INFOSYS 146: FOUNDATIONS OF NEW MEDIA
ASSIGNMENT 2: GROUP FORMATION
(DUE TUESDAY, FEBRUARY 8, 2005)

1. ASSIGNMENT OVERVIEW

This assignment is intended to help you set up your project group. You will be working with this group for the rest of the semester to analyze and redesign a New Media artifact of your choice: the telephone, the camera, the web, or computer games. Future assignments will ask you to observe people with the artifact and document its usage, redesign the artifact to make it more programmable, redesign the artifact to enable new forms of communication, redesign the artifact to enable new forms of social organization, and redesign the artifact to enable new forms of game play.

For this assignment, you should do the following:

- Meet the members of your group and exchange contact information
- Discuss your various skills and interests
- Select a New Media artifact for your group to study and redesign for the semester. The choices are:
  - Telephone
  - Camera
  - Web
  - Computer Games
- Choose a name for your group
- Enter this data on the web to create your group webpage

2. SOME SUGGESTIONS FOR WORKING IN YOUR GROUPS

Group Strategies:

- Discuss your strengths and areas of expertise with the members of your group. This will help you define roles on specific projects.
- Discuss your schedules and possible meeting locations and times. Try to pick an environment that is appropriate and conducive to work. (Doe Library has meeting rooms available to check out with a student ID. Ask at any reference desk for available rooms.)
- Decide how you want to delegate responsibility within your group.
- It is often very helpful to have an agenda for each meeting (ideally available in advance of the meeting) listing the items you want to discuss and the amount of time allocated for discussing each item. It is also often helpful to have a rotating facilitator for each meeting to help you all follow the agenda.
- Leave every group meeting with an action plan, with everyone knowing what task they will be working on next and when and where the next meeting will be.
Distribution of Labor:
- Based on your skills, you will want to choose appropriate roles on subsequent assignments. You are free to rotate roles across assignments.
- It is expected that all members of a group will contribute to the best of their ability. It is your responsibility to try to arrive at a fair method of making sure all group members contribute in some fashion.

Handling Disputes:
- It is our hope that you will be able to resolve all disagreements together in a professional fashion. However, the GSIs are available to assist with any disputes, and can discuss these issues with your entire group or with you in private.

3. ASSIGNMENT TURN-IN

The deliverable for this assignment is to enter in your group information on the web and generate your group webpage. This webpage will be used throughout the semester to turn-in your assignments and showcase your work. Only members of your group should be able to edit your group webpage, so please keep your group password (handed out on a separate form) secret. If you wish to change your group password, please contact the GSIs.

To create the webpage for your group, go to the following URL: http://www.sims.berkeley.edu/courses/is146/s05/projects.html (Alternatively, go to the course website and click the "Projects" tab).

Then click the link for your group’s project page. On your group’s page (which should currently be empty), click the "Edit This Page" link at the bottom right. You will then be prompted to enter your group’s ID (e.g. 1a, 2c, 3b, etc) and password, giving you access to a form from which you can edit your page. Be sure to include the following information:

- Your group’s chosen name
- Names and e-mail addresses for each group member
- Your group’s chosen artifact

The due date for your group web page is TUESDAY, FEBRUARY 8, 2005.