Overview

The spread of social computing, cloud computing, Internet of Things, and co-creation tools pushes the use of technology towards a more social dimension and toward the creation of enormous quantity of data. This great mole of data may lead the users to feel overwhelmed and, on the long period, may lead to disaffection towards the use of technologies – because considered too time consuming and not easy to visualize, analyze, and exploit. But information overload is not the only problem: participation and collaboration overload may lead to sever problems in communication. A high level of complexity in participation and collaboration is most of the time cause of more time consumption and engagement difficulties. Therefore, information, participation, and collaboration overload emerge as serious problems when we design Web, mobile, wearable, and pervasive applications that enable collaborative user experiences through End-User Development (EUD) and co-creation approaches. EUD, and specifically the required active engagement in cultures of participation, open up unique new opportunities for mass collaboration and social production, but they are not without drawbacks. One such drawback is that humans may be forced to cope with the burden of being active contributors in personally irrelevant activities leading to a participation overload. “Do-it-yourself” societies empower humans with powerful tools, however they force them to perform many tasks themselves that were done previously by skilled domain workers serving as agents and intermediaries. Although this shift provides power, freedom, and control to customers, it also has urged people to act as contributors in contexts for which they lack the experience that professionals have at their disposal. More experience and assessment is required to determine the design trade-offs for specific contexts and application domains in which the advantages of cultures of participation (such as extensive coverage of information, creation of large numbers of artifacts, creative chaos by making all voices heard, reduced authority of expert opinions, and shared experience of social creativity) will outweigh the disadvantages (accumulation of irrelevant information, wasting human resources in large information spaces, and lack of coherent voices). Co-creation is grounded on new forms of constructive interaction among all relevant stakeholders in society: academia, government at all levels, business, the third sector, and citizens. All these actors collaborate in creative processes of delivering innovation based on principles of participation, empowerment and mutual responsibility. Through engaging citizens to redesign and remake their environment and communities can lead to improved outcomes such as job creation, social cohesion and inclusion, quality of life, more efficient and effective public administrations, improved market functioning, strengthened democracy through open government, innovation capacity and cross-fertilization of all sectors.

Topics and Keywords

The workshop will provide a forum to discuss the following research questions:
- Information overload is a widely recognized problem — which techniques (providing promises and pitfalls) are available and should be developed to cope with it?
- If information overload is a problem, are participation and collaboration overload (as consequences that people are engaged EUD activities) even more serious problems as they require more time and engagement?
- If more and more people can contribute, how do we assess the quality and reliability of the resulting artifacts? How can curator networks effectively increase the quality and reliability?
What is the role of trust, empathy, altruism, and reciprocity in such an environment and how will these factors affect cultures of participation?

**Keywords:** Cultures of Participation, Information Overload, Participation Overload, Collaboration Overload, Internet of Things, End-User Development, Meta-design, Collaborative Design, Co-creation, Makers Culture, Semiotics.

**Submissions**

Authors are invited to submit position papers (4-5 pages) formatted according to the LNCS format (http://www.springer.com/computer/lncs?SGWID=0-164-6-793341-0). Videos, demos, and other media will also be welcomed. Papers will be selected by the Program Committee considering their quality, topic relevance, innovation, and potentials to foster discussion. We aim at an interdisciplinary meeting, thus each submitted paper will be reviewed by two reviewers with different backgrounds providing authors with the information to make their contribution relevant and appealing for the workshop’s audience. At least one author from every accepted paper must plan to attend the workshop and present. The papers can be submitted at: https://www.easychair.org/conferences/?conf=copda2015

An extended version of a selected subset of papers will be considered for a publication in a special issue of a well-known international Journal.

**Important dates**

Mar 23, 2015: Submission deadline
Notification of acceptance: Before the IS-EUD early-bird registration deadline (TBA)
Registration: according to IS-EUD 2015 registration policy

**Organizing Committee**

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