

Andrew Brooks

Week 6

DiamondHelp

This paper presents a good approach to an application GUI around the model of co-present collaboration. The system aims to strike a "mixed initiative" balance between tutoring and intelligent assistance, which I agree is a better model for this type of system than many with which we are familiar from modern software (e.g. "wizards"). To me this is the most important aspect - the user can dynamically choose the level of "power user" capability simply by choosing whether to interact at the top or bottom of the screen, rather than making a long-term choice by setting a preference or something like that. The reusable code architecture was also neat.

Collaborative Systems

This is a nice summary of the Bratman, Cohen etc. teamwork and joint intention stuff with general application to the field of AI. It stresses the valuable point that co-planning is not simply the sum of individual plans; rather there must be shared goals and commitment to the success of the group. The paper argues that collaboration must be built in to the system from the ground up, rather than being added later. I found some of the arguments in support of this to be weak (e.g. defining collaborative support to be as little as mutual recognition and communication abilities) but if this is the baseline then I certainly agree. The paper also argues that no explicit models of beliefs or intentions are necessary, which is worth thinking about -- certainly it can be true for insect-style collaboration, but does it scale?