Introduction to Collaboration Systems and Technologies Track

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This track considers collaboration from a systems perspective, taking into account the people who collaborate, the processes and procedures by which they collaborate, and the tools and technologies that support their efforts. Communication and Information Systems Technology for Emergency Management

The minitrack on Advances in Teaching and Learning Technologies focuses on learning theories, cognition, tools, platforms, and applications for collaborative learning, with a special focus on distance learning.

Cognitive Perspectives on Collaboration addresses design interventions that improve cognitive efficiency in collaborative tasks with a particular focus on cognitive patterns and cognitive effort involved in using collaboration technology.

The Communication and Information Systems Technology for Emergency Management minitrack provides a venue for systematic and holistic issues related to all phases of the disaster management cycle: prevention and mitigation, preparedness, alert, response, recovery, and post-disaster. It deals with the design, development, deployment, operation, or evaluation of emergency response systems.

The minitrack on Creativity in Teams and Organizations seeks papers to improve creativity and innovation by teams through all phases of problem-solving.

Cross-Organizational and Cross-Border IS/IT Collaboration considers linkages between global collaboration and the business value of IS/IT.

Papers in the minitrack on Emerging Issues in Distributed Group Decision Making: Opportunities and Challenges address issues such as diversity, culture, adaptability and agility related to teams in distributed group decision-making.

Global and Virtual Teams considers issues corporate and national culture as they pertain to geographically distributed teamwork.

The minitracks on Human-Computer Interaction: Informing Design Utilizing Behavioral, Neurophysiological, and Design Science Method provides a forum for HCI researchers to exchange ideas regarding a broad range of issues related to the design of human-computer interaction by drawing upon diverse approaches, including behavioral, neurophysiological, and design science methods.

The minitracks on Intelligent Collaboration Support Systems seeks to address the “facilitator-in-the-box” challenge of allowing non-experts to realize the potential benefits of collaboration technology without special training on collaboration techniques or tools.

Negotiation Support Systems focuses on the role of NSS in a Web-centric platform and with applications in electronic markets, e-auctions and automated negotiation agents, and in social computing platforms.

The minitrack on Processes and Technologies for Small and Large Team Collaboration presents papers on the design of sustainable processes and systems within and between organizations that allow people, groups and teams to collaborate along multiple dimensions, among them technical, behavioral, social, emotional, economical, and political.

The papers in the minitrack on Social & Psychological Perspectives in Collaboration Research focus on the workings of the social, psychological, and personality factors that can affect the design, development, use, and application of collaboration and communication technologies.

The minitrack on Social Media and e-Business Transformation provides a forum for the exchange of research ideas and best practices related to social media in e-business environments. It also aims to raise awareness of the latest developments in social media, and address the challenges of using social media.

Social Networks: Collaboration, Crowds, and Collective Intelligence presents papers use social networks to further our understanding of human behaviour, as well as papers whose goal is to create new forms of organization. They explore ways to observe and visualize social relations and social graphs, ways to stimulate society through software.

The minitrack on Technology Mediated Collaborations in Healthcare presents research that addresses state-of-the-art, state-of-the-need, and the state-of-the-practice research on a diverse range of international challenges pertaining to health care delivery related to changing demographics and an increase in chronic disease.

The minitrack on Working and Gaming in 3D Virtual Environments presents research on the theoretical foundations and practical approaches to understanding modeling, and designing virtual worlds and metaverses, and the use of virtual worlds to collaborate, learn, recreate, innovate, and co-create organizational and individual value.

The minitracks of the Collaboration Systems and Technologies track have become a thriving international community of social, psychological, and technical researchers who are focus on collaboration from a variety of perspectives, each adding new insights for science and practice. We commend these papers to your reading.