THE PROBLEM
Collaborative learning scenarios permit all group members to share the work load, externalize different perspectives and build on the expertise of different people. A group of people who come together to work on a common task may not necessarily engage in these socio-cognitive learning activities and benefit though.

ISSUES
- Design for educational tabletop software needs to take account of common difficulties for effective collaboration.
- There are many applications, but lack of scaffolding limits their use.
- Students working together may not necessarily collaborate.
- People have different expectations and knowledge of the task at hand.
- Understanding why people choose certain actions
- Finding a way to promote discussion between individuals in a group of learners

GOALS
1) Regulate learning activities.
2) Facilitate egalitarian participation.
3) Give control of the process to learners to spur discussion and build awareness of activities.
4) Exploit tabletop affordances.
5) Capture data, analyse trends, and visualise relationships to infer processes.

EXPLORATION
Brainstorming at a tabletop is used as a case study for collaboration scripts. Scripts are explored to enhance tabletop collaboration in the form of: guidance and structure; advice on how to do the task; and control over constraints.

BRAINSTORMING
- Idea Generation Phase
  Focus is on making ideas, unusual ideas are welcomed and quantity is encouraged
- Idea Categorisation Phase
  Ideas are discussed, evaluated, merged, grouped or deleted.
- Group Reflection Phase
  Learners look at their process of the phases, and the outcomes they built, through engagement with one another.

FURTHER DETAILS
Email: clayphan@gmail.com
Website: www.clayphan.com