

Awareness in Synchronous Collaboration Between Tabletop and Handheld Displays

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Tabletop and Handheld Linked by Wireless Network



Tabletop in command centre



Handheld for field personnel

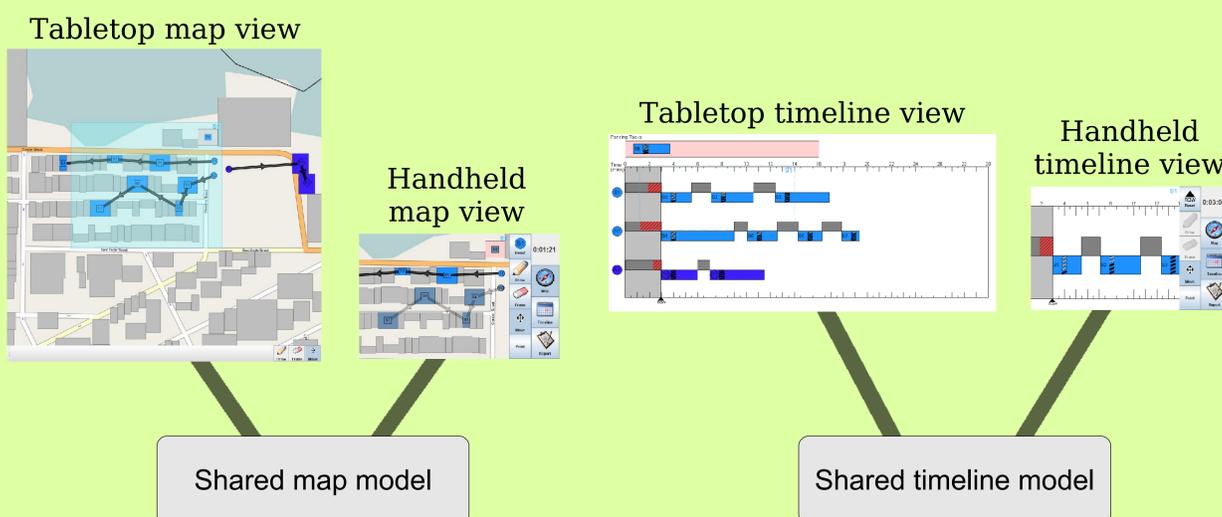
Many examples of teamwork involve **remote communication**.

In a command centre, someone can exploit the benefits of a large **tabletop** display.

Out in the field, one is restricted to using a small **handheld** device.

Synchronous collaboration between these devices can complement the existing voice communications.

Shared Visual Workspaces Complement Voice Communications

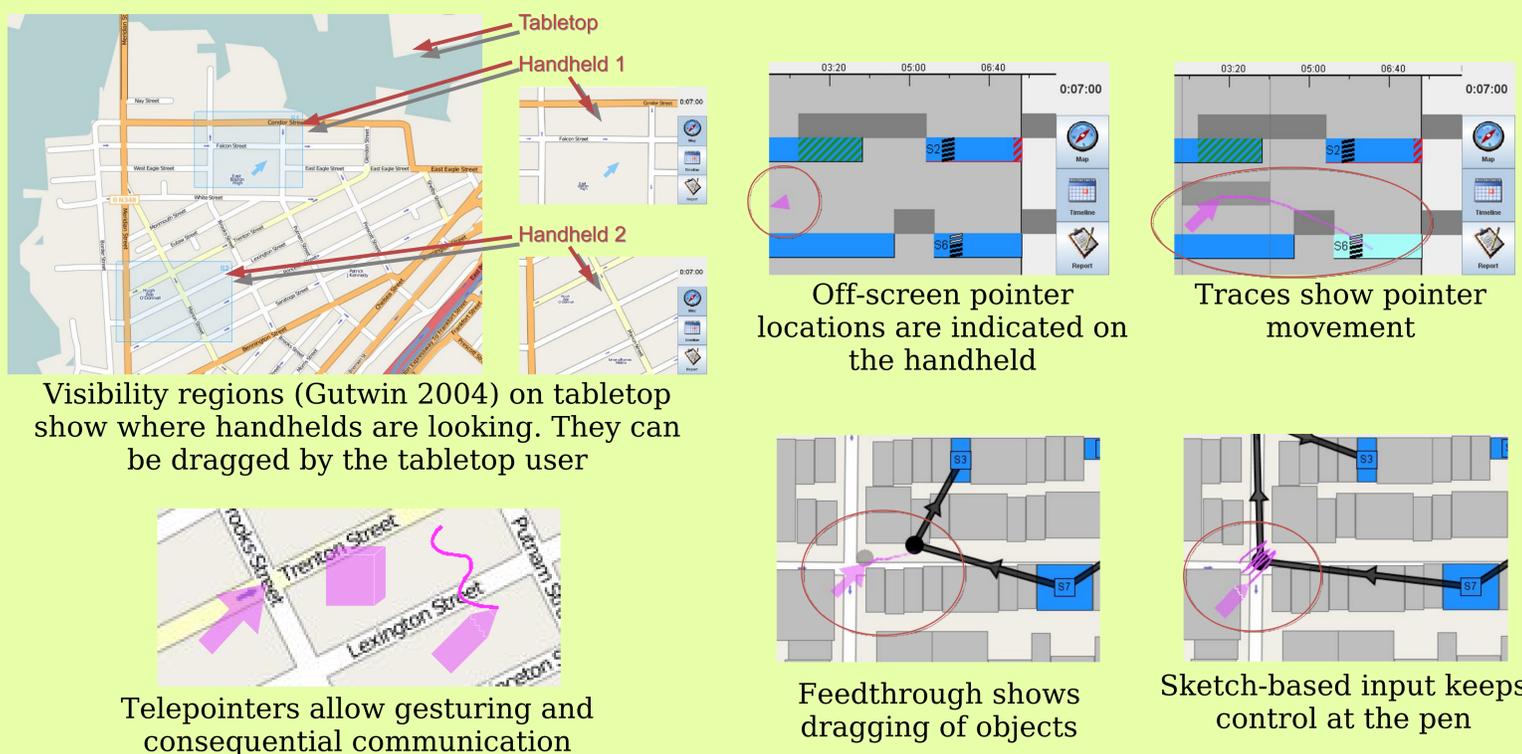


In our scenario users must share spatial and temporal information. We present this in 2D **shared workspaces**: map and timeline.

The **asymmetry** between devices means users cannot have identical views, so we use relaxed WYSIWIS (Stefik 1987). There is a tradeoff between designing the views for the individuals, and designing them for collaboration (Gutwin 1998).

We employ the **model-view-controller** paradigm. The tabletop can view and control everything, but the handheld is restricted

Workspace Awareness Allows Synchronous Collaboration



We have aimed to make an **expressive interface** (Reeves 2005) that acts simultaneously as a workspace and a communication medium.

The next step is **testing** with our urban search and rescue scenario.

Our **hypothesis** is that this synchronous visual communication will improve the process and outcome of collaboration, thus justifying the extra network demand.

Sponsors/Collaborators



Humans and Automation Lab, MIT
<http://web.mit.edu/aeroastro/www/labs/halab/>



Thales Research and Technology
<http://web.mit.edu/aeroastro/www/labs/halab/>



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References

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