

Communicative Dimensions of Meta-Design: The Digital Water Education Library

Mick Khoo, L3D Meeting

February 11, 2004

Structure

- 1. Meta-design and communication
- 2. Digital Water Education Library
- 3. Problem
- 4. Analysis
- 5. Intervention
- 6. Outcomes
- 7. Conclusions



Conclusions

- Designers, users, and designer-users working together with the same technology, can embrace differing definitions of that technology
- In some cases these differences may not be readily apparent to these participants
- Meta-design can play a role in the design and support of communication between designers, users, and designer-users



1. Meta-design and Communication

Meta-Design & Communication

- Meta-design models the involvement of representatives of user communities in the design of artifacts that they will use
- ‘User-developers’ mediate between the worlds of developers and users to develop artifacts better suited to their user needs
- Implicit in meta-design is a model of communication that assumes that developers, user-developers, and users can talk amongst each other
- In reality, how does this communication work?



Design Time and Use Time

KEY:



system developer



user (representative)



end users



Design Time and Use Time

KEY:



system developer



user (representative)



end users



Design Time and Use Time

KEY:



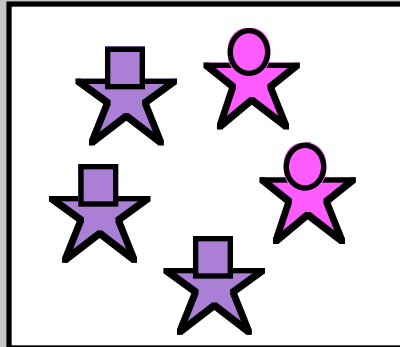
system developer



user (representative)

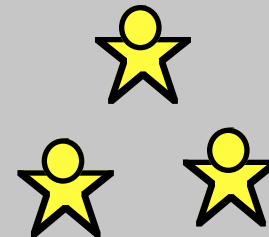


end users



design time

world-as-imagined
planning



use time

world-as-experienced
situated action



Design Time and Use Time

KEY:



system developer



user (representative)



end users



Design Time and Use Time

KEY:



system developer



user (representative)



end users



Meta-Design & Communication

- Different groups are involved in MD
- These groups can also be heterogenous
- Giddens, Ehn, Wittgenstein, Orlikowski suggest that these groups may have different ontological/practical understandings of the artifact
- How to maintain and support communication between different groups and understandings?



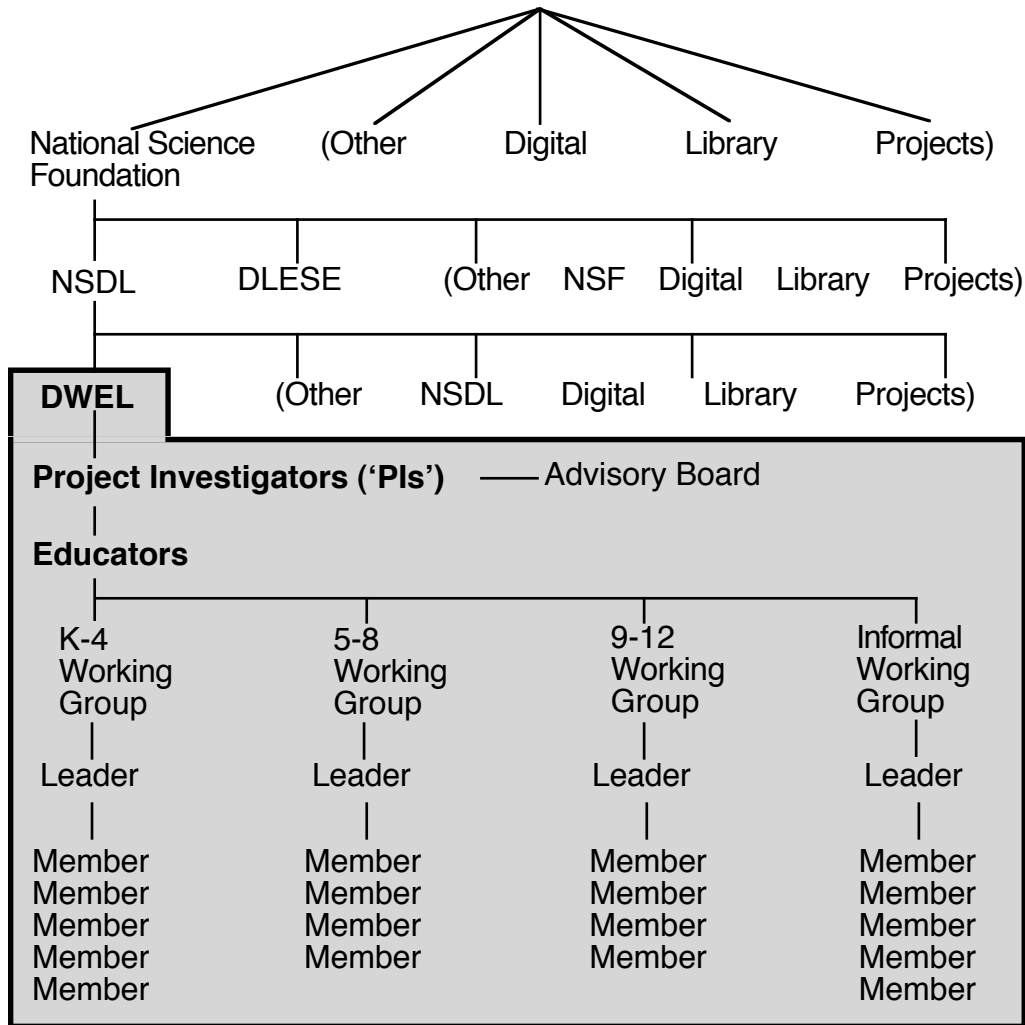
2. The Digital Water Education Library

DWEL

- 2 year NSF DL project
- 500 exemplary online resources to teach about water in K-12 and informal educational settings
- Structuring documents, e.g. scope statement, review criteria
- Accessed to DLESE as a complete collection
- Using approx. 25 volunteers
- Web tools:
 - Cataloguing tool (DLESE)
 - WebCT as design environment
 - E-mail, browsers, etc.



DIGITAL LIBRARIES



Institutional context
for DWEL

Shaded area =
WebCT environment



DWEL workshops, January 2002



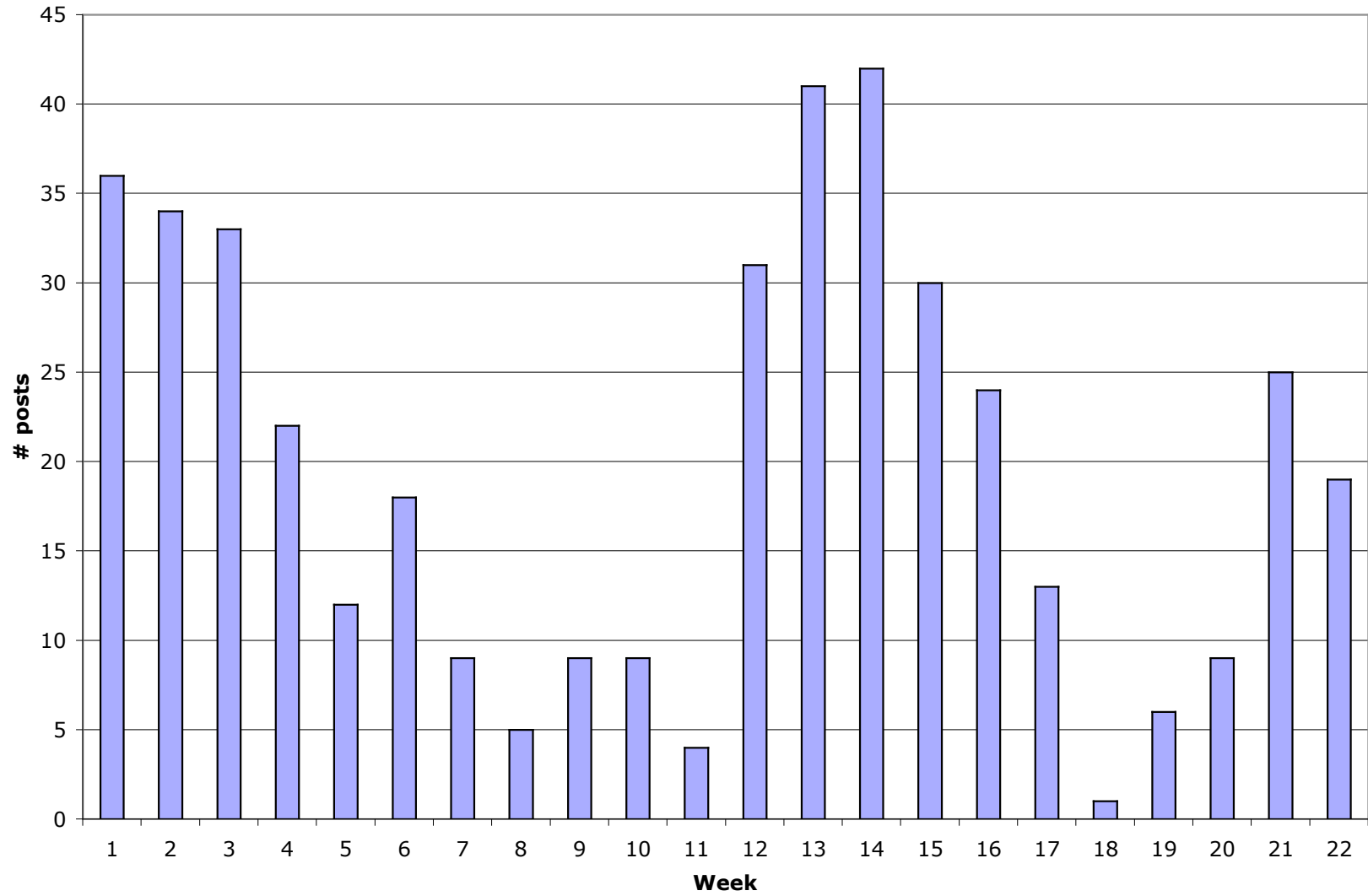
DIGITAL WATER EDUCATION LIBRARY

NSDL

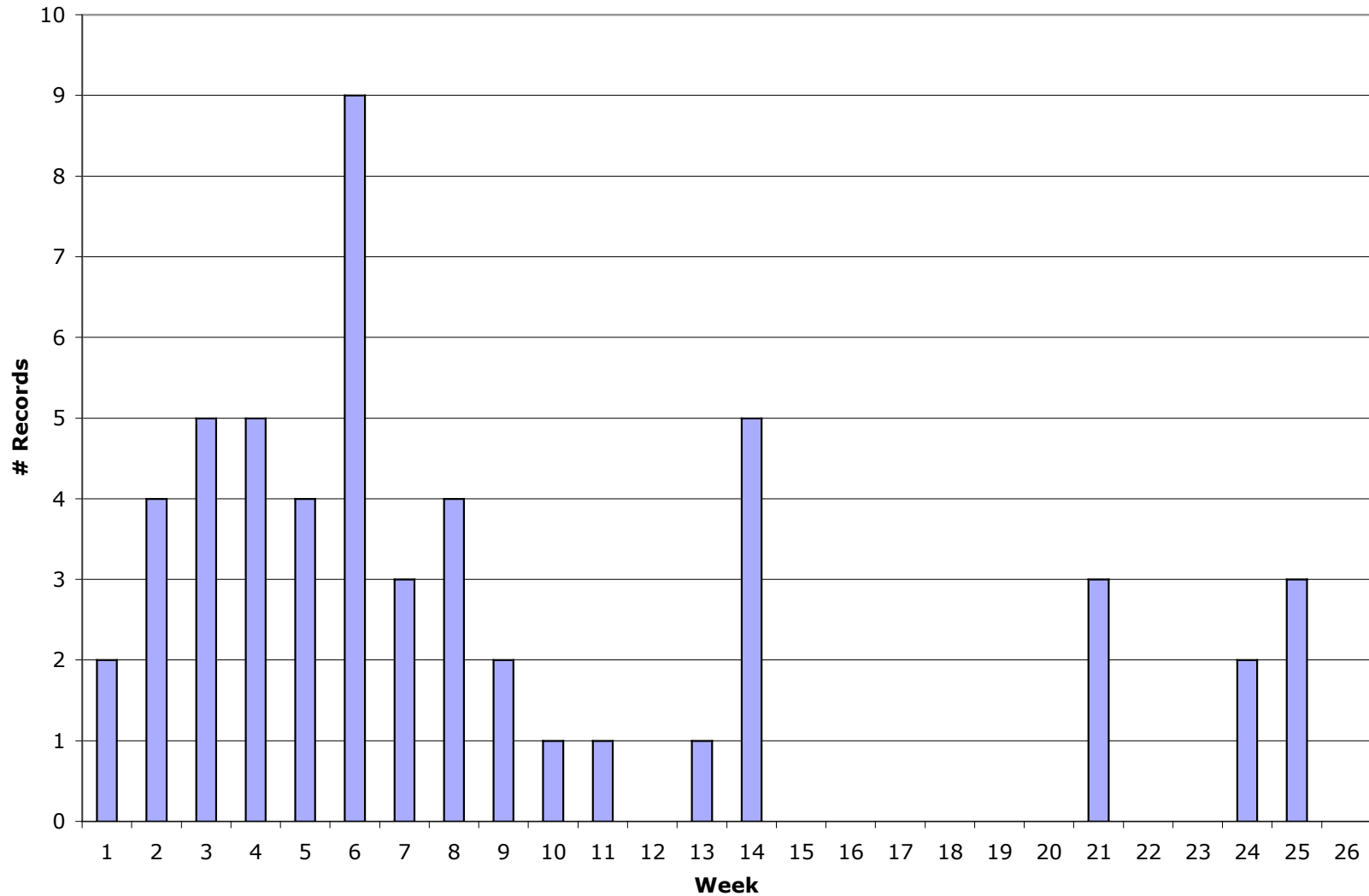


3. The Problem

WebCT posts, first 6 months



Catalogue records, first 6 months

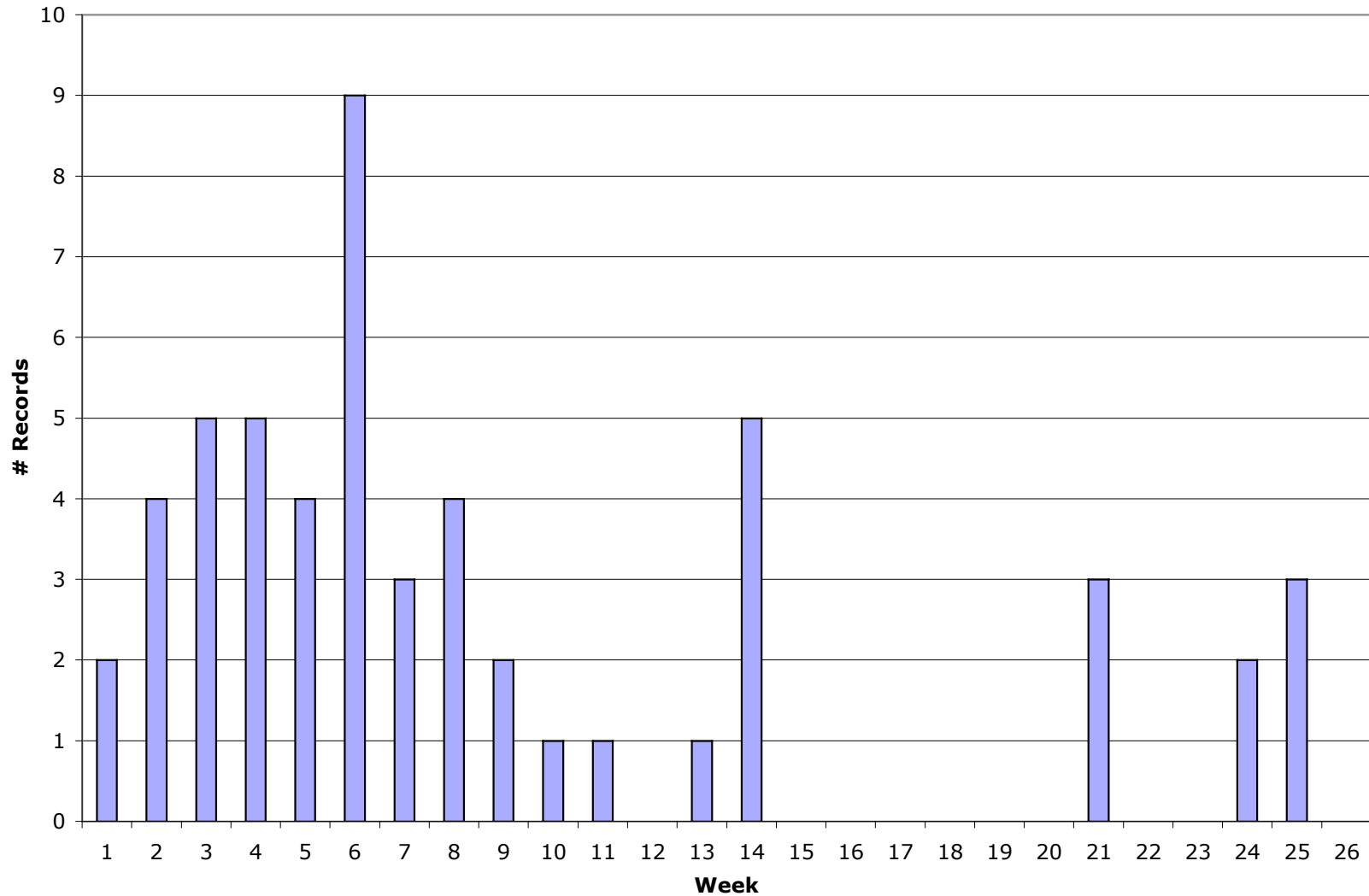


Initial Actions/Interventions

- Questionnaire/survey
- Regular PI telecons
- Cataloguers are busy people; tasks are complex; more structure required
- 'Buddy system'
- Regular assignments
- PI/Working Group Leader telecons



Catalogue records, first 6 months

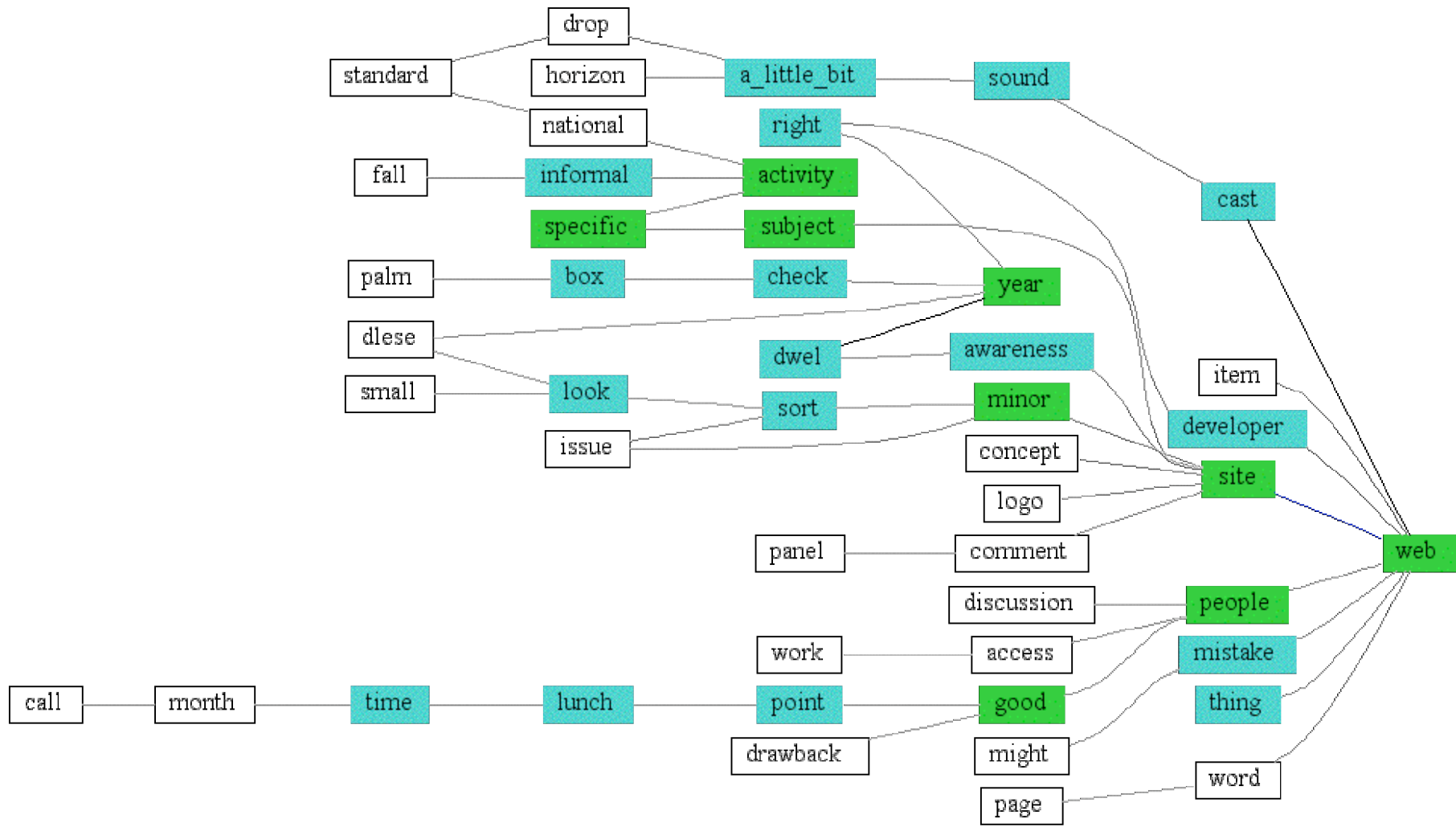


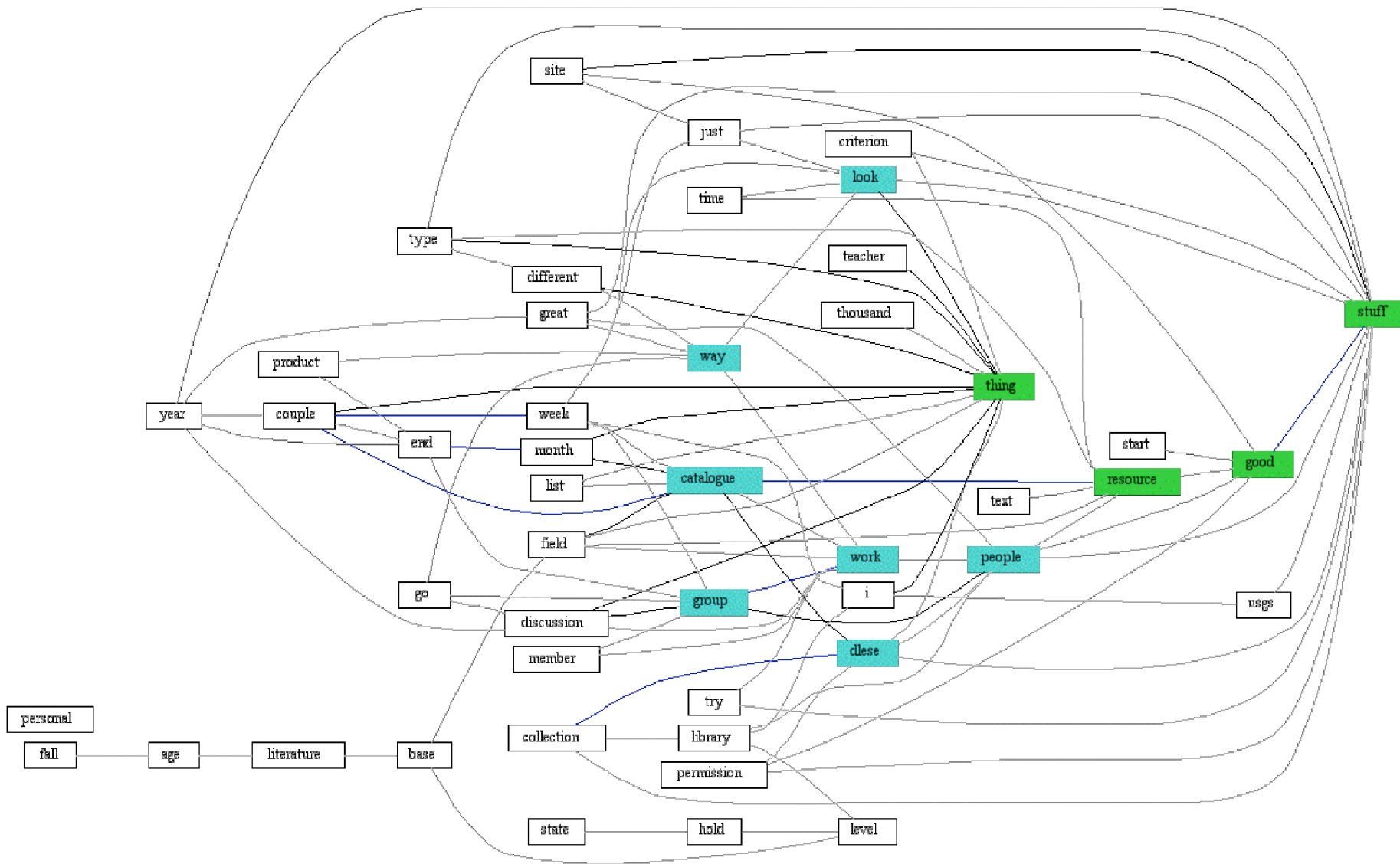
4. The Analysis

Centering Resonance Analysis

- Form of Latent Semantic Analysis
- Focuses on nouns as units of meaning
- Clusters nouns based on frequency and relationship to other nouns
- Analyses large amounts of org comm
- DWEL: Project proposal and other documents, transcripts of 3 days of meetings between developers and users







CRA: Use of 'Resource'

Proposal Fall 2001	Advisory Board Meeting January 2002					Working Group Meeting January 2002		
EG+TS	BA	EG	RJ	TS		BA	EG	BA+EG+TS
Resource	Thing	Thing	Thing	Resource		Thing	Thing	Thing
Collection	Stuff	Resource	Concept	Sort		Resource	Concept	Resource
DWEL	Good	People	Resource	Thing		Great	Resource	Great
Water	Resource	Work	People	People		Time	Type	<u>Site</u>
<u>Student</u>	People	Group	A	Process		Year	<u>Site</u>	Time
<u>Science</u>	Look	Right	Way	Collection		<u>Student</u>	Information	<u>Student</u>
Research	DLESE	Different	<u>Student</u>	DLESE		<u>Site</u>	Good	Year
Project	Work	Water	Work	Water		Way	Kind	Information
Digital	Catalogue	Kind	<u>Topic</u>	<u>Site</u>		Go	<u>Level</u>	Look
<u>Teacher</u>	Group	Issue	Literature	Metadata		Rule	Group	Group
DLESE	Way	Sort	Kind	Way		Idea	<u>Science</u>	Go
Material	Level	Process	<u>Level</u>	Point		Information	Professional	Idea

Table 1b: Use of words other than 'resource'

Proposal	Advisory Board Meeting					Working Group Meeting		
	AW	JV	NK	SI	SV			All
	<u>Web</u>	<u>Lesson</u>	Work	Kind	Thing			<u>Site</u>
	<u>Site</u>	<u>Teacher</u>	Group	Thing	Stuff			Thing
	People	<u>Child</u>	Right	<u>Science</u>	<u>Science</u>			<u>Child</u>
	Good	Thing	Powerful	Work	Work			<u>Teacher</u>
	<u>Subject</u>	Development	Use	Use	Workflow			Good
	<u>Activity</u>	<u>Test</u>	Question	<u>Example</u>	Way			Group
	Specific	Literature	<u>Tool</u>	<u>Project</u>	Process			<u>Standard</u>
	Year	<u>Grade</u>	<u>Teacher</u>	Judge	<u>School</u>			Data
	Minor	<u>Student</u>	Place	National	<u>Level</u>			Different
	Developer	Fiction	Background	Year	Just			<u>Student</u>
	Cast	Go	X	Student	Train			Level
	Point	Background	Research	Point	Kind			Point



Initial Analysis (I)

- User-developers and developers have different understandings of DLs
- User see DLs as bricks-and-mortar libraries that are digitised
- Developers see DLs as digital artifacts with certain library-like characteristics (Khoo 2001)



Initial Analysis (II)

- Use/lack of use of word resource interpreted to mean:
- User-developers see DWEL in terms of classroom practice
- Developers tend to see DWEL in terms of database, populated with a structured collection of reviewed educational resources described with metadata



Analysis (III)

- These differences were not apparent to those who attended the January 2002 meeting - they had thought that they were in agreement
- This suggests that the differences identified by CRA are different practical and *ontological* framings of DWEL
- How to support communication between developer-users and developers, when differences are ontological?
- How to represent developer's frame to user-developers?



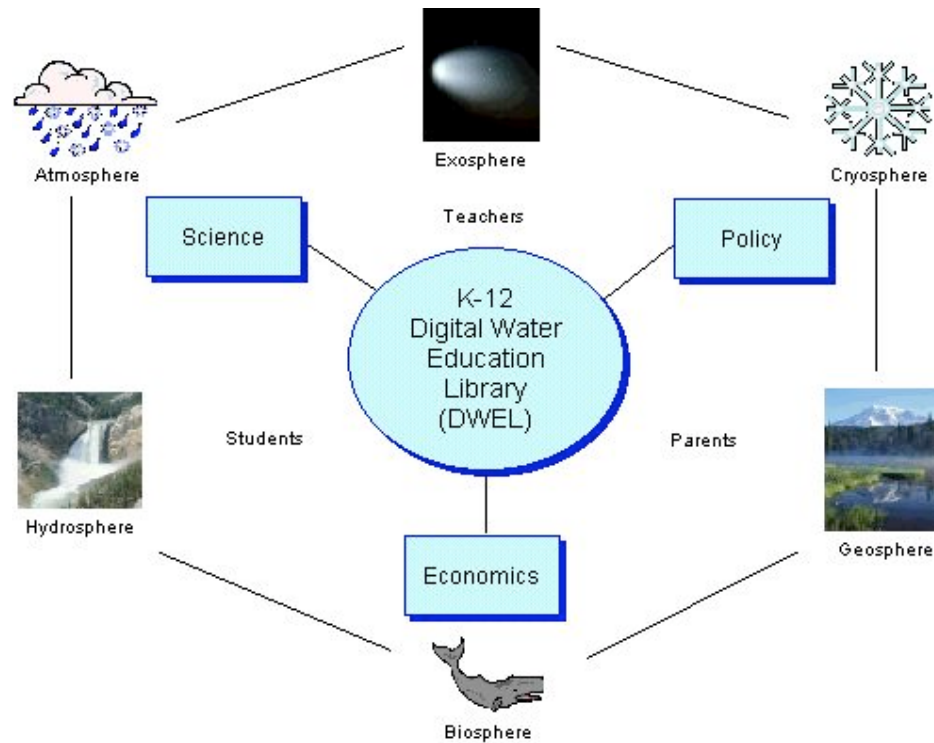
5. Intervention

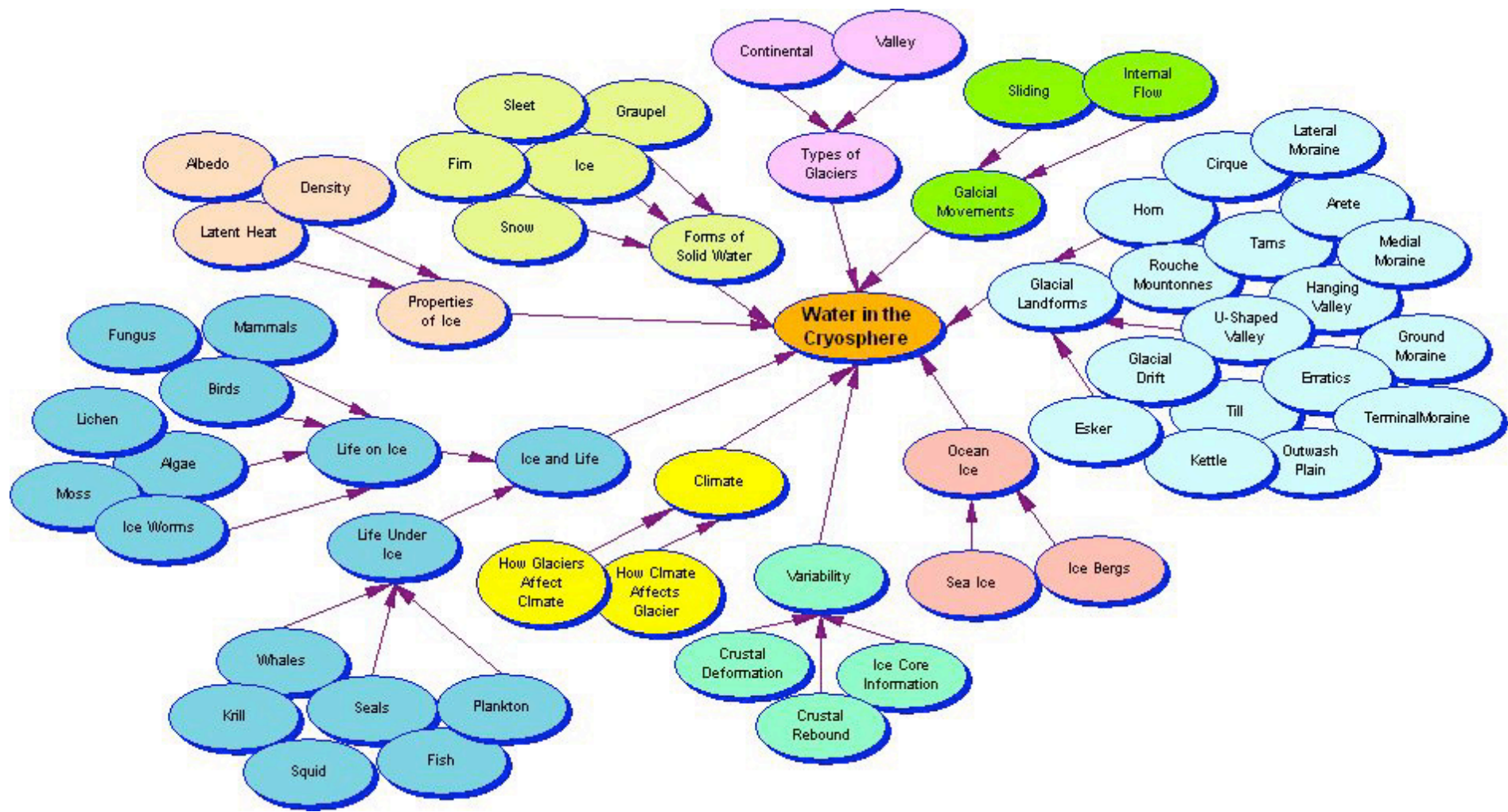
Intervention:

Representing the Project

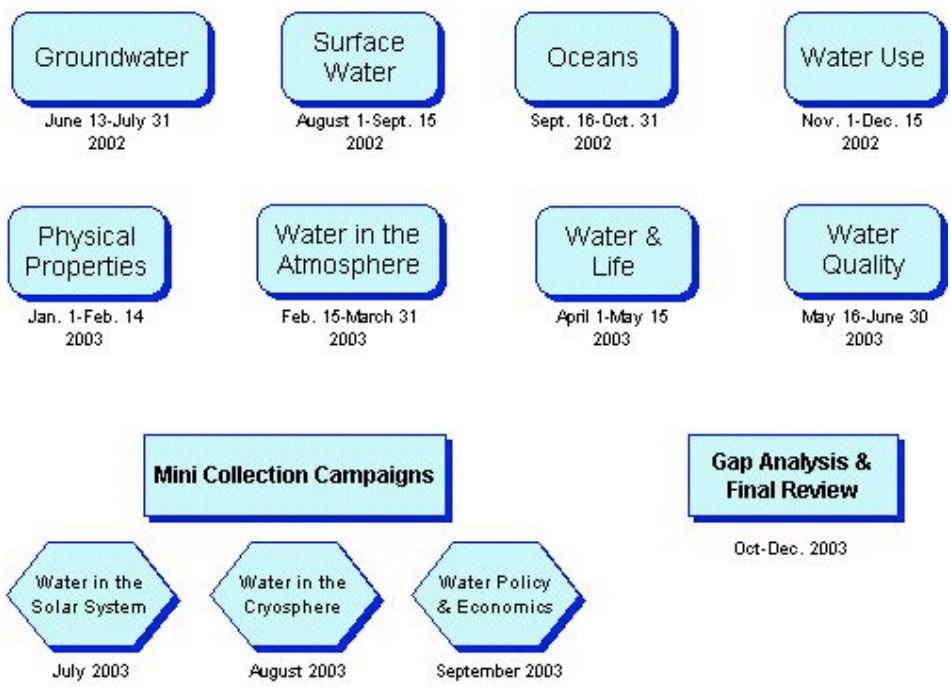
- How to make designer model of DWEL available to user-developers?
- Decompose DWEL as an artifact into series of easily understandable components
- Represent these components graphically, e.g.:
 - DWEL as a series of interlinked subject domains that provide full scope coverage
 - DWEL as a series of tasks linked to the development of those domains over the life of the project







DWEL Collection Campaigns 2002-2003

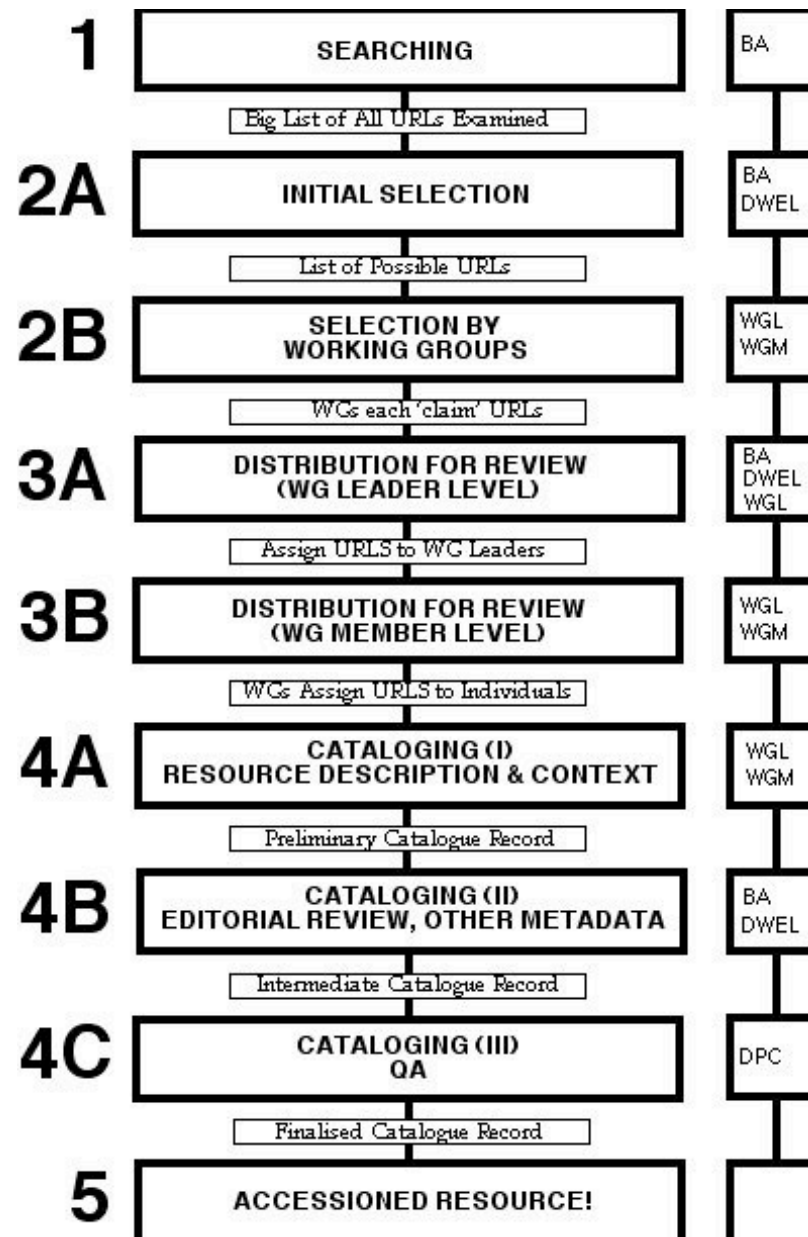


Intervention:

Representing the Problem

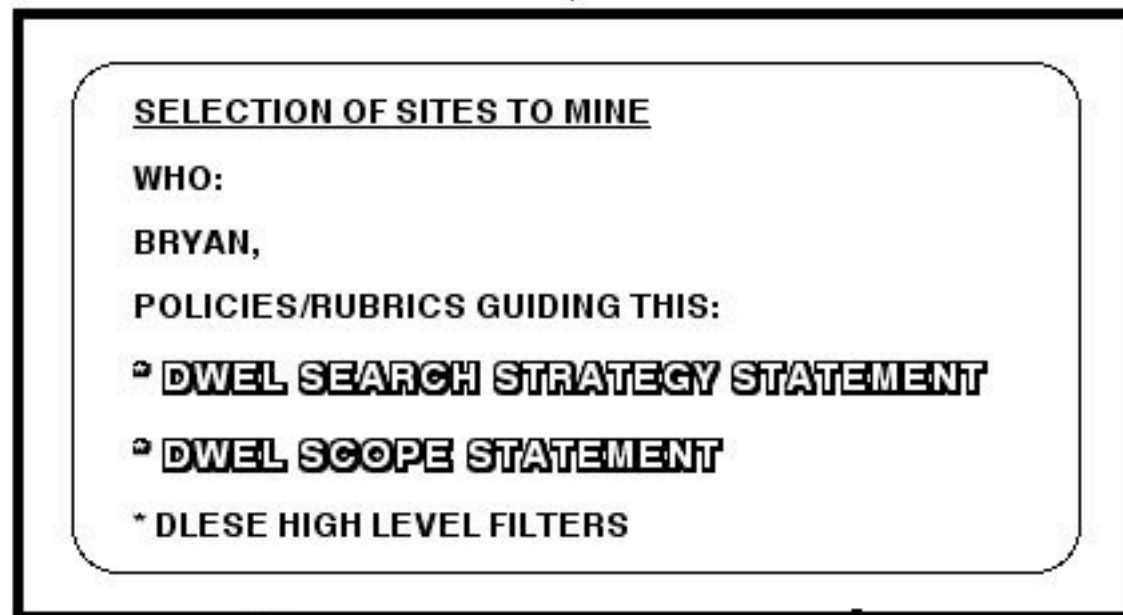
- How to make designer model of collection development available to user-developers?
- Decompose complex collection devpt process into series of easily understandable steps
- Represent these steps graphically





1 SEARCHING

INPUT:
THE BIG WORLD WIDE WEB



OUTPUT (TO STAGE 2A):
LIST OF ALL URLS
TO BE EVALUATED

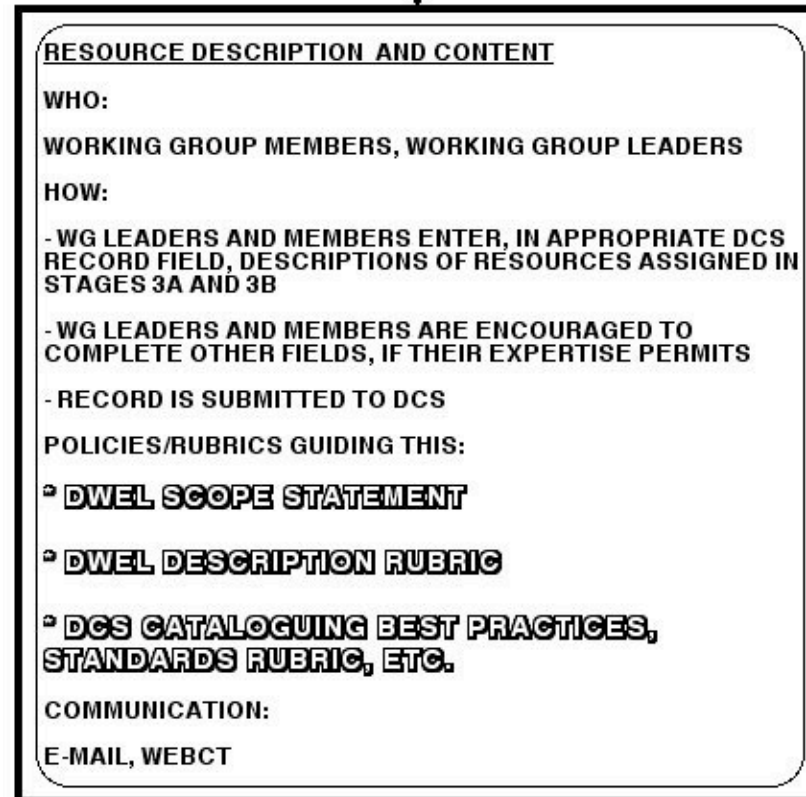


OUTPUT (TO DCS):
CATALOGUE RECORD
FOR ALL URLS
TO BE EVALUATED



4A CATALOGUING: RESOURCE DESCRIPTION

INPUT (FROM STAGE 3B):
LIST OF URLS ASSIGNED TO WORKING GROUPS



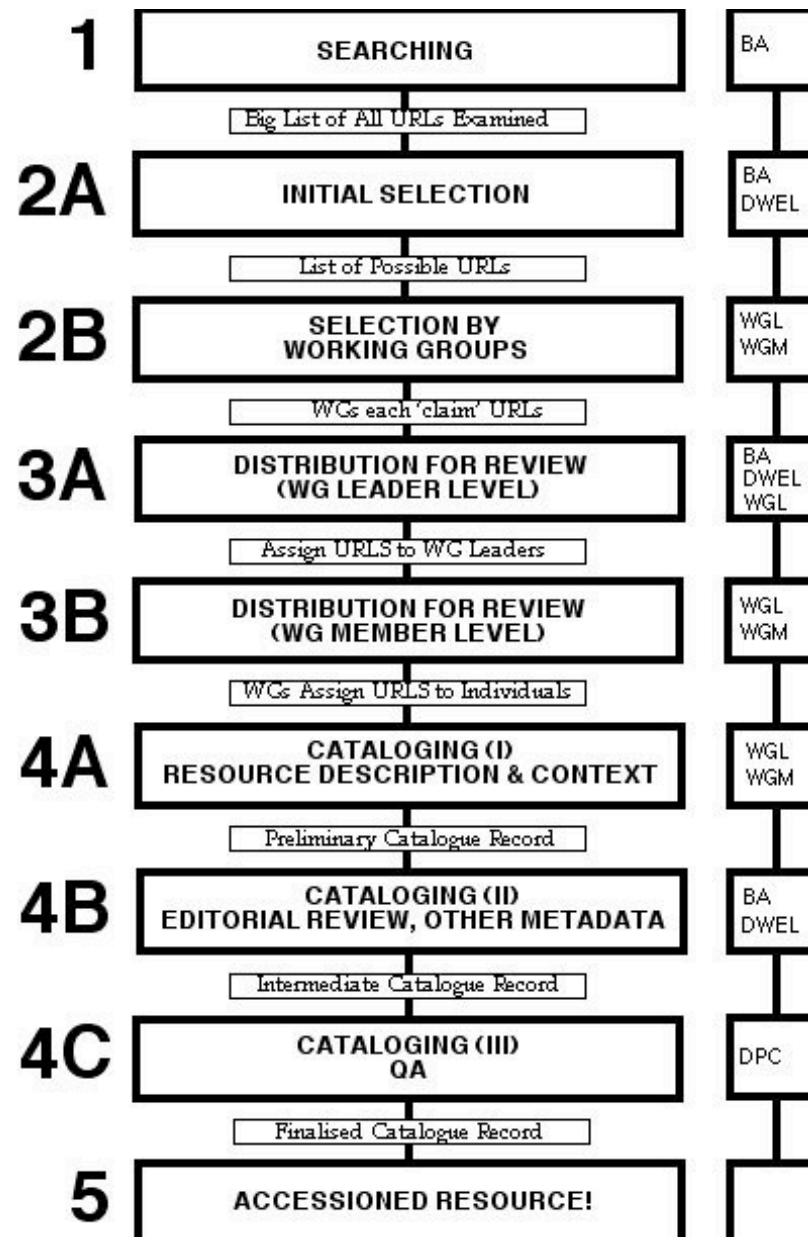
OUTPUT (TO STAGE 4B):
DWEL CATALOGUE
RECORD
WITH AT LEAST
COMPLETED
DESCRIPTION FIELD;
MOVE TO 'SAVE AND
SUBMIT'

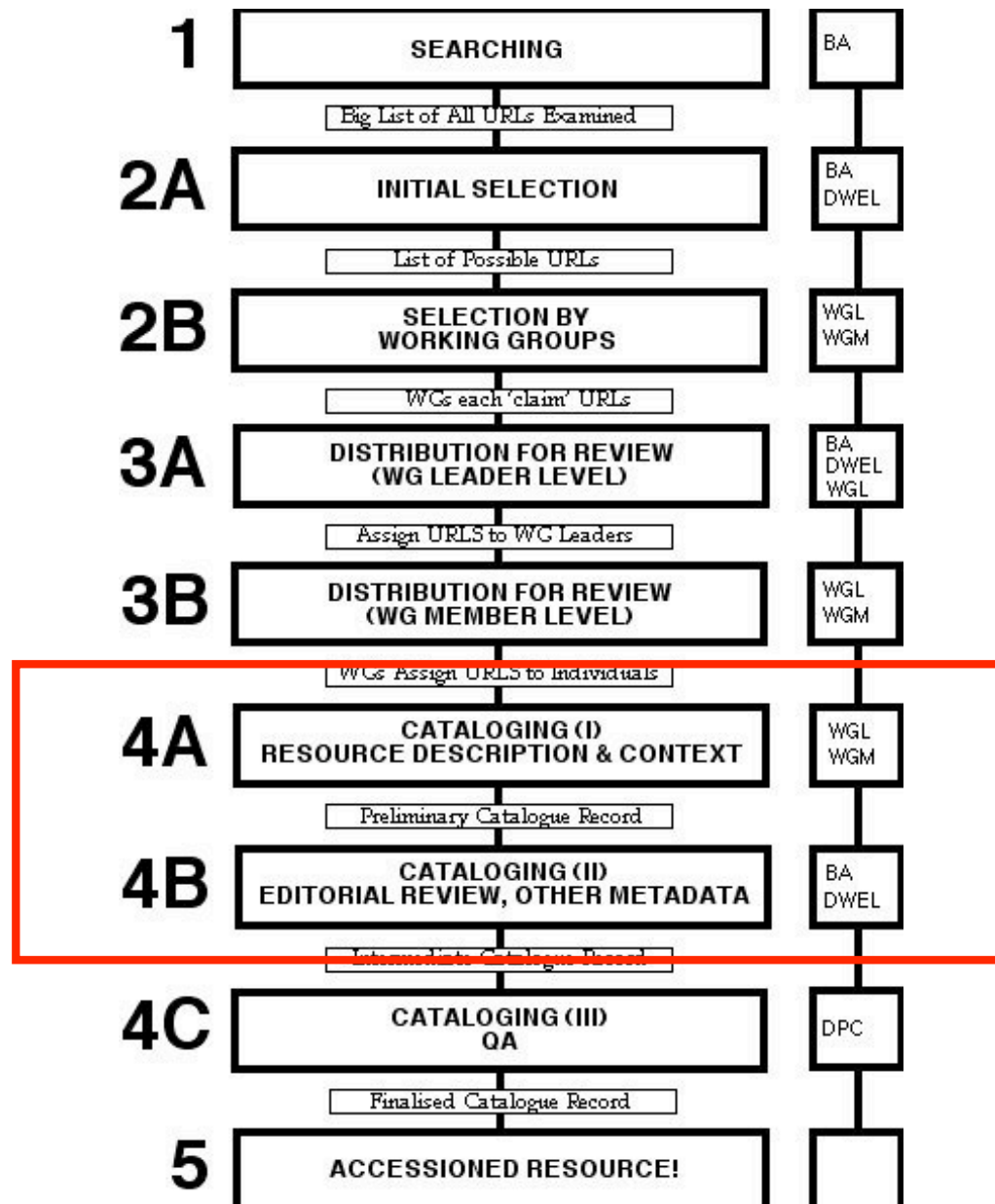


REJECTED RESOURCES (TO DCS):

- SCORE AGAINST RUBRIC
- ENTER SCORE (AND IF POSSIBLE
FEEDBACK FOR DEVELOPERS) IN
CATALOGUE RECORD DESCRIPTION FIELD
- TRANSFER RECORD TO 'HOLDING'








Intervention:

Designing a solution

- Workflow model turned into online tool - the DWEL WorkHub - at CSU
- Series of linked web pages and forms that guided the educators through the selection, reviewing, cataloguing and metadata generation steps outlined in original graphic




I. TOPIC SELECTION
Groups select the most relevant topics
[K-4](#) [5-8](#)
[9-12](#) [Informal](#)
[Advisory Board](#)


Click [HERE](#) for the DWEL CALENDAR


VI. PROJECT PROGRESS & DATABASE SEARCH
Here you can search through all the submitted resources (DWEL, DLESE, REJECT)




II. WEB MINING
Teachers search for the best resources
[K-4](#) [5-8](#)
[9-12](#) [Informal](#)



V. CATALOG TOOL
Click to link to the DLESE catalog tool

DWEL WORK HUB

DWEL-O-METER

Click meter to pop up window
[What is the DWEL-O-METER?](#)


III. RESOURCE SUBMITTAL & REVIEW
Submit DWEL-potential resources for review & review others' resources
[K-4](#) [5-8](#) [9-12](#) [Informal](#)


IV. CATALOGING ASSIGNMENTS
Check to see which resources will be catalogued into the DWEL collection


MEETING PICTURES
Click picture to pop up window

Suggestions & Feedback are very welcome... [Click Here](#) to email us...
[EMAIL WHOLE GROUP](#) [EMAIL K-4](#) [EMAIL 5-8](#) [EMAIL 9-12](#) [EMAIL INFORMAL](#)
[DWEL-DLESE](#) [TECH SUPPORT](#) [WebCT](#)
[Skills Workshop Links](#)

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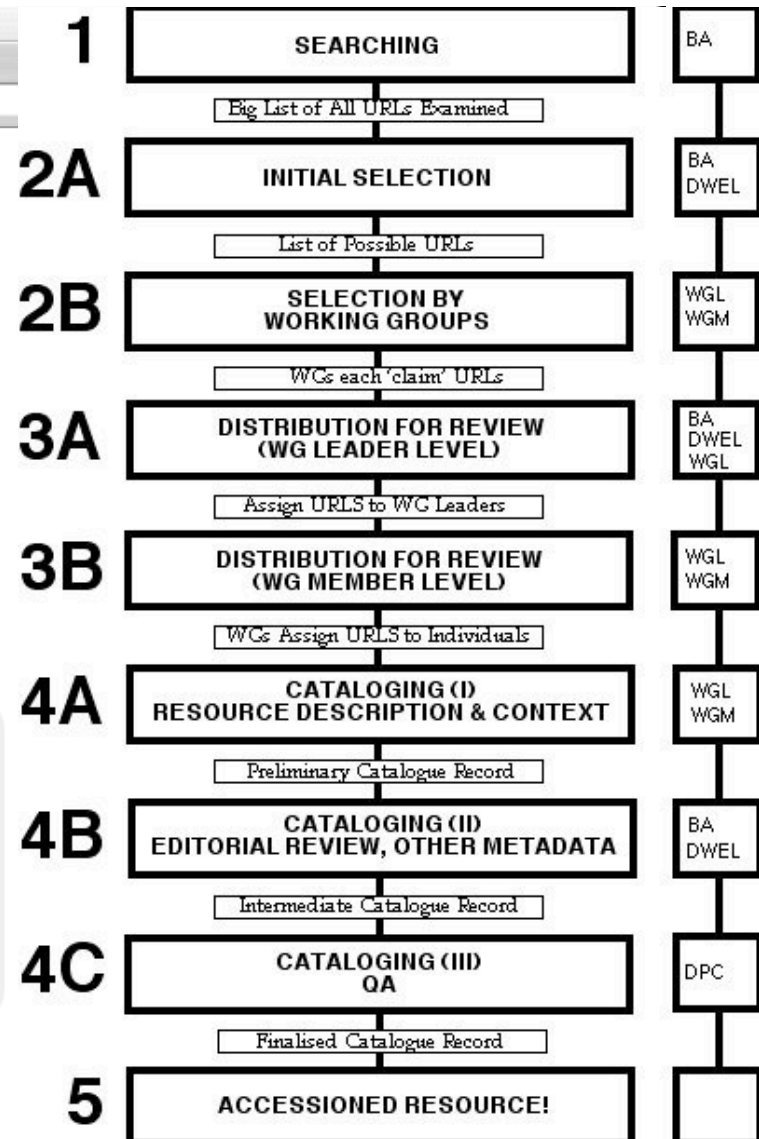
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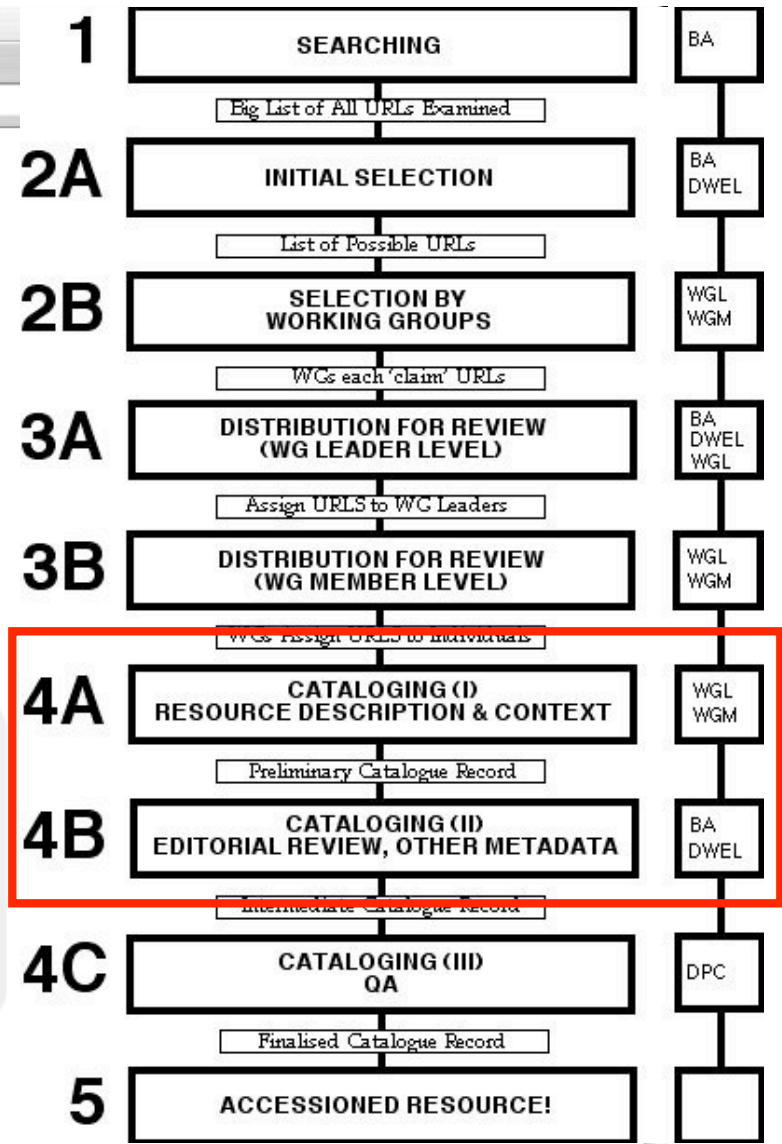
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A++
A+

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Intervention: Implementation

- DWEL WorkHub brought online November 2002
- Includes downloadable documentation and instructions
January 2003: 2 sets of 2 day training workshops held in computer lab at CSU



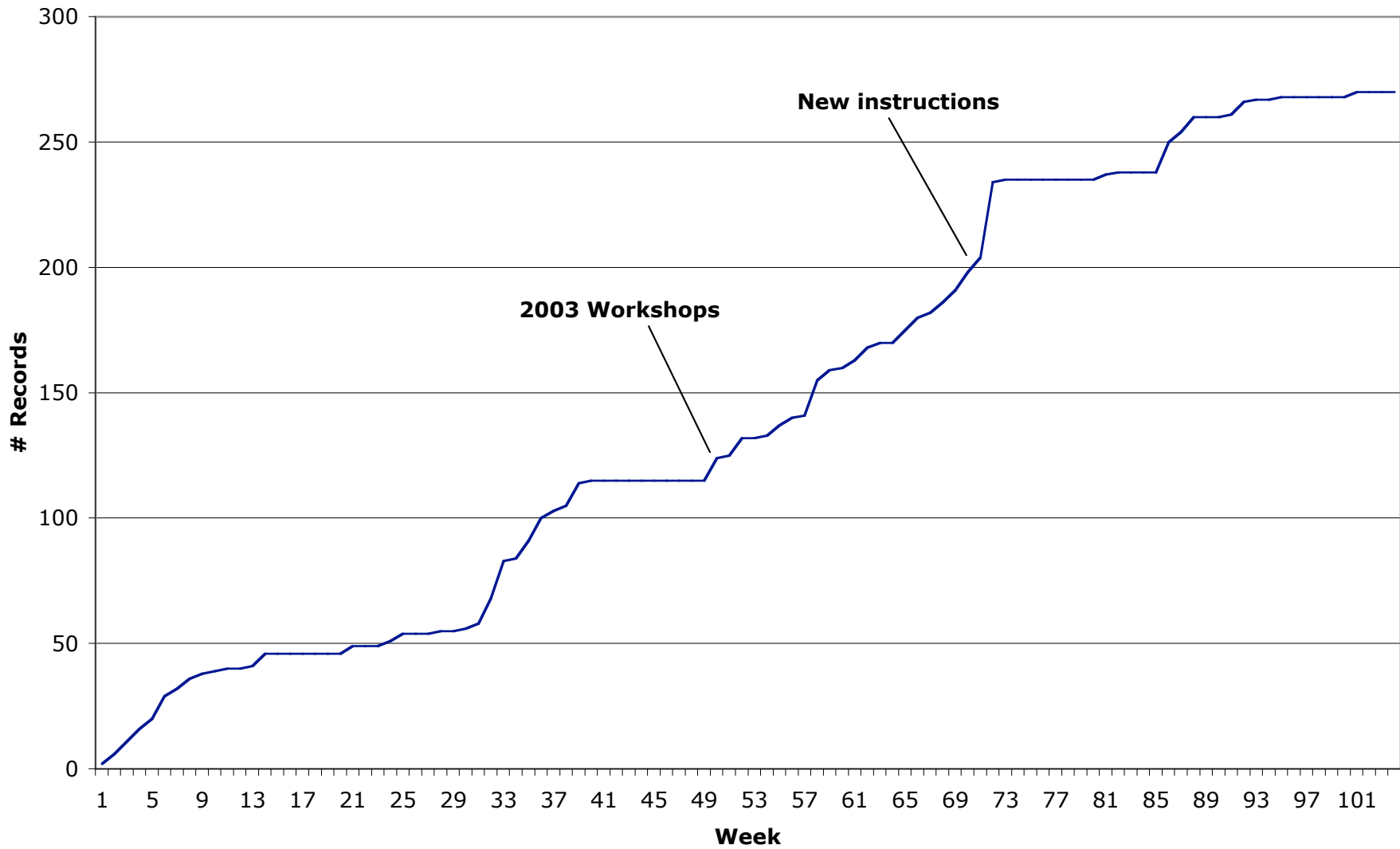
6. Outcomes

It seemed to work ...

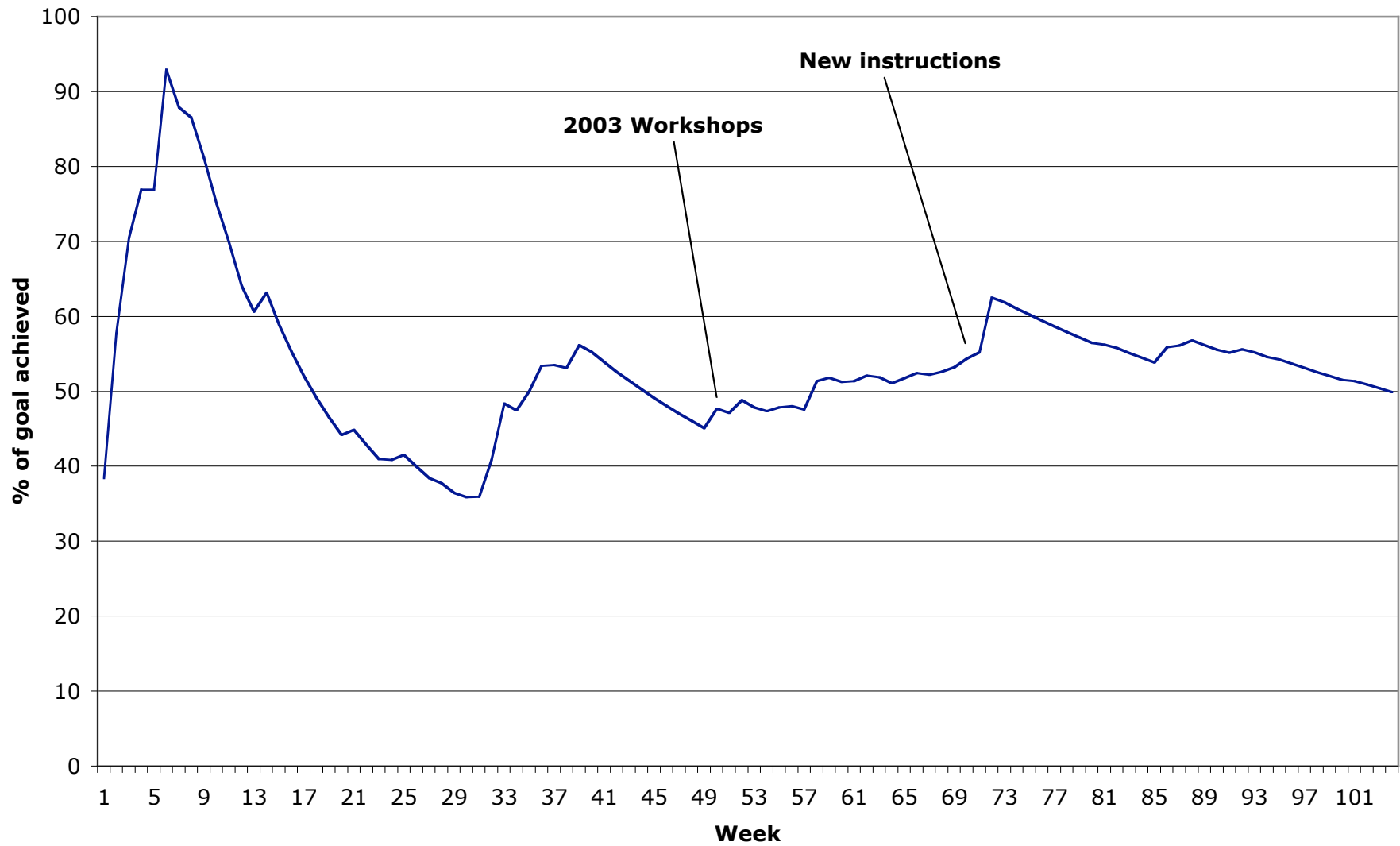
- ... for a while
- Cataloguing did not show a huge improvement in productivity, but it *did* switch from 'boom and bust' cycle to a steady accumulation of records



DWEL Catalogue records, cumulative



Records Catalogued as % of goal



Lessons Learned

- At the original workshops of January 2002, it was assumed that the tools required for the project were the cataloguing and discussion tools
- Regarding the necessity of scope documents and review criteria, it was assumed that communication had occurred between developers and user-developers; and that the user-developers had understood these necessities



Design Time and Use Time

KEY:



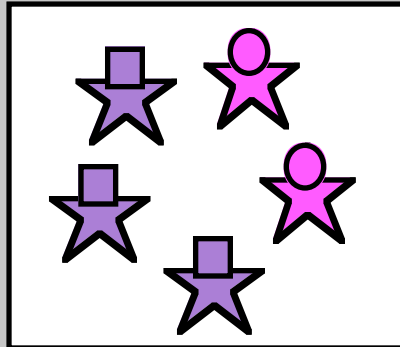
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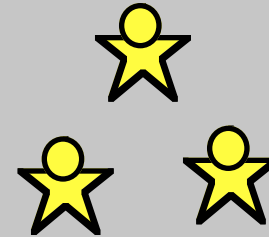


end users



design time

world-as-imagined
planning



use time

world-as-experienced
situated action



Lessons Learned

- Such communication had not occurred however (see CRA), and the developer-users had not understood the importance of developing collection scope and review criteria prior to collecting
- This led to low project productivity
- CRA suggested that the developers and developer users thought of DWEL in different ways
- The DWEL WorkHub incorporated developer thinking regarding review and scope and made this accessible to the developer-users in the form of a structured online workflow tool



Lessons Learned

- It was a mistake to assume that the user-developers could come to a nuanced understanding of all dimensions of collection development on their own
- They had to be supported to come to such understandings by the tools (if indeed they developed such understandings at all ... maybe they just wanted to do their jobs)



Conclusions

- Designers, users, and designer-users working together with the same technology, can embrace differing definitions of that technology
- In some cases these differences may not be readily apparent to these participants
- Meta-design can play a role in the design and support of communication between designers, users, and designer-users



QUESTIONS?



DIGITAL WATER EDUCATION LIBRARY

NSDL



DWEL workshops, January 2002



DIGITAL WATER EDUCATION LIBRARY

NSDL



	Developers	User-Developers	Users
Developers			
User-Developers			
Users			



	Developers	User-Developers	Users
Developers		✓	
User-Developers			
Users			



	Developers	User-Developers	Users
Developers	✓	✓	
User-Developers			
Users			



	Developers	User-Developers	Users
Developers	✓	✓	
User-Developers		✓	
Users			

