### My Collaborative Tools Background

- Researcher of collaborative tools
- Author on collaborative tools
- Designer of collaborative tools
- Instructor who uses collaborative
   e-learning tools

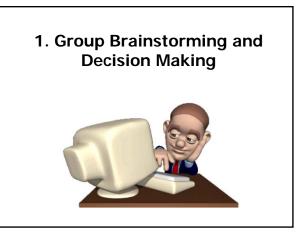


Mission of Indiana University is to Experiment with Technology



#### Six Key Types of Collaborative Tool Purposes

- 1. Group Brainstorming and Decision Making
- 2. Application Sharing & Virtual Classrooms
- 3. Collaborative Writing and Annotation Tools
- 4. Team Workspaces and File Exchange
- 5. Discussion Forums and Real-Time Chats
- 6. Communities of Lrng, Communities of Practice





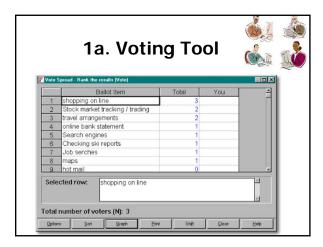
# 1a. Group Brainstorming in GroupSystems

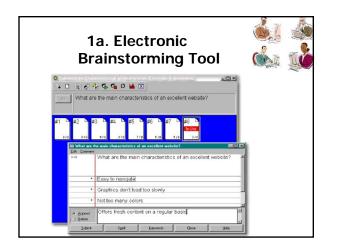


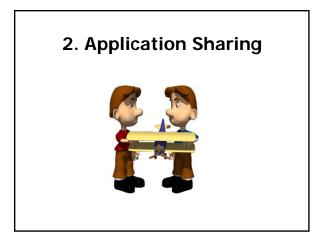
2. GroupSystems:

However, all inputs are fully anonymous, so each participant is free to be honest and open. If Joe from Sales doesn't agree with one of Mary's ideas, he can enter his opinion without worrying about offending Mary. Likewise, Mary can debate an issue without even knowing who entered it. Ideas are the focus, not their authors.

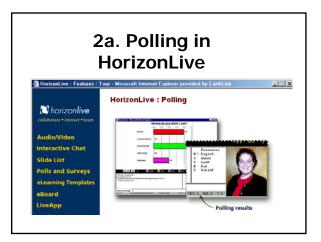
	1a. View and Dis Results				
9	Which of these risks are most important to address?				
-	Primary List	Likelihood	Impact	Total	Mean
1.	A new product line means new competitors	8.75	7.50	16.25	8,13
2.	Our current customers could become confused abc	6.00	7.00	13.00	6.50
3.	Other companies are already successful and entrer	5.75	4.75	10.50	5.25
4.	Increased spending on R&D could cause a cash cr	5.00	4.50	9.50	4.75
5.	Without a creative marketing strategy, we won't suc	6.25	7.75	14.00	7.00
6.	Loss of existing market share to other soft drink cor	3.75	5.00	8.75	4.38
7.	Increased sales of sports drink could cannibalize or	2.75	7.50	10.25	5.13
	Total	38.25	44.00		
	Mean	5.46	6.29		
	STD	1.93	1.46		



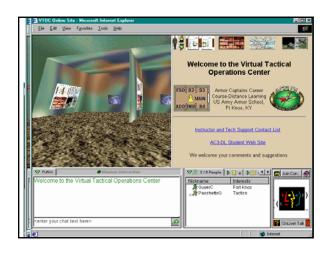


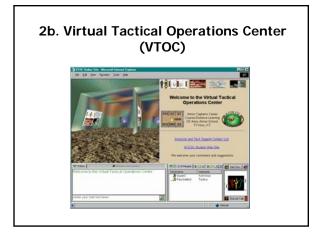


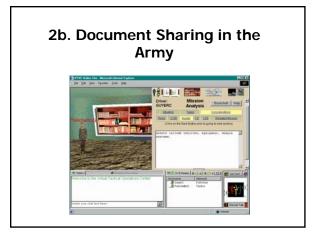




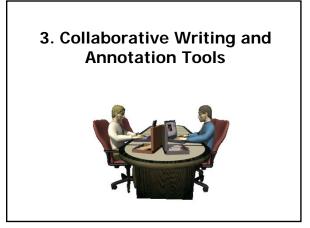


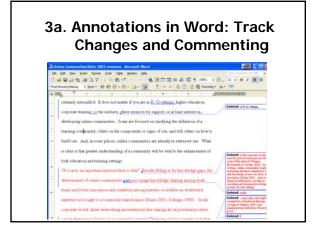


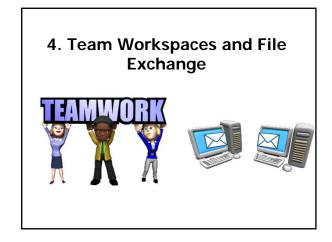


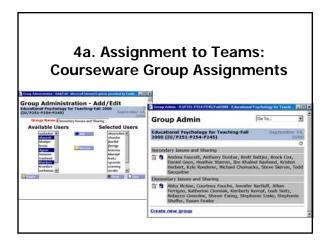


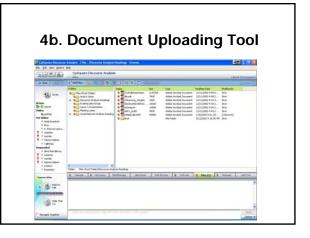


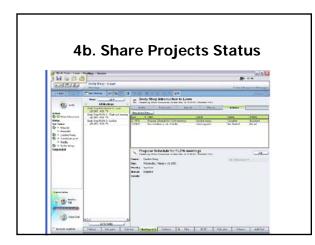


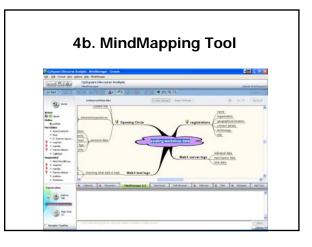












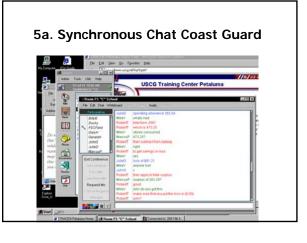


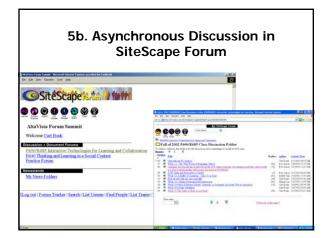








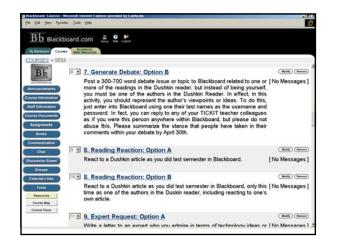


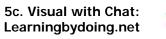








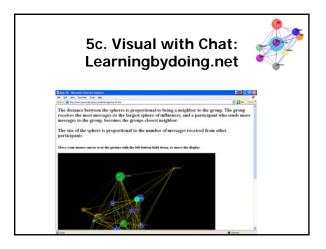


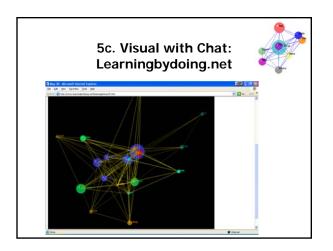


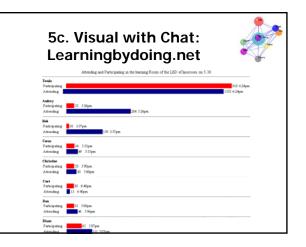


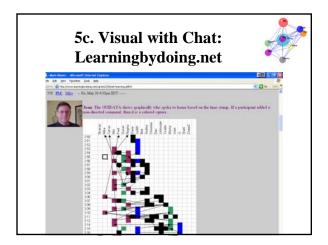
Participants: a facilitator of online therapy, students at all levels, a doctoral candidate in DE, administrators, teachers, lecturers, researchers, a physicists, a professor of Psychology, a professor of Mathematics, a consultant in training, an HR trainer, and a psychotherapist. We were located in Herzelia, a beach town north of Tel Aviv, Stanford California, Baltimore, Montreal, and Ismir, Turkey.











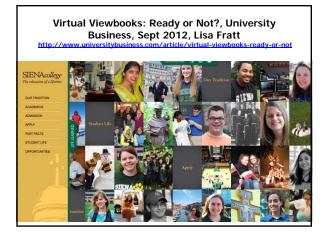
#### Polling Question #6: Which collab tools are the most interesting?

- 1. Group Brainstorming and Decision Making
- 2. Application Sharing
- 3. Collaborative Writing & Annotation Tools
- 4. Team Workspaces and File Exchange
- 5. Discussion Forums and Real-Time Chats

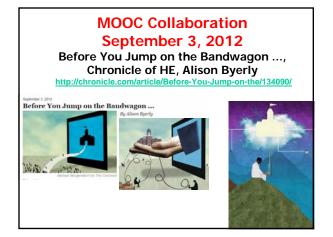


















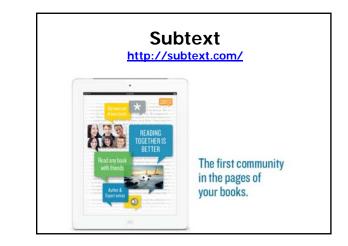






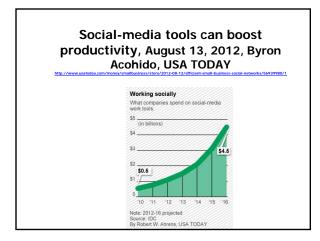


















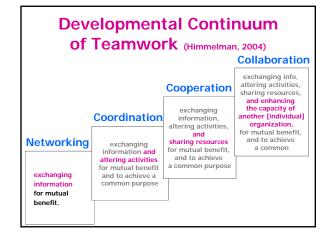


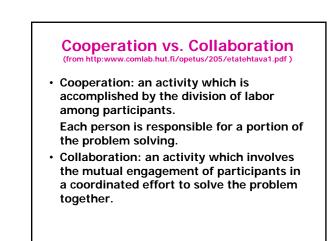


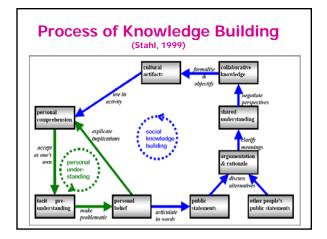
# Final Question: Are we becoming a collaborative society?

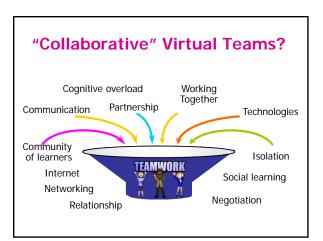


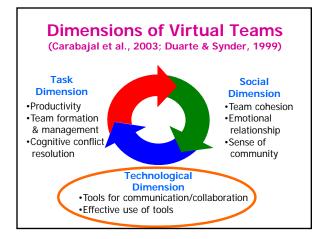






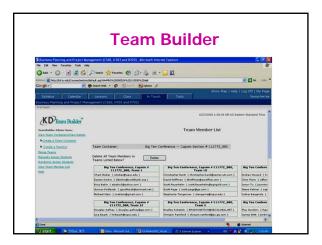


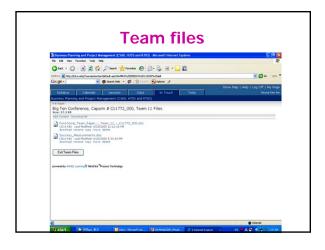




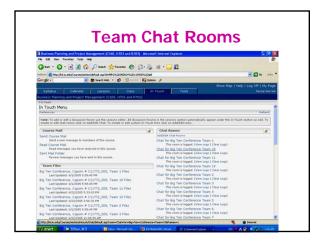


<b>Team Buildin</b>	g System							
	Group Project							_
12	Team Name	Description N	tin	мах	Open Date	Close Date	Currently Enrolled	Members
H H	Data Mining Team Project 1		0	6	Oct 14 2003 12:00AM	Oct 28 2003 12:00AM	6	View
<b>KELLEY</b> Direct	Data Mining Team Project 2		0	6	Oct 14 2003 12:00AM	Oct 28 2003 12:00AM	6	View
<u>TeamBuilder</u> Home	Data Mining Team Project 3		0	6	Oct 14 2003 12:00AM	Oct 28 2003 12:00AM	6	View
<u>My Team</u>	Data Mining Team Project 4		0	6	Oct 14 2003 12:00AM	Oct 28 2003 12:00AM	6	View
	Executive Information Systems (EIS) Team Project 1		0	6	Oct 14 2003 12:00AM	Oct 28 2003 12:00AM	6	View
	Executive Information Systems (EIS) Team Project 2		0	6	Oct 14 2003 12:00AM	11/03/2003 00:00:00	5	View
	Executive				Oct 14 2003	Oct 28 2003		View.



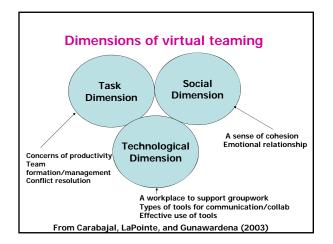






# Developmental Continuum of Interactive Technologies

Communication	Telephone (30%)
Technology	• E-mail (100%)
Cooperation	• Forum (85%)
Technology	<ul> <li>Private teamwork space</li> <li>(33%)</li> </ul>
	• Team filing (33%)
	• Chat (19%)
Collaboration	Audio-video (37%)
Technology	LiveMeeting (4%)



(Lee, I	Bonk, Magjuka, Su, & Liu, in	press)
Dimension	Strategies	Courses in use (%)
Task	Team change by each assignment	2 (7%
dimension	Team discussion	23 (85%)
	Team-level deliverables	21 (78%)
	Internal interaction (critique, feedback, idea sharing)	9 (33%
	Peer evaluation	5 (19%
	Combination of teamwork and individual work	21 (78%
Social	Online coffee house	2 (7%
Dimension	Online introduction forum	2 (7%
	Personnel profile	27 (100%
	Other social events	5 (19%

# **Strategies Used for Virtual Teaming**

Dimension	Strategies	Courses in use (%)
Technological	Email	26 (96%)
dimension	Telephone	8 (30%)
	Text based asynchronous tools (e.g., discussion forums)	4 (15%)
	Text based synchronous tools (e.g., chat)	5 (19%)
	Voice-/visual based asynchronous tools (e.g., voice mail, voice message board)	0 (0%)
	Voice-/visual based synchronous tools (e.g., instant messaging, audio/video conferencing, live meeting)	0 (0%)

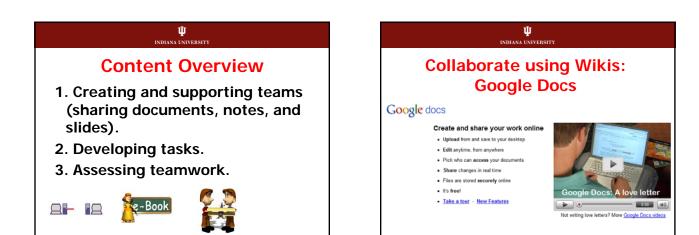
#### Summary of Dimensions of Virtual Teams in Online MBA Courses

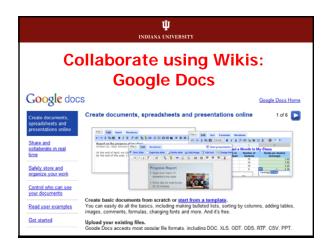
	Dimensions of virtual teams	Degree
Task	•Shared purpose of virtual teams	н
Dimension	Belief on contribution of knowledge building	Ĥ
	•Use of task techniques for team activity design	м
Social	•Use of social techniques in virtual teams	м
Dimension	•Use of human interaction approach	м
	•Sharing social presence and cohesion	м
Technological	•Use of text based (a)synchronous tools	н
Dimension	<ul> <li>Use of audio-and video-based</li> </ul>	L
	(a)synchronous tools	
	<ul> <li>Usefulness of collaborative tools</li> </ul>	M





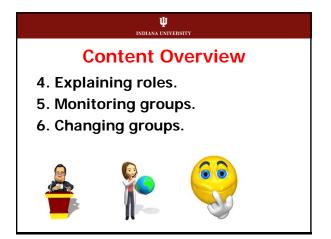
INDIANA UNIVERSITY











#### **Щ** ANA UNIVER

### **Content Overview**

- 7. Size of groups.
- 8. Cross-institutional and crosscultural collaboration.
- 9. Grading collaborative work.





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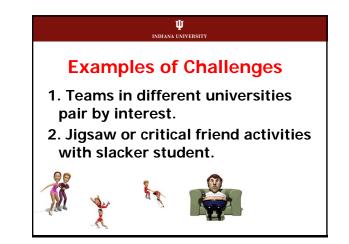












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# **Advice and Guidelines**

- 1. Start with groups of 2 members and expand to 3-4.
- 2. Require reflection papers at the end of the semester.





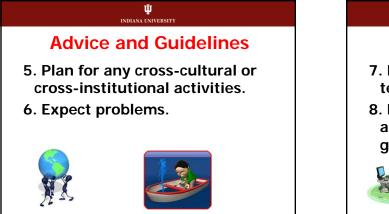
# **Щ**

### **Advice and Guidelines**

- 3. Consider making group grade a small part of overall grade.
- 4. Predefine grading scheme before assignment group activity.







# Advice and Guidelines 7. Provide examples or testimonials from prior groups.

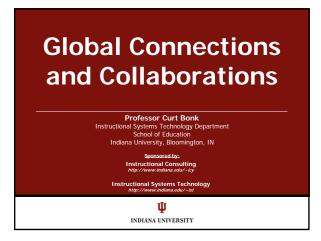
8. Post to the Web instructions and task structuring for online groups.



#### Ų Indiana university

# How might online collaboration work for you?

For More Information, Contact: Instructional Consulting Indiana University School of Education Bloomington, Indiana http://www.indiana.edu/~icy/



#### . Indiana Univer:

# **Content Overview**

- 1. Trends toward international and global education.
- 2.Developing partnerships: brainstorming, MOU's, contracts, idea plans, sharing ideas, experimentations, trial or pilot projects, etc.







#### **U** INDIANA UNIVERSITY

# **Content Overview**

- 3. Rationale: sharing multiple perspectives, fostering awareness of other points of view, knowledge construction, negotiation, interaction.
- 4. More Rationale: Importance of collaborative learning skills, student ownership, reflection, etc.





#### U INDIANA UNIVERSIT

# **Content Overview**

- 5. Coordinating schedules, checking technology and timelines, celebrating success.
- 6. Enrolling students from other campuses in one CMS.

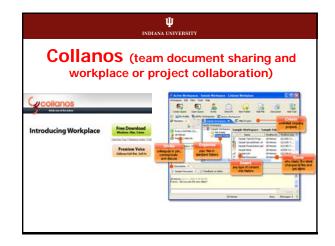


#### **Щ** Diana univers

# **Content Overview**

- 7. Interoperability of content generated across platforms.
- 8. Grading options.
- 9. Many tools exist for global language exchange (Mixxer, KanTalk, Livemocha, etc.).









#### **W** INDIANA UNIVERSITY

#### **Content Overview**

10. Questions to ask: Who owns the collaboration? Asynchronous or synchronous collaboration? How many collaborators? How are collaborators connected? How share results? Social or cognitive skills displayed?



#### **W** INDIANA UNIVERSITY

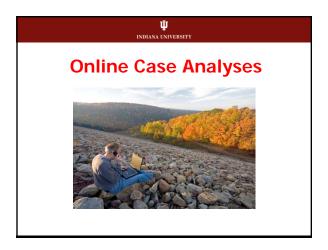
#### Examples of Higher Education Global Collaboration

- 1. International videoconferencing.
- 2. Case analyses (business, teacher ed, etc.).
- 3. Open University of Malaysia (solve cases).
- 4. Univ. of Illinois (mock tour packages).



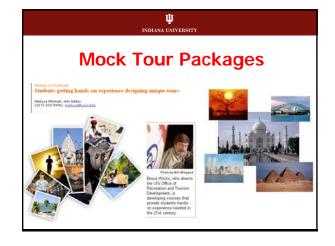




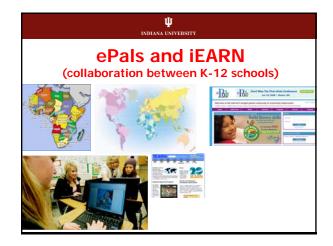


















#### **W** INDIANA UNIVERSITY

# More Higher Ed Examples of Global Collaboration

- 5. Join the MERLOT community for your discipline or field.
- 6. The Omnium Project (online photomedia).
- 7. Computer science and engineering competitions and collaborations.



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MERLO			uld be interested in serving productive. We are always int		LOT Engineering	Droese Memoers Directory Broese Vistual Speakers Br Halt The Journal of Online L and Teaching (JOLT)	
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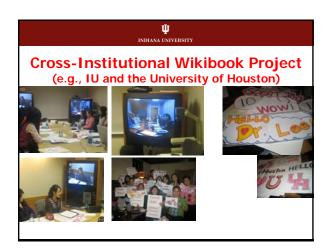
# A Few More Examples of Global Collaboration

- 12. Global writing and book collaborations.
- 13. Virtual world collaborations & guest experts.
   14. Joint projects (glossaries, papers, books,
- lesson plans, simulations, games).

















#### **Щ** Ana universit

# **Advice and Guidelines**

- 1. Determine schedules.
- 2. Be sure that all instructors agree to the activity and sequence of events.



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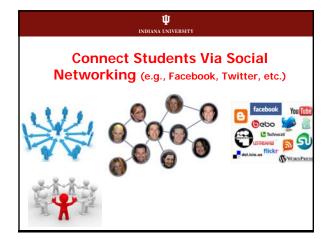
# **Advice and Guidelines**

3. Be sure students at all sites have access to the technology and are comfortable using it. Provide practice or orientation sessions, if possible.



# EXERCISE EXERCISE Advice and Guidelines Create ways for students to post their profiles and introduce themselves. Try an initial ice breaking or sharing activity.







#### **Щ** INDIANA UNIVER

#### **Advice and Guidelines**

- 9. Look up professional organizations in your discipline for the availability of experts, mentors, collaborative partners, etc.
- 10. Invite contacts for symposia and colloquia.



# Advice and Guidelines

**Ψ** 

11. Consider attending globallyoriented conferences such as EDEN and Global Learn and Global TIME (Technology, Media, Innovation, and Education) from AACE.





