

# **Knowledge Sharing Media For Group Memory And Collaborative Brainstorming**

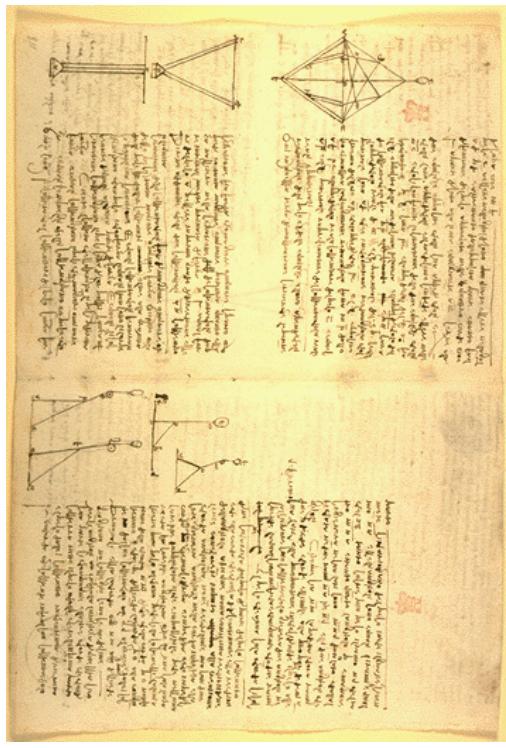
**Mark A. Foltz**  
**MIT Artificial Intelligence Lab**  
**November 7, 2000**

# Outline

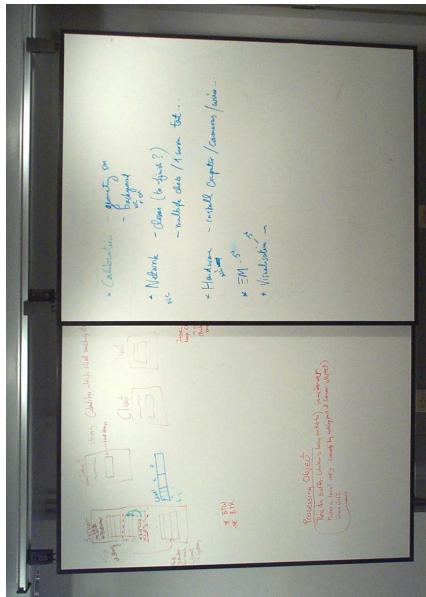
- **Introduction: Knowledge Sharing Media**
- **Plexus: Questions and Answers**
  - Navigating the space
  - 6.034 as an example
- **Whimsy: Brainstorming**
  - Liberating ideas from the whiteboard
  - Five design goals
- **Conclusion: Design rationale capture**

# What are knowledge sharing media?

## Tools for exchanging knowledge: Preservation and communication



Leonardo: Codex Arundel

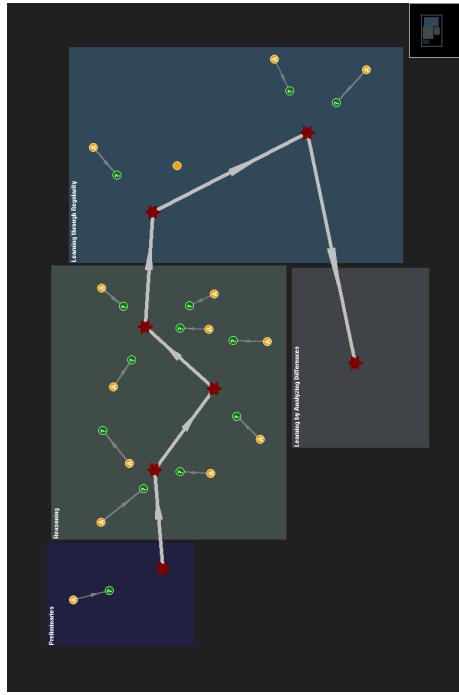


# Digital knowledge sharing media

- Mutability
- Searchability
- Navigability and visualization
- Intelligent use of contents

# Two Knowledge Media

- Questions and answers
  - Plexus: Exploring a spatial metaphor for group memory
- Brainstorming results
  - Whimsy: Capturing and archiving ideas



What can a smart space do?  
Design meeting → complex collaborative tasks  
problem solving (design) supported  
by software  
Personal space → storage and operations  
done fast and well

# Questions and Answers

- When a question arises:

- Has it been asked before?
- Whom to ask?
- How to save the answer?
- How to find it afterwards?

- Preventing "getting lost"

The screenshot shows a vintage-style Netscape browser window. The title bar reads "Frequently Asked Questions about Coffee - Netscape". The menu bar includes "File", "Edit", "View", "Go", "Communicator", and "Help". The location bar shows the URL "http://www.cs.unb.ca/~alopez-o/Coffee/cofffaq.html". The main content area displays the text "Frequently Asked Questions about Coffee" followed by several questions. At the bottom of the page, there is footer text and a copyright notice.

Frequently Asked Questions about Coffee

Version 3.11

Main Coffee Page

[coffee@pomm.netmegas.com](mailto:coffee@pomm.netmegas.com)

This FAQ is dedicated to coffee and all that goes with it.

There are several newsgroups in which these topics may be of relevance, including rec.food.drink.coffee, alt.drugs, caffeine.

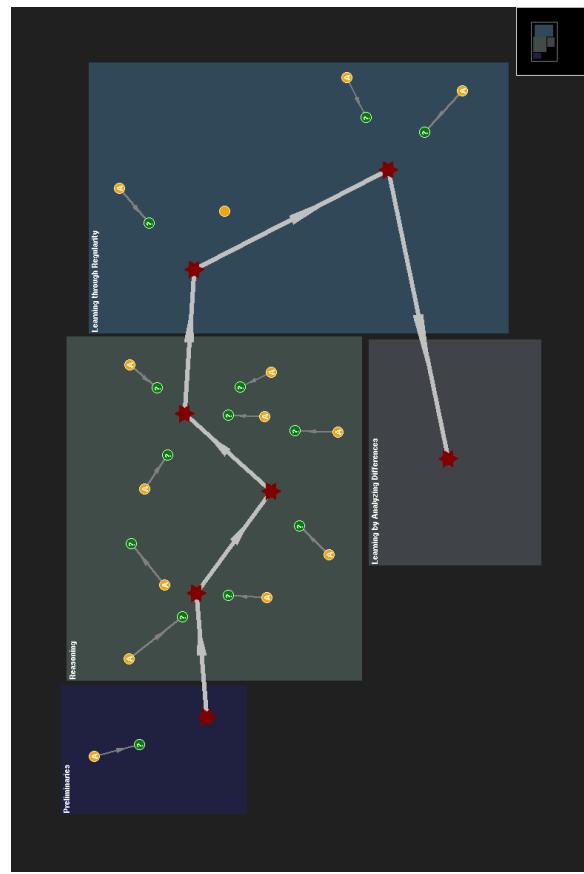
I welcome any and all contributions to this FAQ. If you do not agree with the info in here please let me know. If you feel you can explain something better than I have, by all means rewrite the article and send it to me.

FAQ

- 1. How to brew the ultimate drink
  - 1. What is the best temperature to brew coffee?
  - 2. Quality of coffee
  - 3. What is the difference between arabica and robusta?
  - 4. Just how much ground coffee do I need for x amount of coffee?
- 2. Preparation Methods
  - 1. ...

# Plexus: The Spatial Metaphor

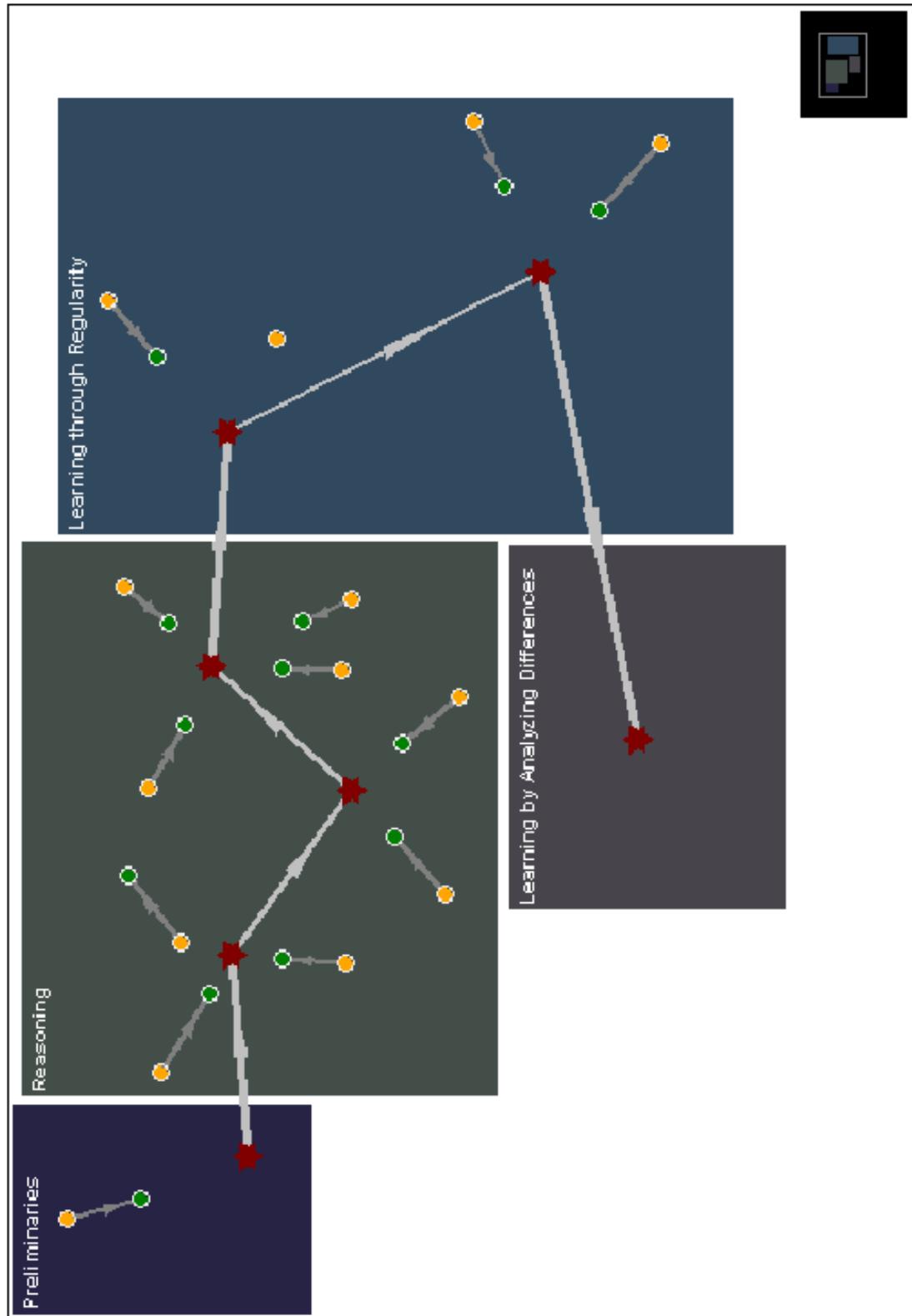
- Provide a shared, visual information space to structure this dialogue
- Proximity implies relevance
- Architect space with relevant navigation affordances



## Why spatial Q's and A's?

- Through proximity, askers know where to find relevant and related questions
  - Looser notion of relevance than a hierarchy
- Experts can find questions they can answer
- Overview of what prompts the most questions
- Cognitive mapping: Engaging spatial memory

# 6.034: Information Architecture Landmarks, paths, regions (Lynch 60, Neveitt 00)



## 6.034: Rules of Discourse

- Students post questions
- Questions are anonymous to other students
- Teaching Assistants post answers
- Answers may prompt more questions



- Teaching Assistant may rearrange space

# Plexus Interface

**Multiscale navigation**

The screenshot shows the Plexus interface with a network graph. A prominent red star highlights a node labeled "Model-based Diagnosis". A callout box from this node points to a separate window titled "Implicit Constraints in Model-Based Diagnosis?". The callout box contains the following text:

**Implicit Constraints in Model-Based Diagnosis?**

Just a little question on the problem set. How does the model-based diagnosis reason about a model of a system to generate candidate diagnoses (or system modes) given observed behavior. It can be thought of as a special kind of constraint satisfaction...

The main window also displays other nodes and edges, with one node labeled "Reasoning" and another labeled "Preliminaries". The top menu bar includes "Space", "Search", "Import", "Navigation", and "Types".

# Plexus: Spatial vs. Hypertext Views

- Asking: Placement in context **vs.** appending to a list
- Answering: “Regions of expertise”
- Searching: Navigation **vs.** hierarchical browsing

## Related work

- Answer Garden (Ackerman et al. 90, 94, 98)
  - Hypertext-based FAQ builder
- Abuzz.com and similar sites

## Plexus: Evaluation and Future Work

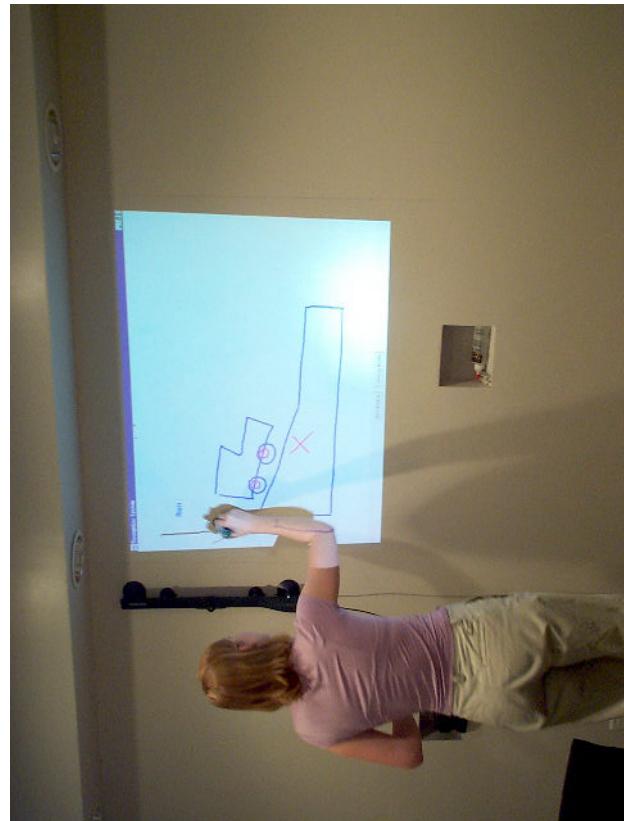
- Used for two weeks by 6,034 students
  - Limited usage, positive feedback
- Course-long study
- Spatially organize existing Web FAQs

Will placement of contributions be consistent?

# Outline

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- **Conclusion: Design rationale capture**

# Whimsy: Capturing Ideas



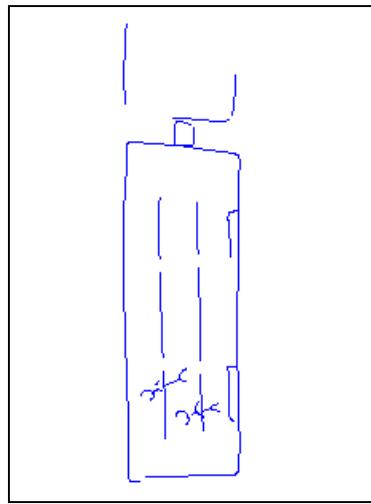
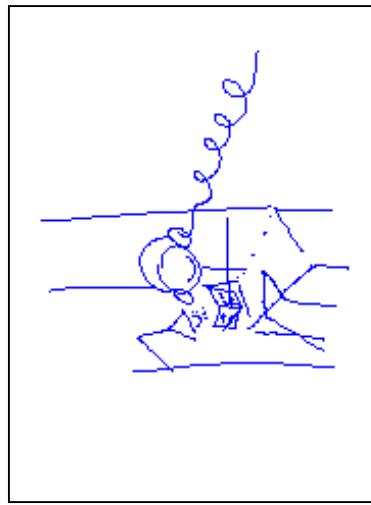
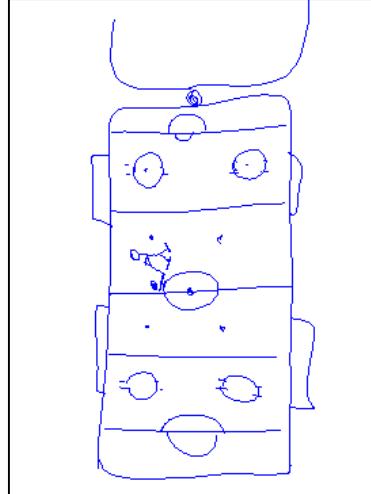
- Spontaneous interaction
- Structured brainstorming meetings
- Work in progress

# What is Brainstorming?

**Osborne (1957):**

- 1. Withhold criticism**
- 2. Free-wheeling**
- 3. Quantity first**
- 4. Combination & improvement**

Q: How can subway cars be improved?



# Why a digital medium for brainstorming?

- **Pen and paper is convenient, but**
  - Napkins are hard to file
  - Napkins are hard to photocopy
- **A digital medium can help**
  - Ideas are archivable
  - Ideas are sharable

# Brainstorming: Five design goals

## 1. Expressibility

**Focus on the idea, not the medium**

## 2. Accessibility

**Ideas can occur anywhere**

## 3. Preservation

**No good idea should be lost**

## 4. Reminding

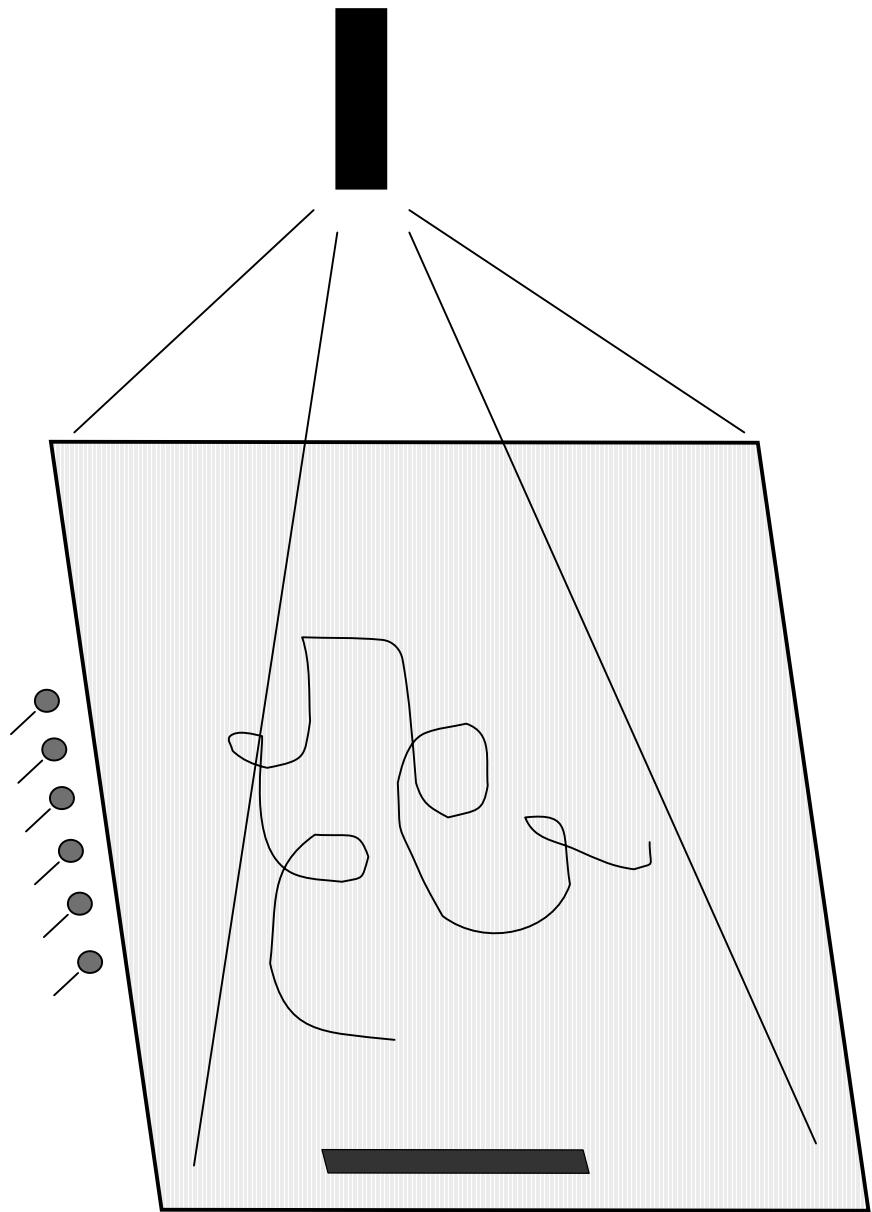
**"Where were we?"**

## 5. Individual and Group

**Personal notebook and shared whiteboard**

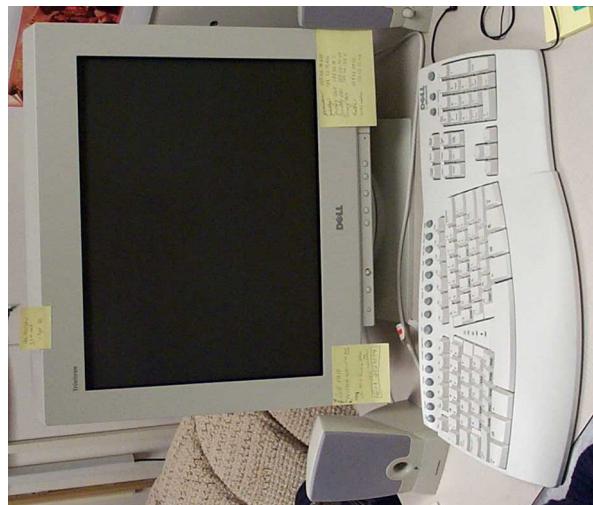
# **Goal 1: Expressibility**

## **Sketching and explaining**



## **Goal 2: Accessibility**

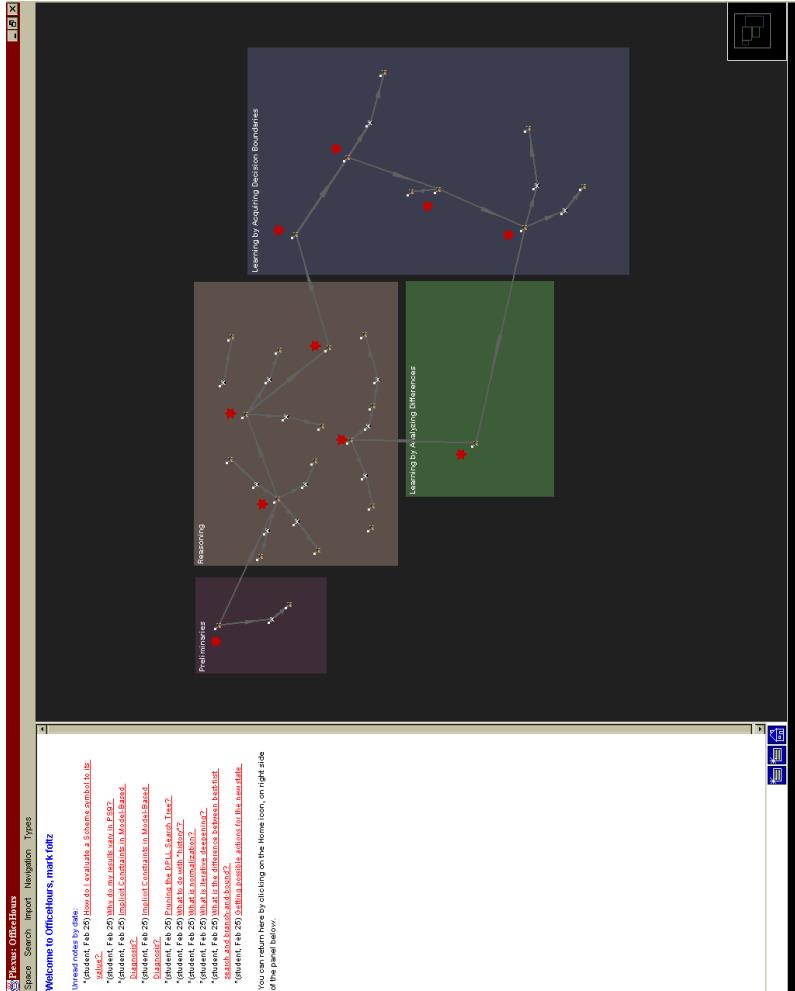
### **Pick up and use**



# Goal 3: Preservation

## Archiving and navigating, or

### How should we structure this information space?



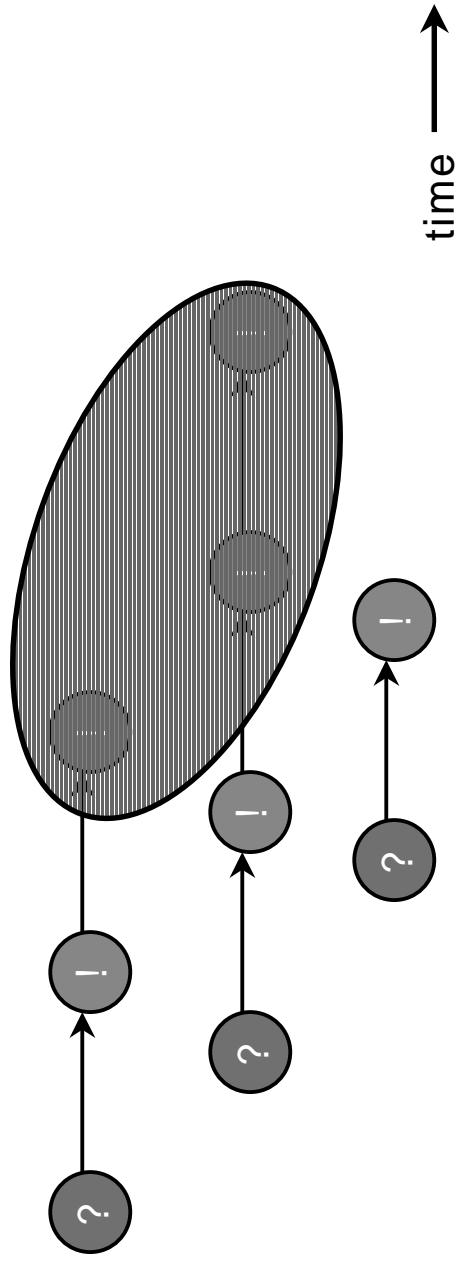
**Most effective when domain-specific**

- Relating questions
- Ranking ideas later

## Goal 4: Reminding

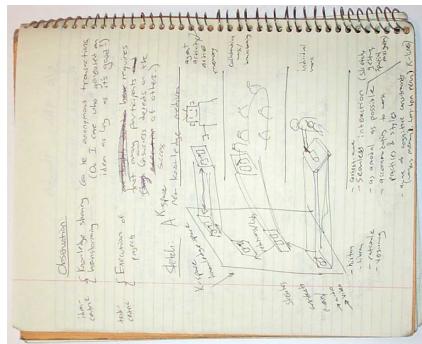
Where were we?

- Restoring context and frame of mind
- Summarization

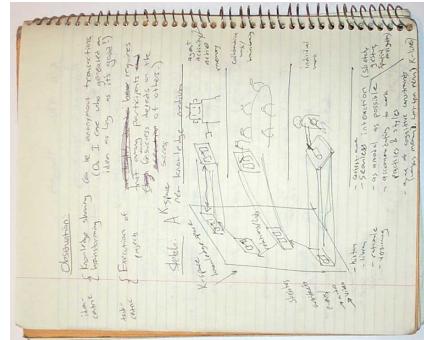
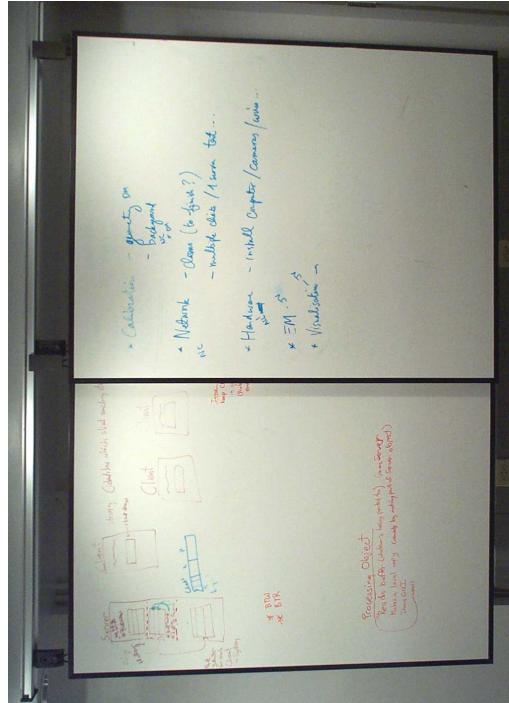


- Signposts
  - "Let's pick up next week with..."
- A special case: myself

# Goal 5: Group and Individual



Mark's



Mike's

## Whimsy: Some Hard Problems

- **Context capture and representation**
- **Multimodal segmentation and indexing**
  - Domain knowledge can help
- **Interfaces for adding and navigating ideas**
  - Tivoli (Moran, Chiu, van Melle 97)
- **Usability and evaluation**

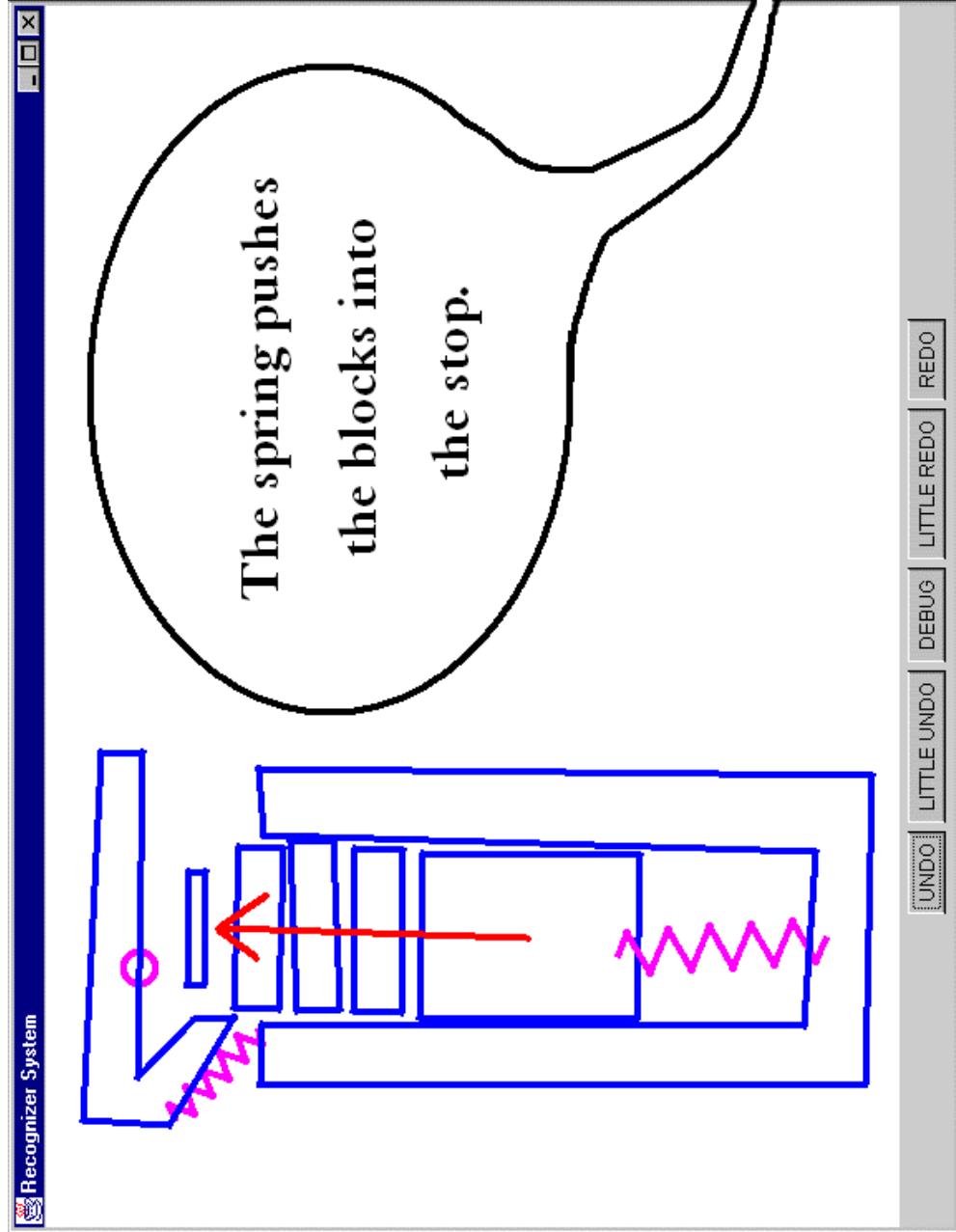
# **Whimsy: Research Approach**

- 1. Understand brainstorming activity**  
Cognitive and social aspects
- 2. Understand brainstorming facilitation**  
What do experts do?
- 3. Pick a domain**  
User interface design
- 4. Intermediate goals**  
User-assisted segmentation first

# Digital knowledge sharing media

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- **Searchability**
- **Navigability and visualization**
- **Intelligent use of contents**

# Design Rationale Capture



Weisman 99, Alvarado 00, Oltmans 00

# Summary

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