

## **ABSTRACT - Statement of significance and impact**

### **COLAB Studios: Augmenting Collaborative Creation of New Digital Literature for Cyberspace**

"Colab Studio" refers to both a physical setting with intelligent tools and a mental concept of what potential creative processes and products can emerge when the setting matches the cognitive needs of those using colab studios. I, and many others, need colab studios to improve the quality of online discourse.

Colab studios re-engage those deep human needs for close, face-to-face work/dialog at the waterhole, gathering and hunting, hut constructing, feasting, craftwork, and preparing for & performing celebrations. What colab studios add is the ability to record this creative activity and integrate edited parts of the recording into the production. Modern research is discovering a complex system of subconscious signaling and even brain-brain resonance in face-to-face interaction. [See: *Social Intelligence* by Daniel Goleman.] This has yet to be simulated with the best of our online yet synchronous systems of video conferencing.

Colab studios will complement, not compete, with the rapidly developing systems of asynchronous digital interaction - necessary for global human coherence. Indeed, colab studios may significantly improve the augmentation power of virtual systems - where both individual workstations and colab studios can be active nodes. Colab studios will make working with intelligent tools more comfortable and enjoyable, enabling longer sustained creative activity.

New technologies often reinforce old practices before they give rise to the emergence of new practices. New digital technologies have the potential of creating new realities. Even the most advanced users of new technologies, often because they were early adopters, are often blocked in adapting the new realities by their honed skills in using the newly enhanced old practices from the old paradigms. Today the board room (sitting around a table), the desktop (one person workstations), and the classroom are barriers to the actualization of the new reality potentials of digital technology.

In spite of the exciting ability to present art, music, dance -- the products of cultures studied by the humanities -- the contemporary digital world (by constraining discourse to traditional forms) has yet to enhance the dialog and thinking of the humanities; specifically at the frontiers of human thought, and on topics now critically relevant to the future of humanity. The exchange of words has increased, but there is too much crosstalk, misplaced relevancy, and lack of temporal integration. Except for greater ease in linking to references, computer mediated discourse is not much different than when printed essays were exchanged.

A colab studio is not just another arrangement of workstations; it is a confluence of a number of synergizing new paradigms. Collaboration, from the old paradigm, is a process that enables persons with different skills to integrate and focus on a common objective, using their pre-existing skills and knowledge. That the participants might individually learn significantly during collaboration (other than the learning to work together) or that they might synergize and collectively apply their new skills to emergent creativity is not a priority of the old paradigm. If and when it happens, in the traditional paradigm, it is usually by serendipity, and then, often ignored.

The processes to be performed in colab studios are planned to transcend these barriers, and the *colab* process is more than simple collaboration. *Colab* also involves new types and levels of learning, as individuals and as teams, often exploring at the frontiers, making the "lab" of colab reflect this learning/research feature. This action research is as much in the concepts and attitudes users bring to the colab studio as in the arrangement and functioning of the intelligent tools in the colab studio.

The term "studio" emphasizes the production process, the primary focus of activity in colab studios. More than a team workstation to construct a prior designed product, the colab studio enhances the synergetic creativity of participants in producing a "*webdoc*", that can be accessed online and used by others with conventional computers. Most *webdocs* will be multi-media and both interactive and participatory for their users/audience.

Although colab studios facilitate the production and dissemination of a vast diversity of products, my ultimate goal is that these colab studio produced *webdocs* enable a wide population to explore the changing nature of humankind and our universe in ways that will facilitate the resolution of our crisis of crises. I envision future generations of improved colab studios becoming a standard tool of humans in their co-creation of a better world for themselves.