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KEYNOTE III

New Frontiers For Collaborative Technologies

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ABSTRACT

The last twenty years have seen vast improvements in how we understand and construct collaborative systems. We have gone from very simple demonstration systems to collaborative systems being a part of our everyday experience.

In this talk, I will briefly survey the last twenty years, including the important findings and conclusions. Based on what we know, I'll then speculate on what remains to be done. Based on my admittedly idiosyncratic view of interesting problems, I plan to propose 10 big technical and socio-technical problems -- including those of being bigger and smaller simultaneously, being increasingly more mobile and digital, moving towards pervasive, and especially trying to be more nuanced.

SPEAKER BIOGRAPHY

Mark S. Ackerman is an associate professor in Computer Science and Engineering in the College of Engineering and in the School of Information at the University of Michigan, Ann Arbor.

Before the University of Michigan, Mark was an associate professor at the University of California, Irvine and a research scientist at the MIT/Laboratory for Computer Science's Project Oxygen. Along the way, he constructed the first home banking system in the US, programmed three Billboard Top-10 games (for the Atari 2600), and worked on the X Window System toolkit. He has published widely in Human-Computer Interaction and Computer-Supported Cooperative Work.

Mark's research group is currently working on projects that include distilling community brainstorming, analyses of large-scale online QA forums, expertise finding systems, pro-active awareness, community health informatics, and privacy in pervasive environments.