Preface

Computers, networks, and other forms of technology are pervasive in our information-based society. Unfortunately, most users of this technology use it for passive consumption of information and entertainment. To evolve into a true knowledge society it is critical that we transform computer-based human activities to engage users in the active process of creating, connecting, and collaborating together. C5 is for anyone interested in the use of computers as tools to develop and enable user-oriented creation, connection, and collaboration processes.

The Tenth International Conference on Creating, Connecting and Collaborating through Computing (C5) was held on 18-20 January 2012 at the University of Southern California’s Institute for Creative Technologies (www.ict.usc.edu). Researchers, developers, educators and users came together at this year’s C5 to present new and ongoing work and to discuss future directions for creative computing and multimedia environments. Although many of this year’s presentations had educational themes, we called for submissions in a broad range of categories:

- Technology-enhanced human-computer and human-human interaction
- Multimedia authoring environments
- New technologies for literature, music and the visual arts
- Virtual worlds and immersive environments
- Gaming/entertainment platforms and infrastructure
- Social networks and social networking
- Novel programming paradigms and languages for implementers
- Scripting or visual paradigms and languages for end-users
- Creating and maintaining online communities
- Tools for creating/managing online services/environments
- Distributed and collaborative working
- Educational environments for classroom, field work and online/distance learning
- Technologies for collaborative and self-empowered learning
- Social and cultural implications of new technologies

These proceedings include 11 papers that were accompanied by 30 minute presentations during the conference.

Conference attendees were very lucky to hear keynotes from two distinguished scholars: Prof. Mark Guzdial from the School of Interactive Computing at Georgia Tech and Prof. Judy Kay, School of Information Technologies, University of Sydney. Both speakers highlighted the roles of technology in creating, collaborating, and communicating in educational contexts. In addition to the keynote addresses, a panel was held on the last day titled “The future of creating, connecting, and collaborating”. Drs. Guzdial and Kay presented on the panel, along with Dr. Bill Swartout (ICT) and Mr. Matthew McCauley.

We would like to thank the C5 2012 conference sponsors: Kyoto University Global COE Program, Viewpoints Research Institute, and the USC Institute for Creative Technologies. We would also like to express our appreciation to all program committee members and reviewers who contributed their valuable time and energy during the preparations of C5.

Ian Piumarta, Viewpoints Research Institute, USA/Kyoto University, Japan
Lori Weiss, USC Institute for Creative Technologies, USA
C5 2012 Conference Co-chairs

H. Chad Lane, USC Institute for Creative Technologies, USA
Louis Philippe-Morency, USC Institute for Creative Technologies, USA
C5 2012 Program Co-chairs