

SAMPLE ACTIVITIES/PRODUCTS FOR COLAB STUDIOS

Some variations of samples cited below could be performed with the start-up pilot colab studio. Others would need to wait for future generations of colab studios.

DOCUMENT CRITIQUE

A web document of relevance (which could include text, graphics, art, even video) is available from cyberspace and is to be critiqued by teams of "qualified" persons. This team may or may not include an original author of the document in question. The objective of colab studio sessions with this document as focus is to create for cyberspace a coherent web of pages that represent the ideas, critiques, and recommendations that arise from the participants in the colab studios (including a link to the original document as well as marked up versions).

The colab studio session may begin with a free discussion, all recorded. As in such discussions one person may wish to respond to a point by the person talking - who has yet to complete his or her thought. The person wanting to respond could push a button to mark that moment in the session. The discussion could continue freely for a while, participants marking moments they would like to return to. At appropriate intervals a break in discussion would be called (possibly by a staff mediator) and core participants may wish to have replays made of the discussion prior to their marked moment, after the replay that person could then respond, and the response would be linked to the marked moment. This would create a hyperweb dialog, which would take some learning to be comfortable viewing.

Ideally, a graphic display of all recorded segments from session should be available to assist navigation and editing. This raw set of recording with the accessible diagrammatic display should be preserved and be part of the archive, for later analysis and study if desired. Editing for selected audiences in cyberspace could be done as an extension of the session by existing participants, be done by them at a later session where the objective is editing and possible continuation, or may be done by a different team of participants.

DOCUMENT CREATION

This variation would play out similar to the document critique. In this case an individual has an idea and seeks input and assistance in creating a document for distribution online. The author starts with some text fragments, and possibly some self recorded audio or video segments. These are treated as the initial text of the document in the document critique session. With the author of the idea present, s/he can be probed in the session and the probes and his/her responses, edited, can be come components of the created document. Book size web

documents can be co-created in colab studios.

There is a vast diversity of documents whose creation could be augmented by colab studios. Traditional "papers" contributed to print journals and magazines on scholarly, literary, and scientific/technological topics could be enhanced through being created in colab studios - and may have greater impact. Web documents can be created in colab studios that serve as interactive learning expeditions for learners in cyberspace - where learners can contribute to the improvement of the educational document. Complex projects can be designed with project design/management software in colab studios - where the final product (the plan to be implemented) will include video discussion segments that explain reasons for choices. Quantitative data can be presented as animated graphics with embedded video commentary; software for producing a variety of animated graphics {see Hans Rosling at <http://www.gapminder.org> } can be used by teams in colab studios to create many very informative sequences that could be linked to other web documents. Animated graphics illustrating quantitative relationships can be a crossover from the scientific to the humanities as an artform.

FACILITATING DIALOG & DELIBERATION

Great advances have been made in facilitating face-to-face dialog among persons with diverse and often conflicting opinions and worldviews. {See NCDD at <http://www.thataway.org> .} What these lack is a viable means of recording the dialog for later research and making edited versions available in cyberspace. Although the standard vision of the colab studio is not for the larger sized groups usually facilitated, the processes could be more closely researched in colab studios. Later generations of colab studios may be able to work with larger groups. The facilitated dialog, edited, could be a web document.

GUIDED CYBERSPACE TOURS & LEARNING EXPEDITIONS

This is a venue between the extremes of the passively viewed tv, cable, downloaded or streaming video AND free surfing in cyberspace using search engines or just following a chain of links. A selected team of colab studio core participants can assemble a tour through various webpages with commentary. Overlays could be made to highlight parts of the original webpage (without altering that page), as well as audio alone or A/V commentary. Viewers of these web tours could simply watch, going with the flow - or pausing and sometimes taking branch expeditions (some which can be highlighted with brief commentary in the main tour). In time, selected tour leaders may become popular and compose from later generations of colab

studios. Tours would primarily enlighten, inform and entertain. Learning expeditions would have the additional objective of facilitating specific content and/or skills learning, and would assertively involve the user.

NEW INTEGRATED LITERATURE AND ARTFORMS

The field is wide open with colab studios for small teams to create a wide diversity of "programs" - that would be alternatives to dramas, concerts, movies, tv dramas, gameshows, museums, etc. Using the products of other more specific studios, these could be woven into multi-media formats to create a new and exciting media.

Teams using colab studios may participate in and possibly transform the emergent virtual worlds such as <http://secondlife.com>. New games, competitive and non-competitive, could emerge from teams using colab studios, with highlights of the games produced as webdocs.