DialogueMaps: Creating Interactive Visualisations in learning and meeting contexts

In many learning or meeting contexts, participants are involved in interactive discourses to bring together their individual knowledge. The results of this discourses are often documented as text-based meeting minutes. Sometimes the results are documented as integrated visualizations. For this purpose only analog methods or proprietary software exist. This is the reason why we are developing an Open Source software. The Software DialogueMaps, that we want to present, supports the communication process within a group to get a better understanding of complex circumstances or issues by creating visualizations. DialogueMaps is based on several theoretical concepts. As an integrating medium DialogueMaps helps supporting the creation of Interactive Visualizations (aka hyper visualization) in group discussion. For a first and better understanding, DialogueMaps is partly identical to prezi. But it's more!
In our presentation we describe our vision of a new emerging media called interactive visualization. Interactive Visualizations according to our understanding are inspired by the Mikropolis Modell from Arno Rolf et al. (a framework of theories, methods, and models of several disciplines in order to understand the interactions that occur between development and design of information technology on the one hand and changes in organizations and in society on the other side). More preparatory works or theoretical underpinnings are Otto Neurath's picture language ISOTYPE (and his vision of a picture based encyclopedia), David Sibbets methods for graphic facilitation (to develop a better understanding about complex circumstances or issues in group situations), and Vanaver Bush's idea of a memory extender (called Memex, which allows to navigate in complex multimedia data material along predefined associative trails; described in his article “As we may think” [9]). For more details, please read our scientific publications.

In 2011 at the University of Hamburg we initiate a new Open Source project called DialogueMaps (Fachbereich Informatik). DialogueMaps is a web-based tool to edit, archive and present Interactive Visualizations in a collaborative setting (e. g. in seminars with group working or for presentations).
Welcome

Rüdiger Heins

Janis Bullert

Arno Sagawe
Welcome

Rüdiger Heins

UH

Arno Sagawe

Janis Bullert
Vision

Theory
Theory
Motor Cars, Telephones, Radio Sets 1937
per 50 population

United States

Great Britain

France

Germany
WICKED PROBLEMS

Deliberately und-deliberate
a meditation on methods

Malcolm Brown EU

EDUCAUSE LEARNING INITIATIVE

I. EXERCISE

- Alex Cvetkovich
- John Cheese
- "Not a talent but a way of operating"
- Out of box requires Out of box environments
- Complex, ambiguous
- Can't write a check
- No x-knowledge, X and know like
- Leadership is key to encouraging creativity
- Creative thinking is free and fragile

2. IDEO
- Core: macOS
- Core: Infinite
- Engage
- Invest to act
- Agility in action
- Idea to market in 10 weeks
- Idea to market in 20 weeks
- Core:
- CORE: macOS
- 10%

CLOSED MODE
- Time bound
- Focused
- Relaxed, curious
- No x-knowledge

OPEN MODE

Diverse
- Converge
- Design thinking
- MOOCS

Part of ext curriculum
Disruption helps

Conclusion
Get WICKED
Other software solutions
Architecture
DialogueMaps Präsentation ICL 2012
The Project