

Sensorveiledning for ITI41620

Evaluering av studenter i kurset er bestemt av emnebeskrivelsen:

<https://www.hiof.no/english/studies/courses/iio/itk/2022/spring/iti41620.html>

Vurderingen består av to deler som teller likt. Prosjekt med kort artikkel i gruppe og individuell muntlig eksamen.

- I prosjektet skal de vise at de mestrer verktøy og teknikker for å designe IT-løsninger for samarbeid.
- Den muntlige eksamen skal sjekke om studentene har lest pensum.

Vurderingen gjennomføres i henhold til hvordan læringsutbytte for kurset er beskrevet. Vår vurdering er at høy måloppnåelse i del 1 uttrykkes ved at den korte artikkelen er publiserbar på en konferanse (karakter A og B).

1. Oppgaven for prosjekt:

Co-interpretation of archaeological data on Gjellestad using Spatial Web and AR technologies

Overall goals

- We will design and prototype a shared repository of interpretations of archaeological data collected on Gjellestad.
- The repository will be accessed on-site on the [Spatial Web \(SW\)](#) and contain archaeological reconstructions / interpretations in multiple media, including 3D.
- The main [interface](#), in addition to the SW, will be Augmented Reality (AR) in combination with text and audio interfaces.
- The repository should support use by trained archaeologists and the public - supporting meaningful processes of cooperation and co-interpretation.
- One such reconstruction / interpretation is gjellestadstory.no

To do

1. Review the latest literature to find out: What is the state of the art when it comes to designing shared repositories of information (many types of media), supporting meaningful processes of cooperation and co-interpretation by both experts and non-experts?
2. Review the context (Gjellestad) and develop a sound and operational understanding of what «meaningful processes of cooperation and co-interpretation» means in this particular case, and how these processes interact with the available archaeological evidence (data and reconstructions).

3. Propose / map out a basic implementation of the shared repository, focusing on the services and tools needed to access and add interpretations to the repository, including how to handle the meta-data needed to trace «provenance» information.
4. Review the 4 interfaces available to you and choose at least two of them. Always SPATIAL WEB, and in addition at least AR, TEXT or SOUND and use them in designing a prototype service with tools interfacing the shared repository to demonstrate support for on-site cooperation / co-interpretation of archaeological evidence.

Process

We expect you to devise a user-driven design process, making sure that the solutions you propose is a good fit for the problems you are trying to solve.

When it comes to «professional» stake holders in the project we will try to plan joint work-shops with all the groups in the joint sessions on fridays. Your preparation for this is to make sure that you are prepared to ask all the good questions!

When it comes to «members of the public» you should recruit users yourself, depending on how you define your target users. Optimally you should try to find informants outside the student group taking the course.

2. Spørsmål fra muntlig eksamen

	Tema og konsepter	Spørsmål:
Social aspects. Human factors. Hensikt: Vise forståelse for arbeidet.	CSCW Articulation work, shared references Awareness (cues, understanding of others work give context to one's own activities)	At its very core, what is CSCW? How and why did the field start? According to Schmidt (and others), what is the <i>work</i> in CSCW? How do people coordinate work? What is articulation work? What is awareness?
Teknologiforståelse Forstå teknologier som kan støtte dette arbeidet.	Coordination mechanisms	Over the years, designers have tried to design various systems that supports various work situations (albeit high or low-tech). One example being coordination mechanisms. What are these? What are the issues with these? (Flexibility)

Metode, design og forskning	PD User-driven design Methods, tools and techniques	Why would research benefit from taking a more user-driven approach? What is participatory design? What are some of the methods and techniques we can use?