

Preface

C⁵, the Conference on Creating, Connecting and Collaborating through Computing, was held in Kyoto, Japan on January 31, 2003. This meeting, which is devoted to advances in object-oriented computing, collaboration technologies, and learning environments, will be continued in the next years.

Creating the learning environments of the future poses a series of technological and social challenges. First of all, technological infrastructure for learning must allow users to easily view, manipulate, create and contribute various types of computational media including multilingual text, sound, video, multimedia, 3D, and animation objects. Software must support learners to connect with relevant teachers, mentors, and other learners and to share and reuse educational contents. Another major challenge is to deepen our understanding of learners and their social contexts and to design models and environments for better supporting them.

Dr. Alan Kay, who is one of the most influential visionary scientists in the history of computing, and his talented colleagues created the Squeak system, an object-oriented environment enabling fundamentally new learning experiences. The invention of Squeak has accelerated the growth of international communities of researchers, developers, educators, practitioners, etc. in relevant fields and made the many believe that there is a great potential in melding object-oriented computing, collaboration technologies and learning environments.

The 24 contributions of C⁵ 2003 presented in this volume consist of the technical papers and the poster abstracts selected for presentation at the conference. Most of the technical papers were contributed by invited world-class researchers and developers from 4 different regions of the world including Asia, North America, Europe and Oceania. Although the schedule for paper submission was tight because of various restrictions, the program committee also received 3 technical papers in response to the call for papers. The committee had the difficult task of selecting the best paper for formal presentation and to decide on the few additional poster presentations.

Conferences take substantial time and effort and this meeting was a particular challenge since it was the first in this field sponsored by Informatics Research Center for Development of Knowledge Society Infrastructure, Kyoto University and Kyoto Software Applications, Inc. The success of the conference is due to the committee chairs, their committees and other volunteers worked very hard to design, coordinate, publicize, and implement it. Many thanks to all!

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