Organizations, Collaboration & Requirements

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ISR Research Symposium, 6/18/02

early mobile computing...

background

- things are seldom what they seem...
- the danger of preconceptions
    - a case of mistaken identity?

the purpose of info systems

- balancing requirements
  - technology on multiple levels
    - example from the Print Shop
  - coordination, not integration
  - some current work
    - process descriptions as visualizations of activity

"organizations"

- **homogeneity and heterogeneity**
  - Mintzberg's typology of organizations
    - organizational and individual needs are diverse
  - designing for emergence
    - adaptation is
      - inevitable
      - the primary mechanism software adoption
    - organic models of software diffusion and use

simultaneous participation

- organizations, groups, teams
  - we exist in many groupings simultaneously
    - not simply vertical, but horizontal too
  - communities of practices
    - practice-focused
    - communities across organizational boundaries
    - gradual movement from peripheral to central participation
  - inherent diversity of participation

conclusions(?)

- there are no simple solutions
  - one size does not fit all
- there are no simple problems
  - organizations and groups may not be what they seem
- a focus on emergence
  - how does practice evolve in organizations?
  - what features of software support emergence?