



Tooling of and training for  
collaborative, distributed product  
innovation

idSpace -2008-216199



## Project Deliverable Report

### Deliverable nr D4.6 – idSpace platform v3

<b>Work Package</b>	WP4
<b>Task</b>	T4.6
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<b>Contact Person</b>	Roger Dols
<b>WP/Task responsible</b>	Morpheus
<b>EC Project Officer</b>	Mr. Ch. Wilk
<b>Abstract (for dissemination)</b>	The third version of the design document for the IdSpace platform.
<b>Keywords List</b>	Platform development, Document

idSpace Project Coordination at: Open University of the Netherlands

Valkenburgerweg 177, 6419 AT Heerlen, The Netherlands

Tel: +31 45 5762624– Fax: +31 45 5762800





## Summary

Following the delivery and evaluation of version 2 of the idSpace platform, version 3 contains a large number of improvements over version 2.

Following several online and offline consortium meetings about version 2 of the platform, we formulated a number of improvements and extensions. Particularly the evaluation of version 2 of the platform provided feedback on where to improve the platform.

*The platform is available at:* <http://platform.idspace-project.org>

*The wiki is available at:* <http://wiki.idspace.mssm.nl/>

The most important enhancements of the platform are:


- redesigning the Ideation screen
  - Portlets are available in a sidebar, that can be hidden
  - The diagram can fill the entire screen for ease of use
  - Diagrams can be published to enable all users to see the diagram
- Improvement of the GUI
  - New menubar which takes up less space and enables sequential browsing through the screens
  - Standardized editing buttons
  - Indications on the voting status of goals and concepts.
- Improvements of the Context-Awareness component
  - Several bugfixes of the Context-Awareness component
  - Additional recommendations for resources and strategies
- Pedagogic strategies are more integrated in the platform
  - Once chosen, a strategy gives the user a list of steps the users should go through in order to solve the problem statement
  - A strategy step can be checked if done. This way the moderator can keep track of the process more easily.
- Added support for users and the moderator
  - Mouse-over help texts are available
  - The wiki is extended and redesigned to provide more insight in the available information.
- The Evaluation screen works in ways similar to the ideation screen.
  - Ideas can be evaluated by using the (read-only) diagrams.
  - The selected idea is highlighted in the diagram.
  - Voting results are always visible for all ideas in a diagram.



- The Solution screen now focuses entirely on checking all information on ideas, diagrams, goals and the problem statement. The formulated solution doesn't require additional voting.
- Resources can be used.
  - Links to online resources can be added to the platform
  - A resource can be added to ideas, goals and concepts.
- The Overview screen contains a project summary with statistics about the selected project.
- The platform now contains an Activity Monitor which tells the user in which screen the other team members are and which action they are performing.

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# How to get good recommendations

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Figure 1. wiki screenshot: The idSpace Wiki supports and guides users to make optimal use of the platform

### Activity Monitor

user	action	time
Agent Smith		13:41

### Strategy Steps

**To do on this page:**

- Share your findings and try to take into account different views
- Try to think of central concepts that are part of the problem

### Recommended Users

**Recommended Users  
to add to your group:**


- 1 Christos George Mettouris ([Go to Profile](#))
- 2 Quintin Siebers ([Go to Profile](#))
- 3 Roger Dols ([Go to Profile](#))
- 4 Just Morpheus ([Go to Profile](#))
- 5 Tobias Hofmann ([Go to Profile](#))

Options for more recommendations

Figure 2. modules: idSpace integrates a number of modules that interact with each other to give recommendation and guidance

## A Multi-Agent Simulation System for Prediction and Scheduling of Aero Engine Overhaul

**Project Properties - Step 1**

<i>Name</i>	A Multi-Agent Simulation System for Prediction and Scheduling of Aero Engine Overhaul	
<i>Description</i>		
<i>Keywords</i>	Risk estimation	
	Negotiation	
	Scheduling	
<i>Has domain</i>	Aero repair	
	Aerospace applications	
<i>Organization</i>		
<i>Contact</i>		

**Activity Monitor**

user	action	time
Agent Smith		13:43

**Project Definition - Steps 2 / 5**

**Problem statement: (step 2)**  
*"An appropriate technology solution is required to achieve efficient schedules while satisfying multiple opposing constraints in a highly dynamic environment"* [More ...](#)

**Project strategy: (step 3)**  
*Progressive Inquiry collaborative learning flow pattern*  
*"wa"* [Details](#)

**Project technique: (step 4)**  
**No** creativity technique has been chosen yet for this project.

**Project groups: (step 5)**  
*There are 1 groups set up for this project, containing 5 members.* [View groups](#)

**Project Summary**

**Formulated goals:**

- ✔ A goal

**Formulated concepts:**

- ✔ anything
- ⊕ something

There are 9 ideas in 2 diagrams (of which 0 ideas are accepted)

Figure 3. screen 1: The overview screen provides basic information about the project

Welcome Projects Resources Profile Welcome Agent Smith!

8 / 10 Overview Commonground Goals Ideation Evaluation Solution Help

### A Multi-Agent Simulation System for Prediction and Scheduling of Aero Engine Overhaul

Connected: 0b up, 3.1Kb down

```

graph TD
    A[Engines should be dynamic] --- B[New Idea]
    C[is up there waiting] --- B
    B -- triggered by --> D[Blue sky]
    D -- triggered by --> E[Wind resistance]
    E -- because of best idea --> B
  
```

**Activity Monitor**

user	action	time
Agent Smith	Opened diagram	13:42

**Idea properties**

**Technique statements**

-- no technique set -- no statement selected --

**Reason Portlet**

Accept Modify Reject

**Strategy Steps**

**To do on this page:**

- Generate own conjectures, hypotheses, theories or interpretations for the phenomena being investigated
- With all the new information (you) gathered, formulate the answers to subordinate questions that are part of the problem
- Formulate a new theory / hypothesis / problem definition

**Recommended Ideas**

**Recommended Ideas:**

1. Test (Go to Idea profile)

Options for more recommendations

Figure 4. screen 2: The ideation screen is the main page for drawing concepts and ideas