Computer-Supported Cooperative Work (CSCW)

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Intro HCI
04/25/2013

History
Before “CSCW”

1980s
Today

History

CSCW

Types
### Location

![Image of a meeting room with Stormtroopers]

### Time

![Image of a sunny day with a smiling sun and an image of a moon with a cat]

![Image of Stormtroopers in a meeting room]
Goal

Examples
Examples

VizWiz

Examples

Legion
ESP

SPARSH
MoCoMapps

Cambiera
Calico

Challenges
Effort vs. benefit

Limited perspective
Critical mass

Prisoner’s dilemma

<table>
<thead>
<tr>
<th>Prisoners' dilemma</th>
<th>prisoner B</th>
</tr>
</thead>
<tbody>
<tr>
<td>confess</td>
<td>remain silent</td>
</tr>
<tr>
<td>confess</td>
<td>5 years</td>
</tr>
<tr>
<td>remain silent</td>
<td>0 year</td>
</tr>
<tr>
<td>20 years</td>
<td>0 year</td>
</tr>
<tr>
<td>1 year</td>
<td>1 year</td>
</tr>
</tbody>
</table>

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Other social/motivational effects

Exceptions
Low-frequency

Evaluation
Adaptation

Picture References

Information and Pictures:
- http://wwwinteraction-design.org/encyclopedia/cscw_computer_supported_cooperative_work.html
- https://en.wikipedia.org/wiki/NLS_%28computer_system%29
Picture References

Pictures:
- www.id-book.com
- https://deathbytrolley.wordpress.com/2013/01/14/society-is-handcuffed-in-the-prisoners-dilemma/