CIS 443/543 User Interfaces  
Exercise #5  Collaboration

This exercise will help you understand some of the complexities of social interaction using application software. Please turn in your work and keep a copy for discussion in class. I will grade this with either (submitted and did a reasonable job) or (not-submitted or a lousy job).

Due: Wednesday, February 15 at 10:00am
WARNING: NO LATE ASSIGNMENTS will be accepted for the exercises any longer.

PROBLEM:
One of the earliest examples of a virtual community is LambdaMOO which was created and maintained at Xerox PARC by Pavel Curtis in the early 1990’s. This group still exists today and is accessible through a website. Go to the LambdaMoo website <http://www.lambdamoo.info/> and login as a guest. Visit a few times to get the feel for the system.

Answer these Questions:
1. What is a MOO?
2. According to our textbook’s categories, what kind of collaboration is this?
3. Find another example of a MOO on the Web. Describe the MOO and explain why people might visit it. How is it different from LambdaMOO?
4. Why do you think people visit LambdaMoo?
5. What kind of online community is LambdaMOO?
6. How does LambdaMOO create a sense of “community”?
7. How do LambdaMOO users create a sense of “identity”?
8. Compare LambdaMOO to the online community of a bulletin board, a chat room, and a multi-player game.
9. There appear to be no rules for what people do on LambdaMOO, Do you see any problems with this?
10. LambdaMoo User Interface
   a. Describe the user interface.
      i. What kinds of functions (user actions) does the UI support?
      ii. Why do you think these functions were chosen and not others?
   b. What are its usability advantages?
   c. What are its usability problems?
   d. How could you improve it?