

The Distributed Studio: Towards a Theory of Virtual Place for Collaborative Creativity

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Research Question:

What are the principles that underly the design of virtual place to effectively support geographically distributed collaborative creativity?



Why distributed collaborative creativity? Why virtual place?



Virtual Meeting Rooms and Social Spaces Dominate



DIVE virtual office, 1998

from <http://www.sics.se/dive/>
as extended by Frécon and Nöu



Immersive WorkSpaces, 2008

from <http://immersivespaces.com/>
by Linden Lab and Rivers Run Red

Methodologies

Practice-based research
Reflective Practice
Action Research



Two small investigations



Attempts to collaborate in
Second Life

Two small investigations

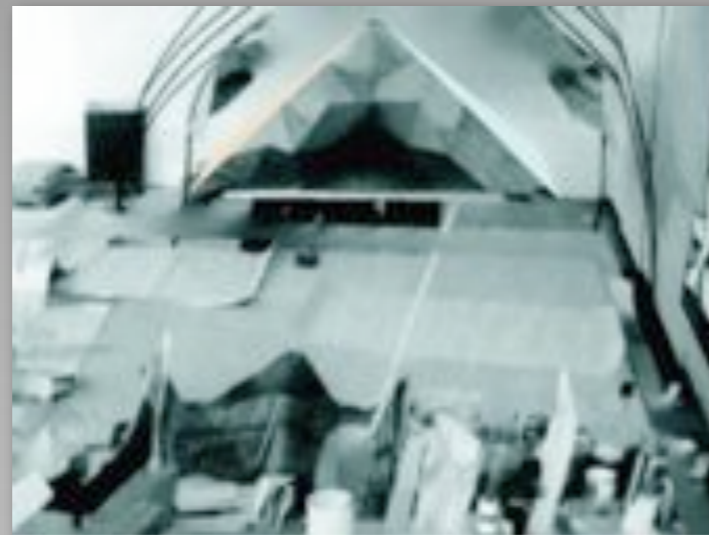


An exemplary real place of
creative collaboration

Two small investigations



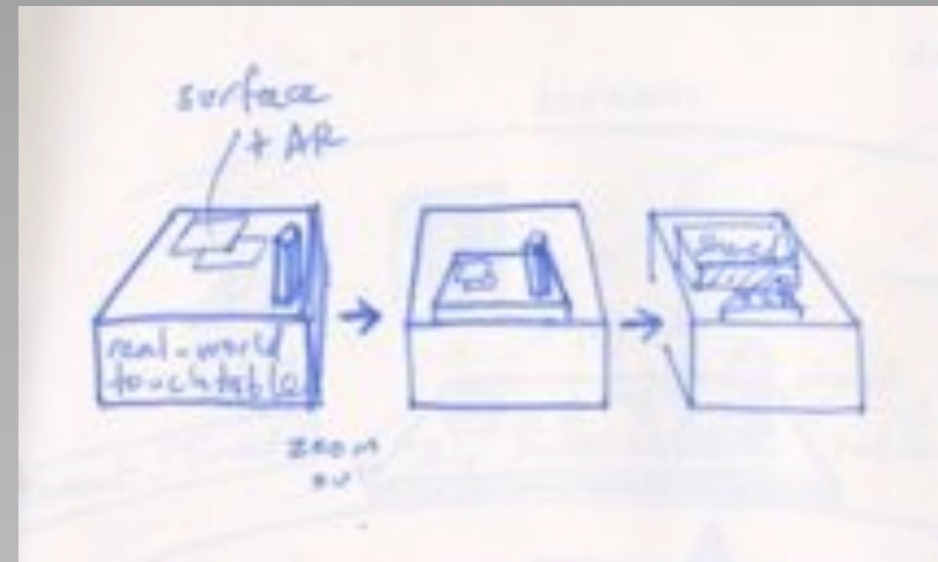
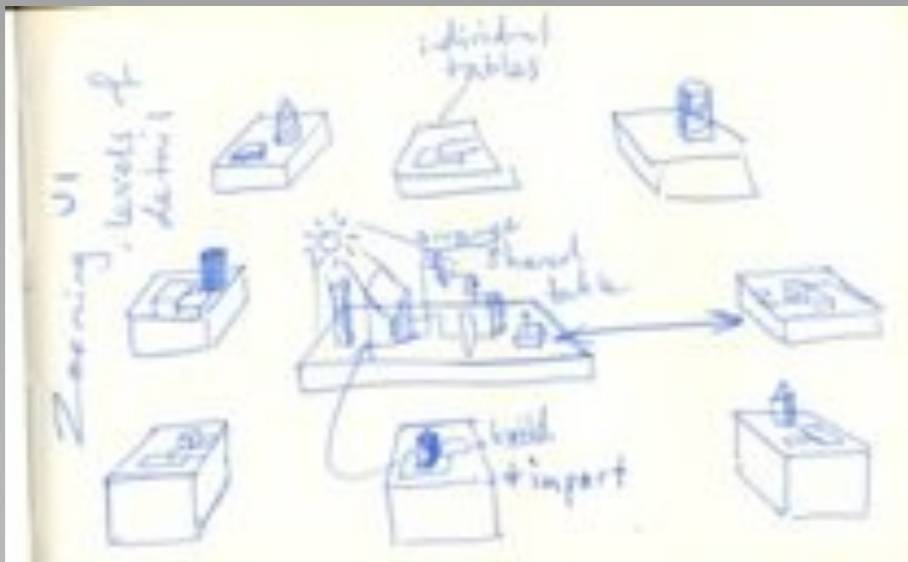
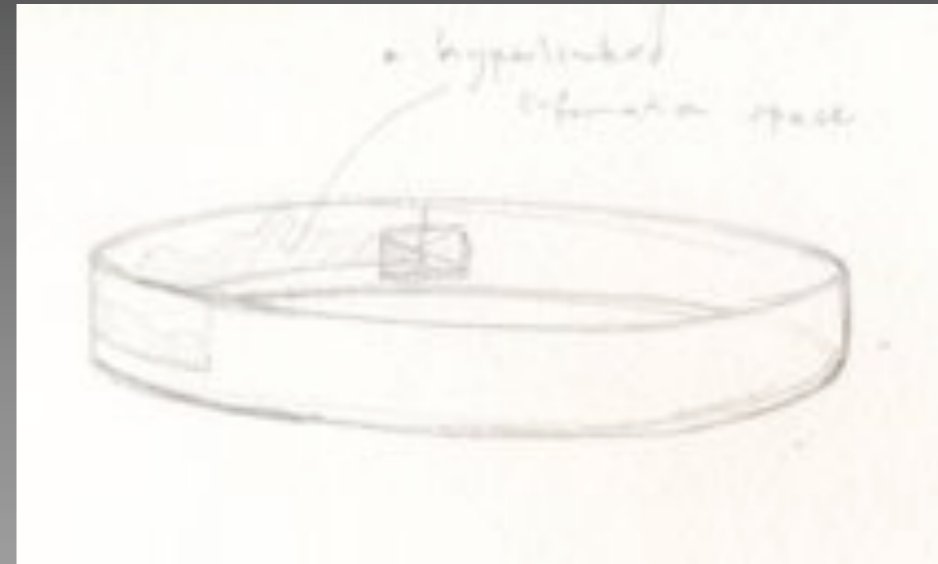
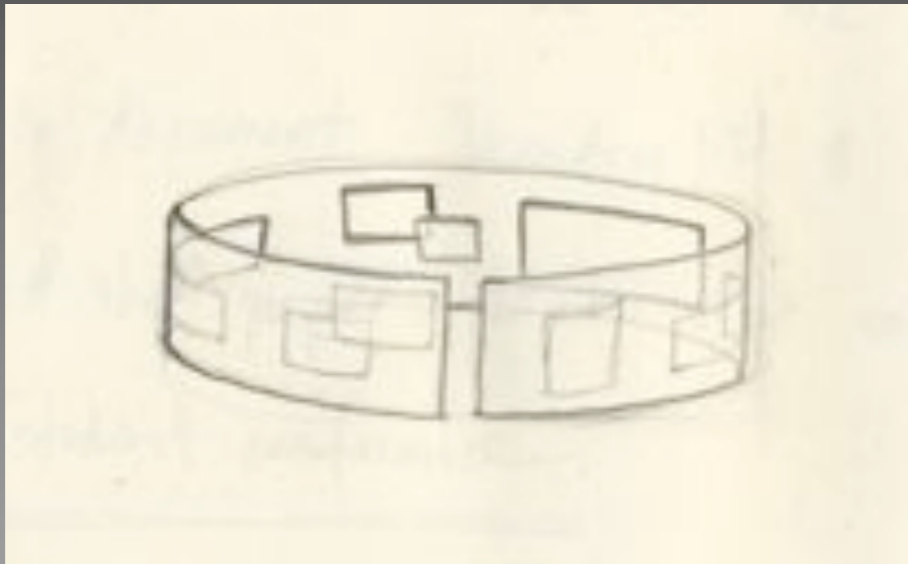
Two small investigations



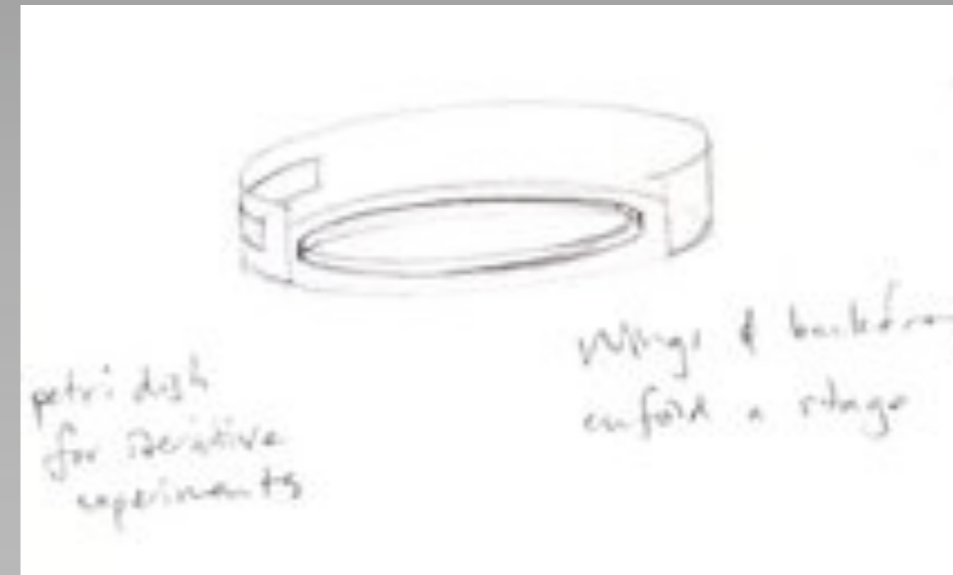
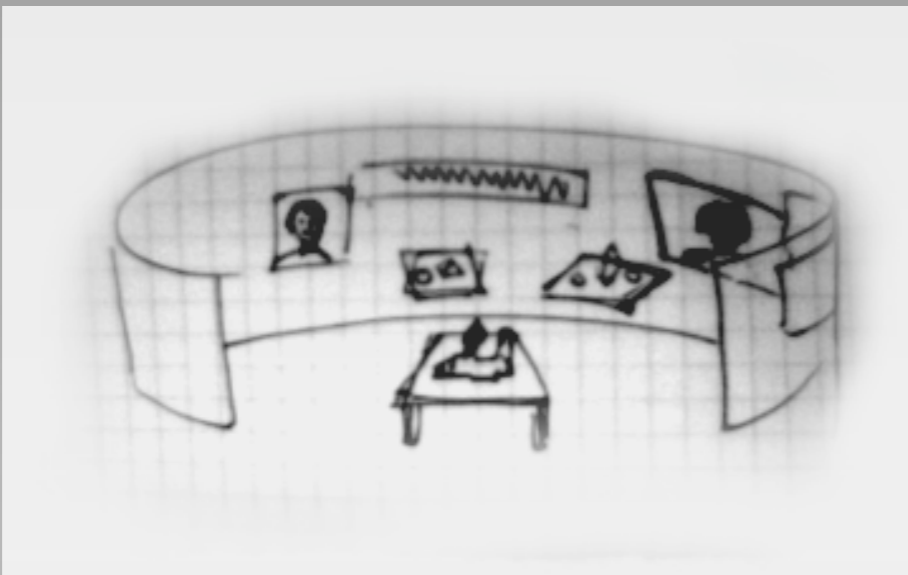
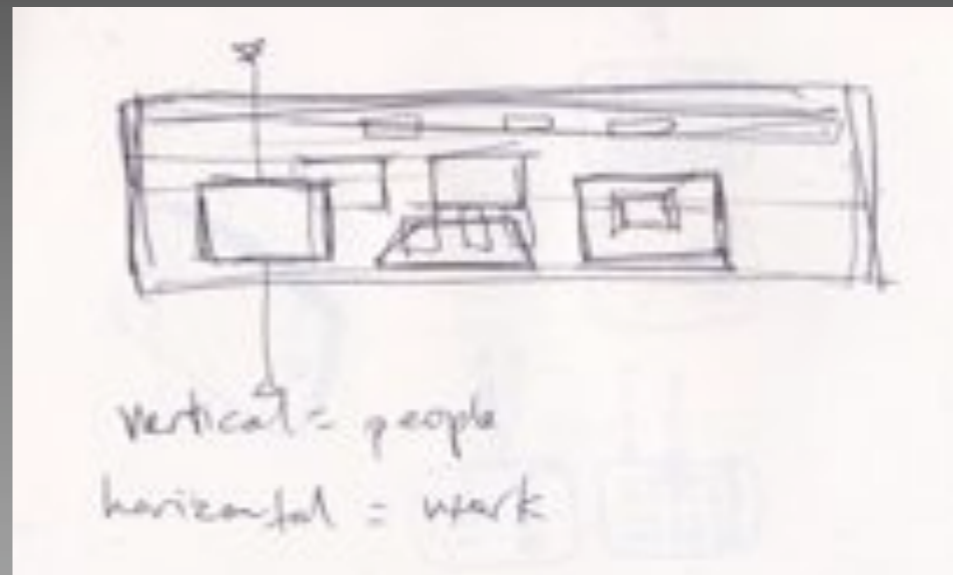
Draft principles

1. Support Reconfiguration
2. Mix Realities
3. Control Access
4. Be A/Synchronous
5. Transform Space into
Inhabited Place (場)

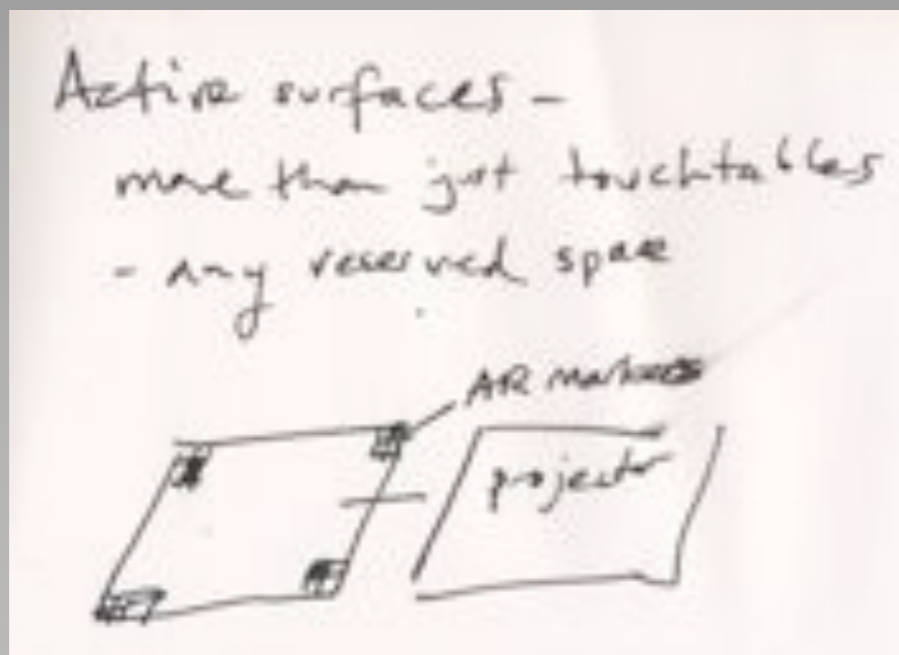
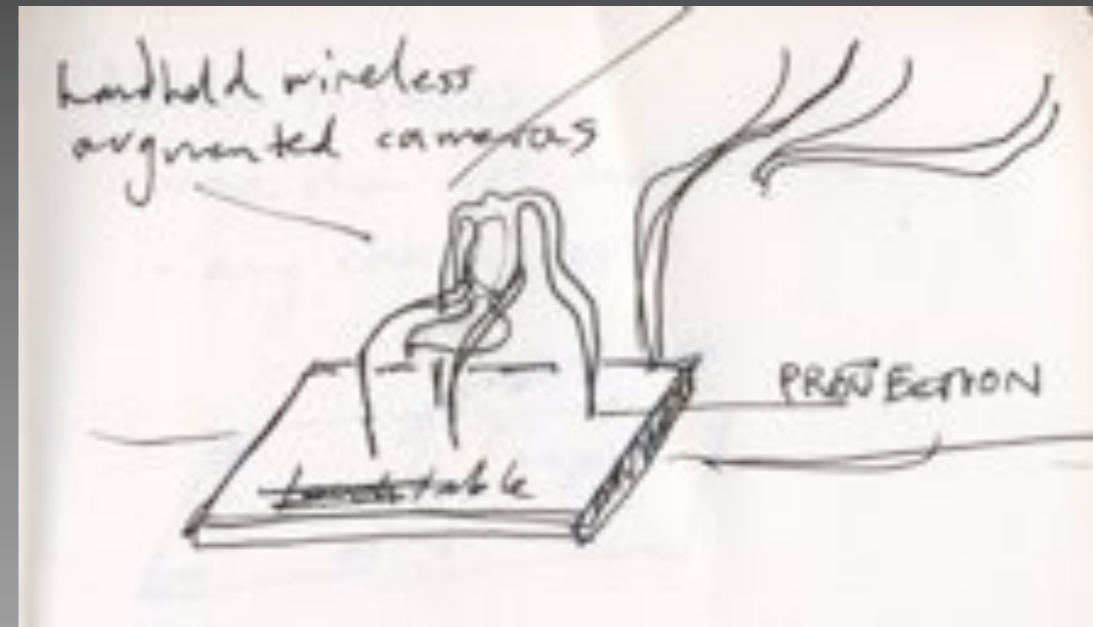
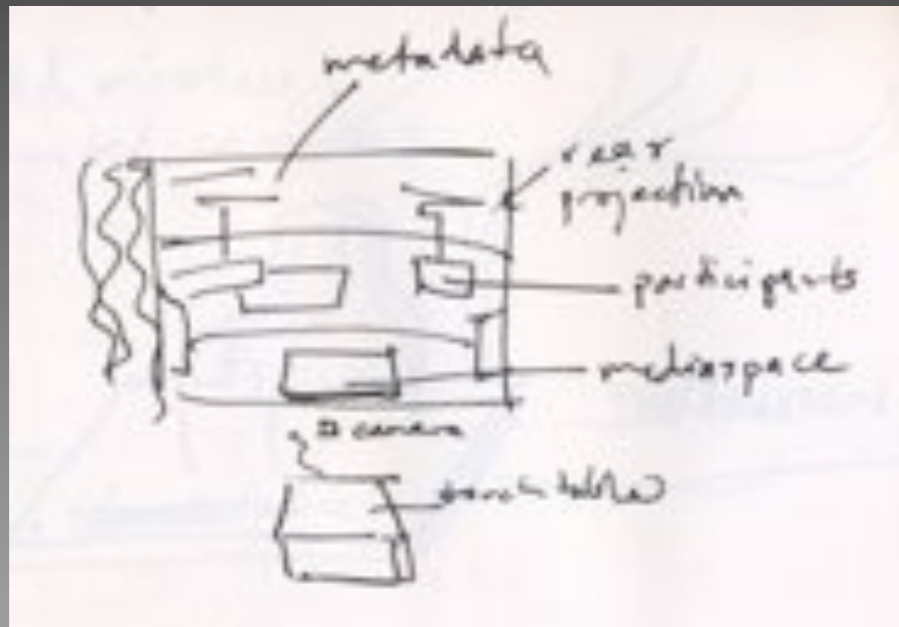
Sketches



Sketches



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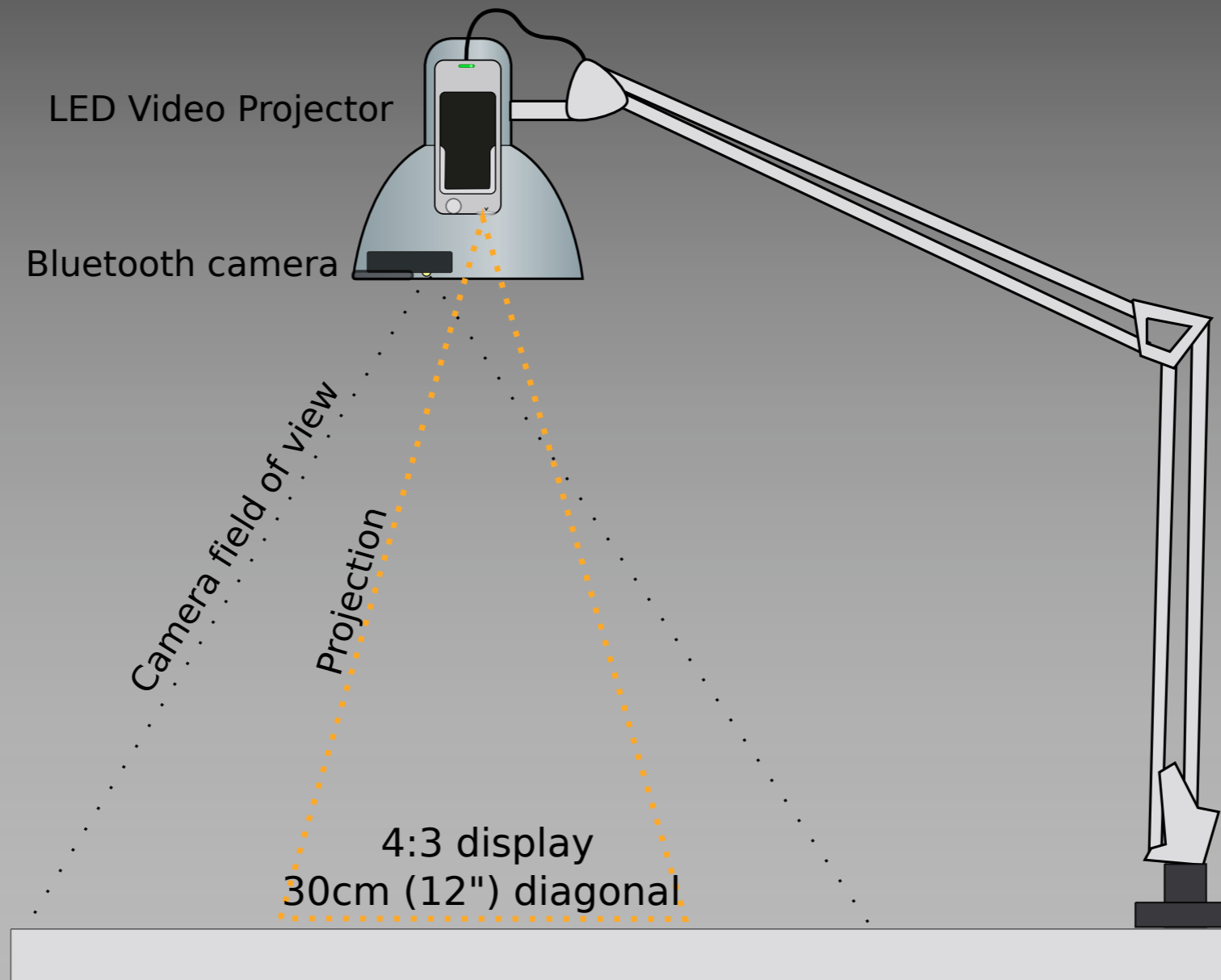


1. Support Reconfiguration
2. Mix Realities
3. Control Access
4. Be Asynchronous
5. Transform Space into
Inhabited Place.

Prototypes



Prototypes



Prototypes

