

DEVELOPING VISUAL COLLABORATIVE TOOLS

(Track: Collaboration Systems and technologies)

Visual collaborative tools have recently emerged and gained popularity to innovate and/or address problems collaboratively within teams. By providing a shared language and/or a shared visualization, they support several challenges of collaboration related to sense-making and sense-giving and action planning in multi or transfunctional teams. One of the goals of these tools is to assist teams to explore and/or brainstorm on a given problem. This is especially useful in processes which need to generate new options and alternatives through design. These tools allow for better structuring and bounding of a problem and facilitate solution searches in innovative ways during collaboration. Prominent examples of visual inquiry tools are the Business Model Canvas and the Value Proposition Canvas which were surprisingly well adapted worldwide.

This minitrack focuses on the design and development challenges, related theoretical explanations and justifications, and empirical evidence of using such tools. We also invite works that develop evaluation frameworks, or conduct empirical assessments of the effects of using these tools. We also encourage submissions that report the design processes of such tools and/or their conceptual modelling, as well as, their ontological and/or cognitive foundations.

Specifically, this minitrack invites submissions on, but are not limited to, the following topics:

- Design / Development process of visual tools
- Design principles of this/these tool/s
- Conceptual modelling
- Modelling methods, ontological modelling of methods that underlie the tools
- Conceptual foundations of visual cognition and related sense making
- How to design such tool(s) for shared visualization
- Explanations how visual tool/s can support innovation in teams
- In what way/s these artefacts can facilitate cross-boundary collaboration
- The role of visual tool/s in promoting the use of design thinking (and vice versa)
- The role of IS research and design theories in designing such tool/s for managerial/strategic purposes and practice in general
- How the models of these tools can be transformed into computer-aided design options downstream
- Implications of such tools for design practice and theory

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IMPORTANT DATES FOR PAPER SUBMISSION

Paper Submission

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| April 15, 2019: | Beginning of Submission Period |
| June 15, 2019: | Paper Submission Deadline (11:59 pm HST) |
| August 17, 2019: | Notification of Acceptance/Rejection |
| September 22, 2019: | Deadline for Final Manuscript |
| October 1, 2019: | Deadline for at least one author to register |

More information at: <http://www.hicss.org>