

Contents

1 Introduction: Why Would Furniture Be Relevant for Collaborative Learning?	1
J. Huang, M. Cherubini, N. Nova, and P. Dillenbourg	
2 Design of Systems for Supporting Collaborative Learning Augmented with Physical Artefacts	15
Masanori Sugimoto	
3 Do Fewer Laptops Make a Better Team?.....	35
Jean-Baptiste Haué and Pierre Dillenbourg	
4 The Disappearing Computer: Consequences for Educational Technology?	59
H. Ulrich Hoppe	
5 Supporting Collaboration with Augmented Environments.....	77
Saadi Lahlou	
6 Rethinking the Podium.....	97
Maribeth Back, Surapong Lertsithichai, Patrick Chiu, John Boreczky, Jonathan Foote, Don Kimber, Qiong Liu, and Takashi Matsumoto	
7 Collaborative Tabletop Research and Evaluation	111
Chia Shen, Kathy Ryll, Clifton Forlines, Alan Esenther, Frédéric D. Vernier, Katherine Everitt, Mike Wu, Daniel Wigdor, Meredith Ringel Morris, Mark Hancock, and Edward Tse	
8 Interpersonal Computers for Higher Education	129
Frédéric Kaplan, Son Do Lenh, Khaled Bachour, Gloria Yi-ing Kao, Clément Gault, and Pierre Dillenbourg	

9 Exploratory Design, Augmented Furniture	147
Lira Nikolovska and Edith Ackermann	
Author Index	167
Subject Index.....	171

Interactive Artifacts and Furniture Supporting
Collaborative Work and Learning

Dillenbourg, P.; Huang, J.; Cherubini, M. (Eds.)

2009, XV, 174 p., Hardcover

ISBN: 978-0-387-77233-2