CSC471 INTERACTION DESIGN FOR COLLABORATION AND COMMUNICATION

Learning Outcomes
- Be able to demonstrate appreciation of the issues related to the design of products supporting group interaction.
- Be able to develop a simple groupware to demonstrate their knowledge of the concepts and techniques of interaction design for group communication and collaboration.

Content
Introduction to communication and collaboration and mechanisms people use to communicate and collaborate; common application for collaborative software; Groupware to support specialized tasks such as document preparation, multi-player games; Asynchronous group communication techniques; Synchronous group communication techniques; Online communities and multi-user virtual environments; modeling groups of users; Software characters and intelligent agents, virtual worlds and avatars; Introduction to social psychology, social networking and social Computing for groupware; Collaborative usability techniques.

Pre-requisites
- CSC324 User-centred Development and Evaluation

Delivery
Lectures, Group Discussions and Tutorials, Design case.