

Abstract

In the early conceptual design, individual designer often uses sketches extensively to explore design problem. Moreover, within the collaborated design sessions, designers communicate and discuss each other by sharing his temporary sketches. These private design artifacts are used to externalize ideas and share with other designers to facilitate the performance of design session. While such social interaction performance, some abstraction behaviors behind social activities like collective creativity synchronized. However, the existent tele-communication tools, which proposed for separated design groups, impeded the activities of collective creativity slightly. It always make designers become only dedicated on the table discussion, and more negative influences on sharing of collective creativity. Thus, some private design artifacts became isolated in tele-communicative environment. In order to respect for this, we have proposed an approaches that used the notion of Digital Backchannel to realize the sub-channel communications. In this paper, we also implemented a working prototype of groupware application. Finally, we discussed some points from our studies.

Keywords.

Creativity · Mult-Communication Channel · BackChannel · Synchro-Communication ·