UNIVERSITI TEKNOLOGI MARA

ENHANCED MULTI-DIMENSIONAL GROUP COMMUNICATION MODEL FOR COLLABORATIVE APPLICATIONS

NORZILAH BTE MUSA

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ABSTRACT

A collaborative workspace consists of dynamically assembled groups of different skills and backgrounds. These dynamic groups share information collaboratively and communicate easily using various kinds of media, eventhough they do not share the same physical working environment. In line with that, various communication patterns such as sub-group, inter-group and intra-group are created so that users can involve with more than one group at the same time. This phenomenon contributes to the area of: formation of multidimensional communication activity. This is where, one dimension is defined as one group activity per user who shares one communication medium. Though communication is a central and important activity in any collaborative work, most collaborative applications are designed for a single dimension communication activity. This activity is a fixed and pre-defined communication media, which focuses on standard workflow routine and a planned agenda. Beside formal interactions, users are also engaged in unplanned and unstructured interactions. In addition, most programming languages either conventional or non-conventional, do not naturally support or manage multi-dimensional communication activities for any permutations internal group formation. As permutation group formation growth exponentially, the more complex of human-to-human or human-to-objects relationship. This multidimensional group communication needs to be coded as part of the system. As most applications do not support this kind of communication, users turn to back-channel interaction such as social media in order to discuss office issues. Therefore, this thesis focuses on the specification and design of the structured shared media for various purposes of communication activities in a single software platform. In particular, it addresses the problem of methods used in facilitating human-to-human communication in multiple group collaborative activities, which can be viewed as an instance of a multidimensional group communication problem. A real-life case study of Disaster Recovery Activation (DRA) on server malfunction in one operational unit was conducted with the aim to provide real working scenarios and group collaboration activities. Thirteen reallife scenarios are identified and abstracted to facilitate the relevant extraction parameters that involved in multi-disciplinary groups' interaction and complex information sharing. Next, multi-dimensional groups' communication specification is defined and modelled by using mathematical notations. The model is transformed into a set of language constructs using JACIE, a non-conventional language that supports rapid prototyping for collaborative applications. The extension of this new set of language constructs requires new modification to the JACIE compiler. The code translator is updated with one hundred and eighteen new JAVA classes to support various kind of communication patterns with graphical user interface. A prototype of an online meeting application is developed using this new version of JACIE. In order to measure the practicality and usability of the proposed model, a post-survey study was conducted to determine user acceptance. The results of the survey indicate that the dynamic communication platform in the application provides users with freedom and support of their creativities. Users can carry out their tasks without compromising the management of the working group. With the proposed model, it is envisaged that new parts of the collaborative work within such working environment can be explored, thus allowing the perceived benefits of the computer-mediated communication to be fully realised.

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