Taxonomy and evaluation of various collaborative platforms

Rajat Gupta, Lamine Aouad

LOC 3.5 – Collaborative Localisation Platform (Evaluation of various collaborative platforms)

J.J. Collins, Reinhard Schäler

Localisation Research Centre (LRC) & Centre for Next Generation Localisation (CNGL), Department of Computer Science and Information Systems (CSIS), University of Limerick, rajat.gupta@ul.ie, lamine.aouad@ul.ie www.localisation.ie

Short Message Service

Group Workspace Sharing

Activities of 1st Quadrant

Group Screen Sharing

Online-Conference

Social Networking

RSS Feeds

Audio/Video-Conference

Online Whiteboard sharing

E-Learning Authoring Tools

(Electronic Classrooms)

Audio/Video-Chat

Online File Transfer

Abstract:

Electronic collaboration platforms remove geographical boundaries by bringing teams together using infrastructure that supports communication and synchronisation. This evaluation provides an overview of collaborative and functional services provided by such platforms using thirty one feature based criteria as the basis for comparison. The study also presents a taxonomy based on collaborative applications. This evaluation also encompasses existing groupware platforms and the crowd-sourcing paradigm, in which groups of people participate to form collaborative communities that are vertically focused. The selected platforms vary in terms of functionality and content management approaches.

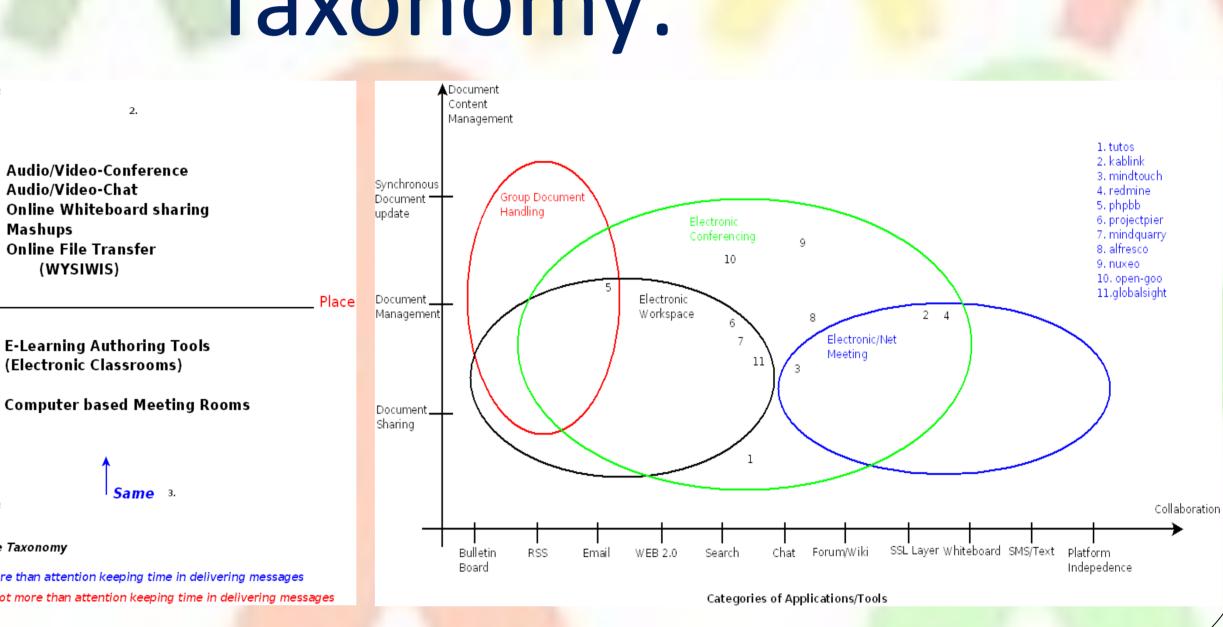
The main objective of this study is to find an efficient Crowdsourcing platform, which will meet LOC's requirements and will best resolve the challenges currently faced by academia and industry with respect to deployment and promotion of such platforms. One important aspect of this evaluation is the findings on Application Programming Interfaces (APIs). Using these APIs one can invoke the feature of these platforms that allows the composition of features in novel and efficient ways when developing clients and frontends. Another finding is the Business Process Management and Workflows management capabilities of these collaborative infrastructures.

History: Klump, Bertelmann & Brase, 2006 Dye,2006 Korfiatis, Poulos, Bokos, 2006 Bernard et al., 2006 LeDeuff,2007;O'Reilly,2005 Ruppel & Harrington, 2001; Stenmark, 2002

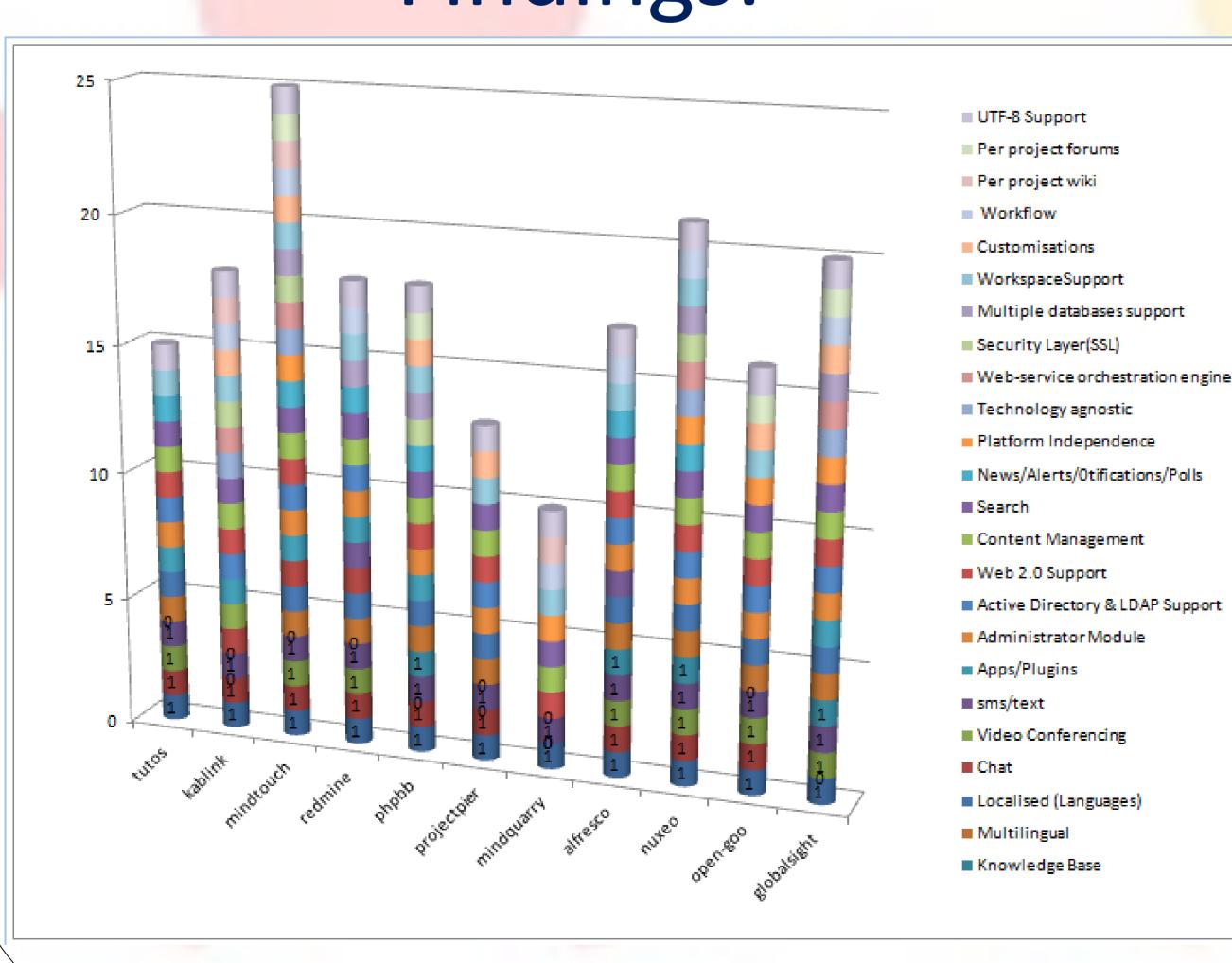
Web 2.0 Mindcloud:



Taxonomy:



Findings:



Platforms Evaluated:

http://www.tutos.org Tutos Kablink http://www.kablink.org http://www.mindtouch.com Mindtouch Redmine http://www.redmine.org Phpbb http://www.phpbb.com http://www.projectpier.org **Project**pier Mindquarry http://www.mindquarry.com Alfresco http://www.alfresco.com Nuxeo http://www.nuxeo.com Open GOO http://www.opengoo.org/index.html GlobalSight http://www.globalsight.com

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 Albors, J., Ramos, J. & Hervas, J., 2008. New learning network paradigms: communities of objectives, crowdsourcing, wikis and open source. International Journal of Information Management, 28(3), 194-202. Bafoutsou, G. & Mentzas, G., 2002. Review and functional classification of collaborative systems. International Journal of *Information Management*, 22(4), 281-305. Dustdar, S., 2004. Caramba—A Process-Aware Collaboration System Supporting Ad hoc and Collaborative Processes in Virtual Teams. Distributed and Parallel Databases, 15(1), 45-66. Haythornthwaite, C., 2008. Crowds and communities: light and heavyweight models of peer production. In 2009 42nd Hawaii International Conference on System Sciences. HICSS-42, 5-8 Jan. 2009. 2009 42nd Hawaii International Conference on System Sciences. HICSS-42. Piscataway, NJ, USA: IEEE, p. 10 pp. Available at: http://dx.doi.org/10.1109/HICSS.2009.137 Moore, T.D. & Serva, M.A., 2007. Understanding member motivation for contributing to different types of virtual communities: a proposed framework. In Proceedings of the 2007 ACM SIGMIS CPR conference on Computer personnel research: The global information technology workforce. St. Louis, Missouri, USA: ACM, pp. 153-158 •Schooler, E.M., 1996. Conferencing and collaborative computing. Multimedia Systems, 4(5), 210-225.

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