Organizations, Collaboration & Requirements

Paul Dourish
ISR/Information & Computer Science
UC Irvine
jpd@ics.uci.edu

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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
• 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?