis of Twitter after the Great East Japan Earthquake

Mai Miyabe, Asako Miura, Eiji Aramaki

See It: A Scalable Location-Based Game for Promoting Physical Activity Game

Carman Neustaedter, Tejinder K. Judge

Interactive Posters (continued)

Minority Voices of Crowdsourcing: Why We Should Pay Attention to Every Member of the Crowd

Jennifer Noble

Dazzle: Supporting Framing in Co-Located Design Teams Through Remote Collaboration Tools

Lora Oehlberg, Jasmine Jones, Björn Hartmann

“Who should I talk to?” Fostering a Spontaneous F2F Interaction in a Conference

Kyunghui Oh, Yoon Suk Lee

Are You Exposed? Conveying Information Exposure

Sameer Patil, Apu Kapadia

Measuring Distributed Affect in Collaborative Games

Daniel Perry, Cecilia Aragon

Expression of Emotion in IM

Afarin Pirzadeh, Mark S. Pfaff

Tweeting for Class: Using Social Media to Enable Student Co-Construction of Lectures

Daniela Retelny, Jeremy Birnholtz, Jeffrey Hancock

Predicting Length of Membership in Online Community “Everything2” Using Positive and Negative Feedback

Chandan Sarkar, Donghee Yvette Wohn, Cliff Lampe

SWAIcons: Spoken Web Audio Icons – Design, Implications and Evaluation

Saurabh Shrivastava, Nitendra Rajput, Gururaj Mahajan

Newcomer Integration and Learning in OSS Technical Support Communities

Vandana Singh, Sheetija Kathuria, Aditya Johri

Let Me Draw You a Picture: Coordination in Image-enabled Conversation

Jaime Snyder

Social Media and Success in Open Source Projects

Jason Tsay, Laura Dabbish, James Herbsleb

Twitter Communications in Mass Emergency: Contributions to Situational Awareness

Sarah Vieweg

Exploring Automation in Digital Tabletop Board Games

James R. Wallace, Joseph Pape, Yu-Ling Betty Chang, Phillip J. McClelland, T.C. Nichaloas Graham, Stacey D. Scott, Mark Hancock

A Collaborative Sketch Animation Creation System on Mobile Devices

Danli Wang, Li Shen, Hongan Wang

A Blog in Perspectives of Social Practice Theory

Hiroko Wilensky, David Redmiles

Evaluating PresenceScape: a 3D virtual world application to support social awareness and informal communication in distributed teams

Koen Willaert, Zhe Lou, Sigurd Van Broeck, An Jacobs

Mobility in Online Communities: A Case Study of Mobile BBS in Use in China

Huanhuan Xia, Xianghua Ding, Tun Lu, Qi Wang, Ning Gu

Rationale Flower: a Visualization Tool for Identifying Hidden Profiles in Instant Messaging

Lu Xiao

Duckling: Towards Cloud Service for Scientific Collaboration System

Jianjun Yu, Kevin Dong, Kai Nan

Demonstrations

Dotastic: achieving goals by socializing tasks

Sameer Halai, Shelly Farnham, Greg Melander, Nathan Robertson, Craig Jensen, Flynn Joffray

Improving Remote Collaboration through Side-by-Side Telepresence

Paul Tanner, Varnali Shah

LACOME: a multi-user collaboration system for shared large displays

Russell MacKenzie, Kirstie Hawkey, Kellogg S. Booth, Zhangbo Liu, Presley Perswain, Sukhveer S. Dhillon

Videos

SocialMirror: Motivating Young Adults with Autism to Practice Life Skills in a Social World

Hwajung Hong, Jennifer Kim, Gregory D. Abowd, Rosa I. Arriaga

MoCoMapps: Mobile Collaborative Map-based Applications

Susanne Hupfer, Michael Muller, Steven Levy, Daniel Gruen, Andrew Sempere, Reid Priedhorsky, Steven Ross

A Pen-Based Toolkit for Authoring Collaborative Language Activities

Anne Marie Piper, Nadir Weibel, James D. Hollan

Photoshop with Friends: A synchronous Learning Community for Graphic Design

Juho Kim, Benjamin Malley, Joel Brandt, Mira Dontcheva, Diana Joseph, Krzysztof Z. Gajos, Robert C. Miller

PixIO: Sharing any surface

Tom Blank, Sasa Junuzovic, Kori Inkpen Quinn, Anoop Gupta

A Tool for Distributed Software Design Collaboration

Nicolas Mangano, André van der Hoek

Innovation Cockpit: A dashboard for Facilitators in Idea Management

Marcos Baez, Gregorio Convertino

Cohere+XIP: Human Annotation Harnessing Machine Annotation Power

Anna De Liddo, Ágnes Sándor, Simon Buckingham Shum

SaNDVis: Visual Social Network Analytics for the Enterprise

Adam Perer, Ido Guy

Public Curation of a Historic Collection: A means for speaking safely in public

Trond Nilson, Nell Carden Grey, Batya Friedman

MyEBSP: Mashup Gadgets to Calendar Events

Zhenzhen Zhao, Sirsha Bhattacharai, Ji Liu, Noel Crespi

A Monkey and a Stick Figure: Stories of Remixing and Social Creativity

Andrés Monroy-Hernández, Frances Yun

Incentives for Emotional Multimedia Tagging

Kathrin Knautz, Daniel Guschauski, Daniel Miskovic, Tobias Siebenlist, Jens Terlisner, Wolfgang G. Stock

Tuesday Schedule Overview

8:30-9:00	CSCW Madness <i>Grand EFGH</i>					
9:00-10:00	ACM Athena Award Presentation by Judith Olson <i>Grand EFGH</i>					
10:00-11:00	Interactive Posters, Demonstrations and Videos <i>Evergreen Ballroom</i>					
Rooms	<i>Grand A</i>	<i>Grand B</i>	<i>Grand C</i>	<i>Grand I</i>	<i>Grand J</i>	<i>Grand K</i>
11:00-12:40	Social Media in War and Crisis	CSCW Horizon	Family Life	Coordination and Performance	Toolkits and Software Development	Incentives
12:40-14:00	Lunch on your own					
14:00-15:40	Social Media in Crisis and Culture	Panel: Some of all Human Knowledge: Gender and Participation in Peer Production	Privacy and the Home	Coordination and Artifacts	Achieving Harmony through Technology	Tabletop Displays
15:30-16:00	Coffee Break					
16:00-17:30	CSCW Town Hall <i>Grand EFGH</i>					
18:00-22:00	Conference Banquet <i>Lucky Strike in Lincoln Square</i>					

Tuesday 8:30-9:00

CSCW 2012 Madness

Location: Grand EFGH

Presenters of Tuesday's papers and notes and other venues will give twenty-five second briefings of the contents of their presentations during this "Madness" session. Use this time to get a preview of the technical program.

Tuesday 9:00-10:00

Athena Award Presentation

Location: Grand EFGH

Chair: Elizabeth Churchill,

Yahoo! and Vice President of SigCHI

Judith Olson
University of California,
Irvine



Broader Impacts: Research you can use

A number of threads of thoughts have come together recently having to do with how we make our research useable and useful to the world. One thread has to do with the movement in medicine called Clinical Translational Science, where funding is given to researchers to translate basic research into guidelines, treatments, regimens that clinicians can use. The second thread came in reflecting about our own work recently, where we have translated a theory about what makes for good distance collaboration into an online assessment tool and administered it to hundreds of people involved in remote collaboration. Upon completion of the assessment, each participant immediately gets a personalized report on the strengths of their collaboration, the challenges and what to do about it. We get the data, and they get the help. These two threads point to making a difference, having broader impact.

In this talk I will review the number of ways we can have an impact, both directly to people, through design practice (our clinicians), and a myriad of other tools while doing good research. I encourage us all to spend more energy on having more direct effects on the world in which we live.

Bio:

Judith Olson is the Bren Professor of Information and Computer Sciences in the Informatics Department at the UC Irvine, with courtesy appointments in the School of Social Ecology and the Merage School of Business. For 20 years, her research has focused on distributed teams, summaries of which are found in her most cited paper, "Distance Matters," (Olson & Olson, 2000), in her key theoretical contribution in the book *Scientific Collaboration on the Internet*, and her upcoming book, *Working Together Apart*. She has studied distributed teams both in the field and in the laboratory, finding the myriad of communication hurdles distributed teams have, the consequent underutilization of remote team members' skills and the reduction in trust. Her current work includes studying two of the most difficult aspects of long distance collaboration: Crossing cultures and having no overlap in workdays. She is a Fellow of the Association for Computing Machinery, was in the first class of inductees in CHI's Academy, with her husband and colleague, Gary Olson, holds the Lifetime Achievement award from SIGCHI, and in 2011 was awarded the ACM Athena Award, which translates to "woman of the year in computing."

Tuesday 10:00-11:00

Interactive Posters, Demonstrations, and Videos

Location: Evergreen Ballroom

Come for another chance to interact directly with researchers and practitioners who are presenting demonstrations and showing the results of cutting edge ideas in collaborative systems and research.

Social Media in War and Crisis

Location: Grand A

Chair: Luigina Ciolfi,
University of Limerick

(How) Will the Revolution be Retweeted?: Information Diffusion and the 2011 Egyptian Uprising

Kate Starbird, Leysia Palen

This empirical study examines how a global, Twitter-enabled crowd works during political disruption by demonstrating solidarity with local protesters and by acting to recommend information from “the ground.”



The Egyptian Blogosphere: A Counter-Narrative of the Revolution

Ban Al-Ani, Gloria Mark, Justin

Chung, Jennifer Jones

We argue that blogs can enable counter-narratives in a country where political speech in traditional venues is tightly controlled by the government.

‘Facebooking’ Towards Crisis Recovery and Beyond: Disruption as an Opportunity

Bryan Semaan, Gloria Mark

A qualitative study of Facebook use amongst a population living through war. Found that people used Facebook for both traditional disaster recovery processes, as well as to maintain integral cultural practices.

Blogs as a Collective War Diary

Gloria Mark, Mossaab Bagdouri, Leysia Palen, James Martin, Ban Al-Ani, Kenneth Anderson

We show how in a warzone, the blogosphere reflects external societal conditions and collective identity, suggesting that blog content can indicate the health or state of the affected population.

CSCW Horizon

Location: Grand B

Chairs: Gilly Leshed, *Cornell University*
Monica Divitini, *Norwegian University of Science and Technology*

The Horizon session includes papers that expand the boundaries of CSCW beyond its standard topics and approaches. Each paper will be followed by feedback from expert panelists and discussion with the audience.

Family Life

Location: Grand C

Chair: Jofish Kaye,
Nokia

Socially Immature Organizations: A Typology of Social Networking Systems [SNS] with Organizations as Users [oau]

Matthew T. Mullarkey, University of South Florida

Hot or Not: A Qualitative Study on Ecological Impact of Social Media and Fashion Consumption

Yue Pan, Indiana University
John C. Thomas, IBM T. J. Watson Research

Finding a New Normal: The Role of Technology in Life Disruptions

Michael Massimi, Jill Dimond, Christopher Le Dantec

Reflects on fieldwork concerning intimate partner violence, homelessness, and bereavement. Provides design considerations on how technology might help users find a “new normal” following life disruptions.

An Examination of How Households Share and Coordinate the Completion of Errands

Timothy Sohn, Lorikeet Lee, Stephanie Zhang, David Dearman, Khai Truong
We examine how household members share and accomplish errands. We identify the challenges involved with coordinating errands amongst members and suggest opportunities to better facilitate awareness, coordination and communication.

Supporting Parent-Young Child Activities with Interactive Tabletops: A Conceptual Analysis

Lu Xiao, The University of Western Ontario
Jennifer Martin, The University of Western Ontario

Brothers and Sisters at Play: Exploring Game Play with Siblings

Janet Go, Rafael Ballagas, M. Spasojevic
Presents study of sibling game play. Offers considerations for designing games for siblings.

I Love You, Let’s Share Calendars: Calendar Sharing as Relationship Work

Alexander Thayer, Matthew Bietz, Katie Derthick, Charlotte Lee
For our qualitative user study, we interviewed Google Calendar users. Our findings describe a set of unique calendar sharing strategies derived from our participants’ activities of calendar sharing as relationship work.

Coordination and Performance

Location: Grand I

Chair: Darren Gergle,
Northwestern University

Patterns of Team Processes and Breakdowns in Information Analysis Tasks

Marcela Borge, Craig Ganoë, Shin-I Shih, John Carroll

An experimental study designed as a means to better understand how teams conduct information analysis tasks can help CSCW designers understand activities undertaken and their influence on performance.

Using Low Cost Game Controllers to Capture Data for 6th Grade Science Labs

Sarah Lewis, Ugochi Acholonu, Wendy Ju

We present a project that engages students and teachers in hacking game controllers for middle school science. By augmenting labs with acceleration and velocity data, students learn to tinker with the tools of physics.

Effects of Sharing Text Selections on Gaze Cross-recurrence and Interaction Quality in a Pair Programming Task

Patrick Jermann, Marc-Antoine Nüssli

We use dual eye tracking to measure the attentional coupling of two pair programmers. We show how programmers use text selection as a deictic tool and how this augments gaze cross-recurrence.

Micro-Coordination: Because We Did Not Already Learn Everything We Need to Know About Working With Others in Kindergarten

Joon Suk Lee, Deborah Tatar, Steve Harrison

Describes coordination behavior in triads working in a “triple space environment” involving cognition, social demands and shifting representations. Talk diagnoses satisfaction; lack of talk does not diagnose dissatisfaction.

Toolkits and Software Development

Location: Grand J

Chair: Chengzheng Sun,
Nanyang Technical University

Social Coding in GitHub: Transparency and Collaboration in an Open Software Repository

Laura Dabbish, Colleen Stuart, Jason Tsay, Jim Herbsleb

Describes a qualitative study on the collaborative utility of activity transparency in an online software repository with social media functionality. Extends our understanding of social transparency and online collaboration.

Towards Multi-Domain Collaborative Toolkits

Jacob Bartel, Prasun Dewan

An unabashedly technical paper that describes the new techniques of “widget servers,” “piping replicas,” “flexible widget-listener placement,” and “factory-based user-interface toolkit retargeting” to address the old, growing problem of collaboration-toolkit proliferation.



DiscoTech: A Plug-In Toolkit to Improve Handling of Disconnection and Reconnection in Real-Time Groupware

Banani Roy, Nicholas Graham, Carl Gutwin

Our work makes two main contributions. The design space provides a set of concepts to show the range of solutions for handling disconnection, and identifies a number of specific strategies that can be implemented as plug-ins. The DiscoTech toolkit itself provides an architecture and model for using and composing individual plug-in solutions, and our evaluations show that the toolkit has broad coverage, is easy for developers to use, and performs well.

CoRED - Browser-based Collaborative Real-Time Editor for Java Web Applications

Janne Lautamäki, Antti Nieminen, Johannes Koskinen, Timo Aho, Tommi Mikkonen, Marc Englund

CoRED is browser-based collaborative real-time code editor for Java applications. It has error checking and automatic code generation capabilities, extended with some social features.

Tuesday 11:00 – 12:40 (continued)

Incentives

Location: Grand K

Chair: Danyel Fisher,
Microsoft Research

Phrases That Signal Workplace Hierarchy

Eric Gilbert

We explore the relationship between phrases people use in email and the rank of an email's recipient. We arrive at phrases that signal hierarchy, perhaps enabling new status-aware applications.



Predicting Tie Strength in a New Medium

Eric Gilbert

Via a Twitter app, we explore how a Facebook tie strength model adapts to Twitter. It largely generalizes, perhaps allowing new social media to build around existing relational findings.

Tie Strength in Question & Answer on Social Network Sites

Katrina Panovich, Rob Miller, David Karger

Study evaluating the correlation between tie strength (how close a friend is) and answers to questions provided through social network sites. Provides insight into SNS Q&A and information exchange on SNS.

Removing Gamification from an Enterprise SNS

Jennifer Thom, David Millen, Joan DiMicco

Our data suggests that gamification in an SNS can help increase participation while deployed but may not actually increase user motivation to continue participation in the long run.

Tuesday 14:00 – 15:40

Social Media in Crisis and Culture

Location: Grand A

Chair: Volkmar Pipek,
University of Siegen

“Beacons of Hope” in Decentralized Coordination: Learning from On-the-Ground Medical Twitterers During the 2010 Haiti Earthquake

Aleksandra Sarcevic, Leysia Palen, Joanne White, Kate Starbird, Mossaab Bagdouri, Kenneth Anderson

Examines social media communications of 110 medical teams in the immediate aftermath of the 2010 Haiti earthquake. Identifies new social media behaviors that could support medical coordination during disaster response.

Relief Work after the 2010 Haiti Earthquake: Leadership in an Online Resource Coordination Network

Sean Goggins, Christopher Mascaro, Stephanie Mascaro

This paper examines the role of invisible brokers in the coordinated response to the January 12, 2010 Haiti Earthquake, and has implications for future crisis informatics research.

How and To Whom People Share: The Role of Culture in Self-Disclosure in Online Communities

Chen Zhao, Pamela Hinds, Ge Gao

An survey study to show that national culture interacts with communication mode and type of relationship to affect the extent of self-disclosure.

Cultural Appropriation: Information Technologies as Sites of Transnational Imagination

Silvia Lindtner, Ken Anderson, Paul Dourish

We analyze appropriation as a cultural phenomenon, drawing from ethnographic research in China. It contributes to debates on global IT developments by employing transnational imagination as an analytical tool.

Panel: Some of all Human Knowledge: Gender and Participation in Peer Production

Location: Grand B

Moderator: Andrea Forte,
Drexel University

Judd Antin, *Yahoo! Research*
Shaowen Bardzell, *Indiana University*
Leigh Honeywell, *Ada Initiative*
John Riedl, *University of Minnesota*
Sarah Stierch, *Wikimedia Foundation*

The promise of peer production includes openly accessible resources produced by volunteers and released freely for the world to use. Wikipedia and Open Source Software are famous examples of volunteer, peer-produced projects. Anyone is free to participate, but not everybody does. Wikipedia aims to collect the “sum of all human knowledge,” but only about 13% of editors on the site are female. In Open Source Software, the percentage of female contributors has been estimated near 1%. If women are not well represented among authors of the most widely accessed reference source on the planet, are important voices muted? Could these highly successful projects be even more prolific and impactful with female participation? This panel will bring together experts in feminist theory, open source and open collaboration, and representatives from high profile peer-produced projects.

Privacy and the Home

Location: Grand C

Chair: Cathy Marshall,
Microsoft Research

Interacting With Infrastructure: A Case for Breaching Experiments in Home Computing Research

Erika Poole

Explains why your family may never, ever stop asking you for technical help. Argues for a methodological shift in how researchers study home technology infrastructures.

A Case Study of Non-Adoption: The Values of Location Tracking in the Family

Asimina Vasalou, Anne-Marie Oostveen, Adam Joinson

Investigates the adoption of commercial location tracking systems by families. Provides guidance for aligning the design of these technologies with prevailing parental values.

Boundary Regulation in Social Media

Stutzman Frederic, Hartzog Woodrow

This paper reports a qualitative study of multiple profile management in social media. We encourage designers to more broadly conceptualize how to support identity management in social media.

Going to College and Staying Connected: Communication Between College Freshmen and Their Parents

Madeline Smith, Duyen Nguyen, Charles Lai, Gilly Leshed, Eric Baumer

We studied the ways in which college freshmen communicate with their parents and the communication technologies they use. Interviews with students revealed insights into students’ communication and relationships with parents.

Coordination and Artifacts

Location: Grand I

Chair: Elisabeth Churchill,
Yahoo!

See Friendship, Sort of: How Conversation and Digital Traces Might Support Reflection on Friendships

Victoria Schwanda Sosik, Xuan Zhao, Dan Cosley

We examine how people reflect on friendships and how social data and conversation affect this. Interviews revealed practices around why, when, and how people reflect and suggest design considerations.



The Material Practices of Collaboration

Daniela Rosner

Drawing on a three-month bookbinding apprenticeship, this paper examines how people's coordination work is tightly bound up in material practices, the union of material arrangements and social relations.

Achieving Harmony through Technology

Location: Grand J

Chair: mc schraefel,
University of South Hampton



Operational Transformation for Orthogonal Conflict Resolution in Real-time Collaborative 2D Editing Systems

Chengzheng Sun, Hongkai Wen, Hongfei Fan

Contributes a new Operational Transformation (OT) technique for resolving orthogonal conflicts in collaborative spreadsheet editors. Extending OT from one- to two-dimensional conflict resolution is fundamental to OT theory and application.

Operational Transformation for Dependency Conflict Resolution in Real-time Collaborative 3D Design Systems

Agustina, Chengzheng Sun, Dong Xu

This paper contributes a novel Operational Transformation (OT) technique resolving conflicts among objects with dependency relations in collaborative 3D design systems. This work has advanced the state-of-the-art of OT.

Beyond Data Sharing: Artifact Ecology of a Collaborative NanoPhotonics Research Centre

Gerard Oleksik, Natasa Milic-Frayling, Rachel Jones

The artefact ecology perspective reveals intricate interaction of technology infrastructure, tools, practices, and digital artifacts in a nanophotonics laboratory. Can assist with providing supportive technologies for collaborative scientific environments.

Collaboration in Open-Source Hardware: Third-Party Variations on the Arduino Duemilanove

David Mellis, Leah Buechley

We present a case-study of open-source hardware, examining nine variations on an electronic circuit board. We find a distributed model of collaboration that differs significantly from that found in open-source software.

Creative Conflict Resolution in Realtime Collaborative Editing Systems

David Sun, Chengzheng Sun, Steven Xia, Haifeng Shen

This work contributes a Creative Conflict Resolution approach (framework, algorithms, and an example system) to explore positive aspects of conflict and support cooperative, competitive and explorative work in real-time collaborative editing.

Towards Self-Optimizing Collaborative Systems

Sasa Junuzovic, Prasun Dewan

A collaborative framework that improves response times by auto-selecting the processing architecture, communication architecture, and scheduling policy is presented. New implementation issues and evaluations showing system benefits are described.

Tuesday 14:00 – 15:40 (continued)

Tabletop Displays: From Activity to Activity Theory

Location: Grand K

Chair: Karrie Karahalios,
University of Illinois

Culturally Based Design: Embodying Trans-Surface Interaction in Rummy

Andruid Kerne, William Hamilton, Zachary Touns

Culturally based design (CBD) is a new paradigm for designing embodied interactions based on people's use of physical objects. We evaluate the Trans-Surface Rummy game, developing trans-surface and CBD implications.

Evaluating the Effectiveness of Height Visualizations for Improving Gestural Communication at Distributed Tabletops

Aaron Genest, Carl Gutwin

Including height information in embodiments for distributed, surface-based collaboration significantly improves gesture interpretation in several ways. Empirically evaluated design examples show how this might improve gestural communication in distributed collaborations.

A Comparison of Competitive and Cooperative Task Performance Using Spherical and Flat Displays

John Bolton, Kibum Kim, Roel Vertegaal

This paper shows differences in task performance and peeking behaviors between flat, spherical and flat displays with a divider in cooperative and competitive collaboration scenarios.

A Model for the Design of Interactive Systems based on Activity Theory

Sebastian Doeweling, Benedikt Schmidt, Andreas Goeb

We present a model for systems design based on activity theory. It takes both physical and social context into account, and is thus particularly suited to designing for novel devices.

Tuesday 16:00 – 17:30

Town Hall Meeting

Location: Grand EFGH

Chair: Steve Poltrock

The CSCW Town Hall Meeting is a time dedicated for the CSCW steering committee to interact with members of the CSCW community who will attend CSCW 2012, harnessing their interests, and addressing their concerns about future directions of the CSCW conference. All are welcome.

Tuesday 18:00-22:00

Conference Banquet

Location: Lucky Strike

Gaming is a popular theme at CSCW 2012. We invite you to enjoy dinner and drinks while experiencing an assortment of games at the Lucky Strike upscale bowling lounge and the adjoining Power Play arcade. This evening almost all the games are free. The lounge and arcade include 150 gaming stations including a life size Ferrari simulator, a laser maze, skee ball, and air hockey. It also includes 16 bowling lanes and two billiard tables.

And for those of us who simply want to meet up with old and new friends, the Luxe lounge provides a quieter, relaxed environment for chatting.

Lucky Strike is in Lincoln Square, the building to the south just across SE 8th Street from the hotel. A covered skywalk from the first floor of the hotel leads directly to Lincoln Square and Lucky Strike.

Please bring your identification.

Wednesday Schedule Overview

8:30-9:00	CSCW Madness <i>Grand EFGH</i>					
Rooms	<i>Grand A</i>	<i>Grand B</i>	<i>Grand C</i>	<i>Grand I</i>	<i>Grand J</i>	<i>Grand K</i>
9:00-10:30	On the Road: Mobile	Panel: Social Telepresence Bakeoff	Medical Care and Health Intervention	Social Activity in Games	Media Production	Forums Online
10:30-11:00	Coffee Break					
11:00-12:30	Wikipedia Studies I	CSCW 2012 Videos	Health: Games and Online Support Groups	Games and Virtual Worlds	Supporting Art & Literature	Online Disclosure
12:30-14:00	Lunch on your own					
14:00-15:30	Wikipedia Studies II		eScience and eMedicine	Social Connectedness Studies and Systems	Tools for Analysis	Mediating Communication
15:30-16:00	Coffee Break					
16:00-17:30	Parting Words, Closing Plenary by Marietta Baba <i>Grand EFGH</i>					

Wednesday 08:30-9:00

CSCW 2012 Madness

Location: Grand EFGH

Presenters of Wednesday's papers and notes will give twenty-five second briefings of the contents of their presentations during this "Madness" session. Use this time to get a preview of the technical program.

Wednesday 09:00 – 10:30

On the Road: Mobile

Location: Grand A

Chair: Jeffrey Nichols,
IBM Research

Prescriptive Persuasion and Open-Ended Social Awareness: Expanding the Design Space of Mobile Health

Eric Baumer, Sherri Jean Katz, Jill Freeman, Phil Adams, Amy Gonzales, John Pollak, Daniela Retelny, Jeff Niederdeppe, Christine Olson, Geri Gay

We argue for expanding the design space of mobile health beyond prescriptive persuasion to include social awareness and present qualitative results from two field studies demonstrating impacts of this design approach.

Briefing News Reporting with Mobile Assignments – Perceptions, Needs and Challenges

Heli Vaataja, Paul Egglestone

Describes perceptions, needs and challenges on using mobile assignments and locationing in briefing news to professional mobile journalists. Results applicable to mobile crowdsourcing and work involving creativity and complex tasks.

Mixing Metaphors in Mobile Remote Presence

Leila Takayama, Janet Go

Field study of mobile remote presence systems used for remote collaboration in workplaces. Shows how mixing human vs. nonhuman metaphors for new technology can lead to interpersonal interaction breakdowns.

HappyGo: A Field Trial of Local Group Buying

Huanglingzi Liu, Wei Wang, Dong Liu, Hao Wang, Nan Du

Describes a field trial of a mobile service called "HappyGo", that supports local group buying. Helps to understand the differences between local group buying with other forms of group buying.

Panel: Social Telepresence Bakeoff: Skype Group Video Calling, Google+ Hangouts, and Microsoft Avatar Kinect

Location: Grand B

Moderator: John C. Tang,
Microsoft Research

Carolyn Wei, Google
Reena Kawal, Microsoft

This panel brings together representatives from recently released commercial products that enable groups of people to socialize online using rich media (video, avatars). The panelists will compare and contrast the design features and rationale of each system, review what has been learned from studying their usage so far, and elicit stories of how people in the audience have been using these tools. This will help us learn how these tools are being used and abstract design implications for future work in developing new ways to support collaboration.

Wednesday 09:00 – 10:30 (continued)

Medical Care and Health Intervention

Location: Grand C

Chair: Bridget Kane,
University of Dublin

Loosely Formed Patient Care Teams: Communication Challenges and Technology Design

Soyoung Lee, Charlotte Tang, Sun Young Park, Yunan Chen

Observational study describing nurses' communication behaviors in "loosely formed team collaboration" in an Emergency Department. Can assist designers of future communication technologies to meet the needs of loosely formed collaborative environments.

Electronic Medication Management: A socio - technical change process in clinical practice

Torbjörg Meum

The findings from this case study highlight the interrelation between medication management and clinical information and how emergent needs and opportunities co-evolve as an ongoing process of change and redesign.

Fragmentation and Choreography: Caring for a Patient and a Chart during Childbirth

Katie Pine

Ethnographic study of documentation practice in a labor & delivery unit extends theories of work coordination. Focuses on and articulates practices that connect tasks together and elucidates factors impacting work choreography.

The Work of Play: Supporting a Pervasive Health Behavior Change Intervention for US Middle School Students

Andrew Miller, Erika Poole, Yan Xu, Elsa Eiriksdottir, Daniel Kestranek, Richard Catrambone, Elizabeth Mynatt

We examine the "hidden work" involved with the large-scale deployment of a behavior change application in American schools. We offer insight into the coordination required to maintain such deployments.

Social Activity in Games

Location: Grand I

Chair: David W. McDonald,
University of Washington



"I'm Just Here to Play Games": Social Dynamics and Sociality in an Online Game Site

Gregor McEwan, Carl Gutwin,

Regan Mandryk, Lennart Nacke

Presents an exploration of enacted, impersonal, and sociable interactions in an online game community, based on analysis of logging data. Can help designers and researchers understand online gaming communities.

Remix and Play: Lessons from Rule Variants in Texas Hold'em and Halo 2

Gifford Cheung, Jeff Huang

We develop a theory of "necessity" to explain the mindset of players who change the rules of games, analog and digital. Discussion encompasses gaming and general system design regarding flexibility.

Communication Channels and Awareness Cues in Collocated Collaborative Time-Critical Gaming

Victor Cheung, Y.-L. Betty Chang, Stacey Scott

Describes unconventional uses of communication channels and awareness cues in a mixture of physical and virtual environments during collocated collaborative gameplay. Discusses implications and recommendations for improvement in such context.

Verbal Coordination in First Person Shooter Games

Anthony Tang, Jonathan Massey, Nelson Wong, Derek Reilly, Keith Edwards

Describes how teams of first-person shooter gamers use the shared verbal channel to coordinate activity. Can help motivate design of tools for real-life mobile teams.

Wednesday 09:00 – 10:30 (continued)

Media Production

Location: Grand J

Chair: Volker Wulf,
University of Siegen



Mediated Viewing and Amateur Vision: Recreational Orientation in Collaborative Video Production

Arvid Engström, Mark Perry, Oskar Juhlin

We present a field trial of live collaborative video production using cameraphones, and uncover important social phenomena to account for when transferring professional production methods and technologies to 'amateur' users.

Investigating Effects of Visual and Tactile Feedback on Spatial Coordination in Collaborative Handheld Systems

Koji Yatani, Darren Gergle, Khai Truong

Investigates how visual and tactile feedback affects spatial coordination in a shared workspace on mobile devices, and shows different benefits of each feedback and improved performance with the combined feedback.

PicoTales: Collaborative Authoring of Animated Stories using Handheld Projectors

Simon Robinson, Matt Jones, Elina Vartiainen, Gary Marsden

This systems paper presents a novel approach to collaborative video authoring using handheld projectors. We illustrate the efficacy of this lightweight approach by considering both tracking accuracy and stories created.

Collaborative Museums: An Approach to Co-Design

Heloisa Moura, Debora Cardador, Katia Vega, Wallace Ugulino, Marcos Barbato, Hugo Fuks

A systemic approach to co-design of collaborative museums, using ethnography, co-creation, and fast prototyping. The case of a Brazilian Planetarium is presented, including multidisciplinary teams and users in the process.

Forums Online

Location: Grand K

Chair: Cliff Lampe,
University of Michigan

Learning the Lingo? Gender, Prestige and Linguistic Adaptation in Review Communities

Libby Hemphill, Jahna Otterbacher

Study of changes over time in writing patterns of prolific movie reviewers at the Internet Movie Database. Provides insights as to differences in text-based CMC between genders in online communities.

Your Space or Mine?: Community Management and User Participation in a Chinese Corporate Blogging Community

Qinying Liao, Yingxin Pan, Michelle Zhou, Tingting Gan

Case study describing how a Chinese corporate blogging site guides blogger activities and how participants respond to management guidance. Opens a unique window to understand social communities in Chinese enterprises.

Socializing volunteers in an online community: A field experiment

Rosta Farzan, Robert Kraut, Aditya Pal, Joseph Konstan

An intervention describing planning, execution and evaluation of a socialization regime for an online community, what was effective and what could be improved in designing socialization for online groups.

Diagnostic Work in Cloud Computing: Discussion Forums, Community and Troubleshooting

John Rooksby, Ali Khajeh-Hosseini

A qualitative analysis of how people use web forums to troubleshoot cloud based systems.

Wednesday 11:00 – 12:30

Scaling our Everest: Wikipedia Studies I

Location: Grand A

Chair: Amy Bruckman,
Georgia Institute of Technology

Technology-Mediated Contributions: Editing Behaviors Among New Wikipedians

Judd Antin, Coye Cheshire, Oded Nov
Presents a content analysis of individual Wikipedia revisions to examine three research questions (1) the effect of early diversification of activity, (2) nature vs. nurture, and (3) associations with later administrative and organizational activity.

Conflict, Criticism, or Confidence: An Empirical Examination of the Gender Gap in Wikipedia Contributions

Benjamin Collier, Julia Bear
Survey results examining the gender contribution gap in Wikipedia. Provides insights into gender differences in conflict, confidence, and criticism in online communities.

From Individual Minds to Social Structures: The Structuring of an Online Community as a Collective-Sensemaking Process

Yiftach Nagar
Grounding Weick's model of committed-interpretation in a qualitative inquiry of Wikipedia policy discussions helps explain how the wiki environment catalyzes the process of turning individual sensemaking efforts into social structure.



Classroom Wikipedia Participation Effects on Future Intentions to Contribute

Cliff Lampe, Jonathan Obar, Elif Ozkaya, Paul Zube, Alcides Velasque
Shows how a classroom exercise editing Wikipedia affected student editing the site in the future.

CSCW 2012 Videos

Location: Grand B

Chairs: Pernille Bjorn,
IT University of Copenhagen
Matthew Bietz,
University of California, Irvine

SocialMirror: Motivating Young Adults with Autism to Practice Life Skills in a Social World

Hwajung Hong, Jennifer Kim, Gregory D. Abowd, Rosa I. Arriaga

MoCoMapps: Mobile Collaborative Map-based Applications

Susanne Hupfer, Michael Muller, Steven Levy, Daniel Gruen, Andrew Sempere, Reid Priedhorsky, Steven Ross

A Tool for Distributed Software Design Collaboration

Nicolas Mangano, André van der Hoek

Innovation Cockpit: A dashboard for Facilitators in Idea Management

Marcos Baez, Gregorio Convertino

Cohere+XIP: Human Annotation Harnessing Machine Annotation Power

Anna De Liddo, Ágnes Sándor, Simon Buckingham Shum

A Monkey and a Stick Figure: Stories of Remixing and Social Creativity

Andrés Monroy-Hernández, Frances Yun

Incentives for Emotional Multimedia Tagging

Kathrin Knautz, Daniel Guschauski, Daniel Miskovic, Tobias Siebenlist, Jens Terlisner, Wolfgang G. Stoc

Wednesday 11:00 – 12:30 (continued)

Health: Games and Online Support Groups

Location: Grand C

Chair: Wendy Kellogg,
IBM Research



To Stay or Leave? The Relationship of Emotional and Informational Support to Commitment in Online Health

Support Groups

Yi-Chia Wang, Robert Kraut, John Levine

Describes a longitudinal study using machine learning models of social support to understand behavior in online health support groups. Can assist in developing effective interventions for people who need support.

This is Not a One-Horse Race: Understanding Player Types in Multiplayer Pervasive Health Games for Youth

Yan Xu, Erika Poole, Andrew Miller, Elsa Eiriksdottir, Dan Kestranek, Richard Catrambone, Elizabeth Mynatt

This paper presents findings from a large-scale, long-term deployment of a pervasive health game for schoolchildren. We provide design suggestions to help game designers integrate group-based mechanisms that maximize intervention effectiveness.

Collaborative Help in Chronic Disease Management: Supporting Individualized Problems

Jina Huh, Mark Ackerman

With the findings from an observational study of diabetes patient support groups, we suggest implications for building community-based help systems for finding solutions to individualized problems.

Transforming Solitary Exercises into Social Exergames

Taiwoo Park, Chungkuk Yoo, Sungwon Choe, Byunglim Park, Junehwa Song

Presents guidelines for transforming solitary exercises into social exergames focused on the relationships between the original exercises and game interactions. Can assist in developing social exergames from solitary exercises.

Wednesday 11:00 – 12:30

Games and Virtual Worlds

Location: Grand I

Chair: Carl Gutwin,
University of Saskatchewan

Infrastructural Experiences: An Empirical Study of an Online Arcade Game Platform in China

Qi Wang, Xianghua Ding, Tun Lu, Huanhuan Xia, Ning Gu

Empirical study of online arcade gaming in China, highlighting infrastructural aspects of user experiences. Can help understand and design new media experiences.

Metaphors for Social Relationships in 3D Virtual Worlds

Gilly Leshed, Poppy McLeod

We examine the extent to which classic identity management metaphors-- theatre stage, onion layers, and identity segments--can explain experiences of social relationships within and across virtual and material worlds.

Come Meet Me at Ulduar: Progression Raiding in World of Warcraft

Jeffrey Bardzell, Jeffrey Nichols, Tyler Pace, Shaowen Bardzell

We offer a longitudinal analysis of WoW raiding behavior using system data manually collected from the game world itself, distinguishing game constraints from player agency.

Designing Online Games for Real-life Relationships: Examining QQ Farm in Intergenerational Play

Yong Ming Kow, Jing Wen, Yunan Chen

Investigating intergenerational play between parents and children in Chinese game QQ Farm, the findings: low entry barrier, appealing game theme, online interactions extending reallife relationships, low time commitment, asynchronous play.

Wednesday 11:00 – 12:30 (continued)

Supporting Art & Literature

Location: Grand J

Chair: Geoffrey C. Bowker,
University of Pittsburgh

People in Books: Using a FlashCam to Become Part of an Interactive Book for Connected Reading

Sean Follmer, Rafael (Tico) Ballagas, Hayes Raffle, Mirjana Spasojevic, Hiroshi Ishii

We introduce People in Books with FlashCam technology, a system that supports children and long-distance family members to act as characters in children's storybooks while they read together over a distance.

A Study of Multilingual Social Tagging of Art Images: Cultural Bridges and Diversity

Irene Eleta, Jennifer Golbeck

Compares social tagging patterns in two languages in a collection of art images. Proposes ways to leverage multilingual tags for enriching the images metadata, and improving access in different languages.

Bodies in Critique: A Technological Intervention in the Dance Production Process

Erin Carroll, Danielle Lottridge, Celine Latulipe, Vikash Singh, Melissa Word

Case studies of the Choreographer's Notebook, a web-based collaborative, multi-modal annotation tool used in the creative process of making dance. We analyze these case studies through various socio-technical lenses.

SynTag: A Web-based Platform for Labeling Real-time Video

Yen-Chia Hsu, Tay-Sheng Jeng, Yang-Ting Shen, Po-Chun Chen

Describes a web-based platform that enables users to label tags with visualization of time-stamp video previews. Can assist presenters to receive instant feedback and help users to retrieve presentation videos.

Online Disclosure

Location: Grand K

Chair: Scott Counts,
Microsoft Research

In Case You Missed It: Benefits of Attendee-Shared Annotations for Non-attendees of Remote Meetings

Mukesh Nathan, Mercan Topkara, Jennifer Lai, Shimei Pan, Steven Wood, Jeff Boston, Loren Terveen

Presents insights for designers of remote meeting systems based on a lab study of an enterprise meeting system. Can assist in developing effective access tools to recorded meetings.

SketchComm: A Tool to Support Rich and Flexible Asynchronous Communication of Early Design Ideas

Guang Li, Xiang Cao, Sergio Paolantonio, Feng Tian

SketchComm is an enhanced tool to support rich and flexible asynchronous communication of early design ideas. It allows designers to capture and communicate contextual information in addition to sketches.



Markup as You Talk: Establishing Effective Memory Cues While Still Contributing to a Meeting

Vaiva Kalnikaite, Patrick Ehlen, Steve Whittaker

Developed and evaluated two novel lightweight tools to generate meeting notes, by combining speech recognition and real-time user annotation. Tools were found to increase meeting participation and subsequent recall.

Contents and Contexts: Disclosure Perceptions on Facebook

Natalya N. Bazarova

Experimental study examining perceptions of disclosure intimacy and appropriateness on Facebook. Has implications for understanding privacy and social relational processes on Social Networking Sites.

Wednesday 14:00 – 15:30

Wikipedia Studies II

Location: Grand A

Chair: Eric Gilbert,
Georgia Institute of Technology



Effectiveness of Shared Leadership in Online Communities

Haiyi Zhu, Robert Kraut, Aniket Kittur

Introduces shared leadership as a framework for understanding the leadership process in online communities and investigates the effectiveness of the shared leadership behaviors. Has implications for managing online peer production.

Coordination and Beyond: Social Functions of Groups in Open Content Production

Andrea Forte, Aniket Kittur, Vanessa Larco, Haiyi Zhu, Amy Bruckman, Robert Kraut

The authors will discuss findings from a mixed methods study of WikiProjects - nested organizational structures in Wikipedia. The benefits and challenges of designing mixed methods studies will be addressed.

Do Editors or Articles Drive Collaboration? Multilevel Statistical Network Analysis of Wikipedia Coauthorship

Brian Keegan, Darren Gergle, Noshir Contractor

Multilevel statistical network analysis of Wikipedia coauthorship reveal patterns in how users' and articles' attributes and revision histories both influence editing behavior.

Learning from History: Predicting Reverted Work at the Word Level in Wikipedia

Jeffrey Rzeszotarski, Aniket Kittur

Technique for generating models that predict whether Wikipedia contributions will be rejected by editors by examining past contributions. Can inform interfaces for workers in collaborative environments where work is commonly rejected.

eScience and eMedicine

Location: Grand C

Chair: Gary Olson,
University of California, Irvine



Sustaining the Development of Cyberinfrastructure: An Organization Adapting to Change

Matthew J. Bietz, Toni Ferro, Charlotte P. Lee

Presents a case study of cyberinfrastructure development that reframes sustainability as ongoing realignment of relationships among people, technologies, and organizations. Can assist developers and policy makers in planning sustainable cyberinfrastructure.

Cooperative Documentation: The Patient Problem List as a Nexus in Electronic Health Records

Xiaomu Zhou, Kai Zheng, Mark Ackerman, David Hanauer

Investigated the institutionalization of Patient Problem list, a mandate documentation component of EHR system. Contributed better understanding and design implications on strengthening its support on longitudinal and cooperative clinical practice.



Medical Secretaries' Care of Records: The Cooperative Work of a Non-clinical Group

Claus Bossen, Lotte Groth Jensen, Flemming Witt

We argue that medical secretaries are central to hospitals' work arrangements. Hitherto relatively invisible, medical secretaries and, by extension, other non-clinical staff, require more attention when developing health care infrastructures.

Social Scientists and Cyberinfrastructure: Insights from a Document Perspective

Steve Sawyer, Elizabeth Kaziunas, Carsten Oesterlund

Micro-study of distributed work practices of social scientists and nascent cyberinfrastructure uses. Demonstrates the value of a document-centric approach to studying collaboration.

Wednesday 14:00 – 15:30 (continued)

Social Connectedness: Studies and Systems

Location: Grand I

Chair: Antonietta Grasso,
Xerox Research Centre Europe



Integrating Local and Remote Worlds Through Channel Blending

Ellen Isaacs, Margaret Szymanski, Yutaka Yamauchi, James Glasnapp,

Kyohei Iwamoto

Video-shadowing study investigating how close-knit groups stay connected while mobile. Introduces “channel blending” (integrating local and remote interactions over multiple channels into one conversation, often involving content-sharing) and discusses technology implications.

Designing a Social Network to Support the Independence of Young Adults with Autism

Hwajung Hong, Jennifer G. Kim, Gregory D. Abowd, Rosa I. Arriaga

Describes development of a social networking system that promotes independence of young adults with autism and facilitate coordination of caregivers. Can assist in designing a trusted social network for collaborative caregiving.

Tools for Analysis

Location: Grand J

Chair: Prasun Dewan,
University of North Carolina, Chapel Hill

Computer Support for Collaborative Data Analysis: Augmenting Paper Affinity Diagrams

Gunnar Harboe, Jonas Minke, Ioana Ilea, Elaine Huang

Describes processes and problems encountered in affinity diagramming, based on interviews with practitioners. A concept to augment the paper process is prototyped and user-tested.

A Reference-Based Scoring Model for Increasing the Findability of Promising Ideas in Innovation Pipelines

Anbang Xu, Brian Bailey

Describes a reference-based scoring model to adjust and aggregate individual voting results. The technique can be applied to increase the findability of promising ideas in innovation pipelines.

The Power of the Ask in Social Media

Rick Wash, Cliff Lampe

Field experiment that examines directly asking users to contribute information to a news site. Finds large, but temporary, increases in contribute as a result.

Building for Social Translucence: A Domain Analysis and Prototype System

David McDonald, Stephanie Gokhman, Mark Zachry

The paper presents a domain analysis of Social Translucence and a system architecture that addresses aspects of Social Translucence. Visualizations built with the system help users make sense of large-scale collaborations.

Ubiquitous Collaborative Activity Virtual Environments

Aryabrata Basu, Andrew Raij, Kyle Johnsen

Describes a novel approach to collaborative virtual environments using consumer electronics devices. The approach can be applied to existing applications to reduce cost and increase portability and reduces barriers to entry.

Collaborative Workflow for Crowdsourcing Translation

Vamshi Ambati, Stephan Vogel, Jaime Carbonell

We propose a collaborative workflow for crowdsourcing translation. In our pipeline model, the translators are working in phases where output from earlier phases can be enhanced in subsequent phases.

Collaborative Design of an Oceanographic Event Logger

Brian Lindseth, Karen Baker

Case study describing the development of an instrument used to render data interoperable across organizational boundaries separating groups of scientists. Can assist designers interested in the benefits of collaborative design.

Inflo: Collaborative reasoning via open calculation graphs

Jonathan Lung, Steve Easterbrook

Describes a system for opportunistically reusing and curating knowledge in collaborative visual data flow graphs.

Wednesday 14:00 – 15:30 (continued)

Mediating Communication

Location: Grand K

Chair: Giorgio De Michelis,
University of Milano-Bicocca

Setting the Stage for Interaction: A Tablet Application to Augment Group Discussion in a Seminar Class

Drew Harry, Eric Gordon, Chris Schmandt

Presents a tablet-based system to collaboratively track discussion topics and ideas in a seminar-style discussion classroom. Argues for a shift from front/back channels, to main/side stages (in the Goffman sense).

Social Visualization and Negotiation: Effects of Feedback Configuration and Status

Michael Nowak, Kim Juho, Kim Nam Wook, Clifford Nass

We present a social visualization that provides feedback about arousal in negotiations. Varying dimensions of the system and participants in an experiment suggests implications for social visualizations more broadly.

Taking as an Act of Sharing

Helena Mentis, Siân Lindley, Stuart Taylor, Paul Dunphy, Tim Regan, Richard Harper, Stuart Taylor

Presents an application for taking unique content from others in a group. Shows that taking can support a sense of awareness, connectedness, and can be an engaging form of sharing.

Video Threads: Asynchronous Video Sharing for Temporally Distributed Teams

Jeremy Barksdale, Kori Inkpen, Mary Czerwinski, Aaron Hoff, Paul Johns, Asta Roseway, Gina Venolia

We introduce a thread-based visualization tool and contribute an understanding of how temporally distributed teams use asynchronous video. Our findings can inform the design of asynchronous video sharing systems.

Wednesday 16:30-18:00

Closing Plenary and Keynote

Location: Grand EFGH

Marietta Baba

Michigan State University



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Science, Technology and Society Revisited: What Is Happening to Anthropology and Ethnography?

Anthropologists and ethnographers have been important contributors to the field of computer-supported cooperative work, with many insights and attendant innovations derived from this partnership. More recently, the discipline of anthropology has taken a critical turn, one of the consequences being doubts regarding anthropology's relationship with science (as in "...the most humanistic of the sciences and the most scientific of the humanities.") A shift in stance from one that sought the classical position of the empirical scientist and/or the humanistic interpreter ("verstehen") to another that is more deliberately and self-consciously critical has potential implications for the position of technology in ethnographic field studies, both as a human tool and as a subject of inquiry. The evolution of the social sciences increasingly will be influenced by the availability of and access to massive amounts of digital information, and new types of technology for its collection and analysis. How anthropology and ethnography engage with this new world of digital information remains an open question. Regardless, they will face competitive challenges in the marketplace. The shifting currents that surround changes we are witnessing in anthropology and ethnography will be placed in a historical and social context, and implications for their future prospects will be explored.

Bio:

Marietta L. Baba is Dean of the College of Social Science, Professor of Anthropology, and Professor of Human Resources and Labor Relations, at Michigan State University. Previously, Dr. Baba was Professor and Chair of the Department of Anthropology, and founding director of the Business and Industrial Anthropology program at Wayne State University in Detroit, MI. From 1994-1996, Dr. Baba was Program Director of the National Science Foundation's industry-funded research program Transformations to Quality Organizations (now Innovation and Organizational Change). Dr. Baba is the author of more than 75 scholarly and technical publications in the fields of organizational culture, technological change, and evolutionary processes. In 1998, she was appointed to serve on Motorola's global advisory Board of Anthropologists, the first of its kind in the U.S. Dr. Baba was a founding member and past president of the National Association for the Practice of Anthropology (NAPA, 1986-1988), a section of the American Anthropological Association (AAA). She served on the Executive Committee and Board of Directors of the AAA (1986-88). In addition, she was appointed Advisory Editor for Organizational Anthropology for the American Anthropologist (1990-1993). Currently, she is a member of the Editorial Board of the new Journal of Business Anthropology. In 2008, Dr. Baba was honored with the Conrad Arensberg Award for her contributions to the anthropology of work by the Society for the Anthropology of Work, a section of the American Anthropological Association.

Welcome to Bellevue and Seattle!

Restaurants

There are many great dining options to choose from in Bellevue; the most current and complete list of restaurants is located here: <http://bellevuelocaltable.com/restaurants>. However, the following selection of restaurants are generally quite good without being too expensive or too far from the conference hotel.

[Belle Pastry \(French Bakery\)](#)

10246-A Main Street, Bellevue, WA
425-289-0015

15-minute walk from conference hotel; pastries, bread, coffee

Best bakery in Bellevue, specializes in French pastries and baguettes. Friendly employees, decent coffee, excellent desserts and quick lunch options.

[California Pizza Kitchen](#)

[\(Pizza/Pasta/Other\)](#)

595 106th Avenue NE Bellevue, WA
425-454-2545

5-minute walk from conference hotel; lunch and dinner

It's very close to the conference hotel and it's probably the best chain restaurant in Bellevue.

[Chantanee \(Thai\)](#)

601 108th Ave NE, Bellevue, WA
425-455-3226

5-minute walk from conference hotel; lunch and dinner

Known for their seafood specialities; attempts to be upscale and is a little overpriced as a result, but the food is good and they accept reservations through opentable.com.

[Cupcake Royale \(Dessert\)](#)

21 Bellevue Way NE, Bellevue, WA 206-883-7656

15-minute walk from conference hotel; cupcakes and coffee

Open all day long; decent coffee drinks, better than average cupcakes, not much else.

[Din Tai Fung \(Chinese/Dumplings\)](#)

700 Bellevue Way NE, Ste 280, Bellevue, WA 425-698-1095

1-minute walk from conference hotel; lunch and dinner

One of only two locations in the US; outstanding food across the sky bridge from the conference hotel, but be prepared for a very long during peak dining hours. The bar sometimes has seating when all the tables are in use.

[Facing East \(Taiwanese\)](#)

1075 Bellevue Way NE, Bellevue, WA
425-688-2986

5-minute walk from conference hotel; lunch and dinner

Good, authentic Taiwanese food; very fast service, particularly at lunch. Consider phoning in an order and picking it up as it's very close to the conference hotel.

[Flo \(Japanese\)](#)

1150 106th Avenue NE, Bellevue, WA
425-453-4005

5-minute walk from conference hotel; dinner only

Best Japanese food outside of Seattle (Nishino is one of the best in Seattle); known for their sushi rolls and hot entrees. Another good restaurant for picking up an order to go.

[Gilbert's on Main \(Breakfast/Sandwiches\)](#)

10024 Main Street, Bellevue, WA
425-455-5650

15-minute walk from conference hotel; breakfast and lunch

Fresh bagels every morning at 7 AM (8 AM on weekends); excellent breakfast and brunch specials that are cheaper on weekdays.

[Ginza \(Japanese comfort food\)](#)

103 102nd Avenue SE, Bellevue, WA
425-709-7072

15-minute walk from conference hotel; lunch and dinner (closed Mondays)

The cooked appetizers and entrees are good; expect a wait if you want a table in the evening; you can do much better if you want sushi, although the rolls are decent. Try the pumpkin croquettes!

[Lot #3 \(American comfort food\)](#)

460 106th Avenue NE, Bellevue, WA
425-440-0025

5-minute walk from conference hotel; lunch and dinner

Unhealthy, delicious American cuisine. Excellent bar, best grilled cheese and tomato soup in town, also one of the cheapest dinners in Bellevue).

[Nibbana \(Thai\)](#)

527 108th Avenue NE, Bellevue, WA
425-637-9499

10-minute walk from conference hotel; lunch and dinner

Among the best Thai restaurants in Bellevue; nice décor, laid back and not interested in turning tables rapidly.

[Pogacha \(Croatian/Italian/Pizza\)](#)

119 106th Avenue NE, Bellevue, WA
425-455-5670

15-minute walk from conference hotel; lunch (most days) and dinner (every day)

Good pastas and meat dishes; applewood-fired oven is always on, and the individual pizzas they make are typically quite good.

[Tap House Grill \(Fusion/Bar\)](#)

550 106th Avenue NE, Bellevue, WA
425-467-1730

5-minute walk from conference hotel; lunch and dinner

Known for their 160 different beers on tap and their snobbery, although if you like beer this is the best place to go in Bellevue; the food is good and ranges from sushi to burgers. Can be quite crowded; great people-watching potential.

[Topolino's \(Pizza\)](#)

10621 NE 8th Street, Bellevue, WA
425-637-7770

5-minute walk from conference hotel; lunch (weekdays) and dinner (every day)

New York-style pizza is the claim here, but it's not the same; they deliver.

[Via Vita Café and Wine Bar \(French\)](#)

1032 106th Ave NE, Suite 126, Bellevue, WA 425-449-8917

3-minute walk from conference hotel; coffee, bakery, dinner

New-world French cuisine that's on the expensive side but is also quite good; homemade gelato, pastries, and decent coffee drinks are also available.

Shopping

Bellevue Square Mall (retail shops)

2-minute walk from conference hotel
Across Bellevue Way and NE 8th Street, one of the largest shopping malls in the Northwest

Bartell Drugs (pharmacy/toiletries)

10116 NE 8th St., Bellevue, WA
425-454-3111
5-minute walk from conference hotel
Located next to QFC, average drug store with pharmacy inside.

Pete's Wine Shop (wine/beer)

134 105th NE Bellevue, WA
425-454-1100
15-minute walk from conference hotel
Best place to buy reasonably priced wine (and some decent beers) in Bellevue.

QFC

(groceries/toiletries/everything else)

10116 NE 8th Street, Bellevue, WA
425-455-0870
5-minute walk from conference hotel
Surprisingly large selection of personal care items, plus there's a Starbucks inside.

Rite Aid

(pharmacy/toiletries)

120 106th Ave NE, Bellevue, WA
425-454-6513
15-minute walk from conference hotel
Average drug store, a last resort if Bartell Drugs and QFC don't have what you need.

Safeway

(groceries/toiletries/everything else)

300 Bellevue Way NE, Bellevue, WA
425-749-3885
8-minute walk from conference hotel
Large supermarket with everything you could want; average fruits and vegetables, smaller organic/natural food selection compared to Whole Foods or Your Local Market.

US Post Office

1171 Bellevue Way NE, Bellevue, WA
425-453-5655
5-minute walk from conference hotel
Want to mail a letter to another country? This is where you need to go. The 24-hour mail kiosk will dispense international postage for letters but you'll need to fill out a customs form and wait in line during regular business hours to mail anything larger.

Whole Foods

(groceries/toiletries/fancier items)

888 116th Avenue NE, Bellevue, WA
425-462-1400
30+-minute walk from conference hotel
Excellent but somewhat expensive supermarket across the I-405 highway; if you need vegan or vegetarian food and personal care options, this is your store.

Your Local Market

(groceries/food to go)

410 Bellevue Way NE, Bellevue, WA
425-372-7600
5-minute walk from conference hotel
Newly-opened store that has all the necessities plus some decent organic and local options; hot food bar, deli, and free local delivery (<http://www.yourlocalmarket.com/>).

Downtown Bellevue Map

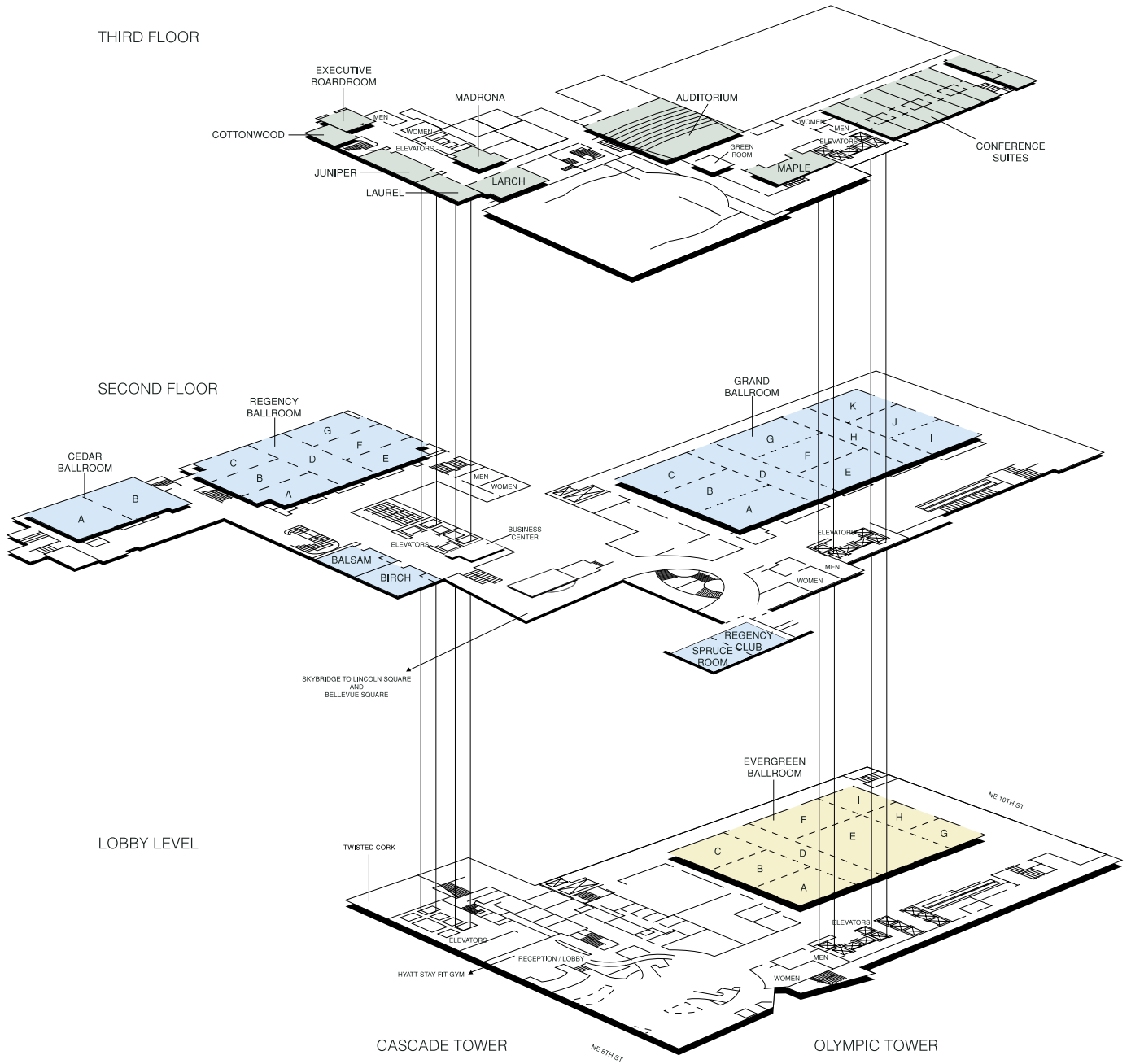
Courtesy of www.visitbellevuewashington.com.



Map courtesy of City of Bellevue

 Hotels
  Shopping & Dining
  Downtown Shopping, Dining, Entertainment and Business District

Conference Meeting Rooms at the Hyatt Regency Bellevue



Meeting rooms at the Hyatt Regency Bellevue

