

Effective collaborative interactions in personalized web-based systems

Jozef Tvarožek, supervisor: Prof. Mária Bieliková

3

Solving the collaboration problem

Round 4:

Divide all participating users A, B, C, D, E, and F into 3 teams.

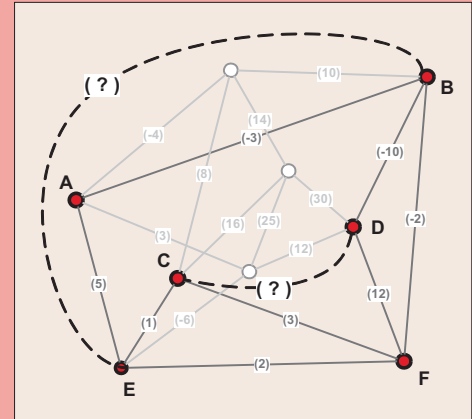
Solution (using only existing edges):

A-B (-3), C-E (1), D-F(12) – payoff: $-3+1+12 = 10$

Solution (inferring about previously unused edges):

A-F (8), C-D (24), B-E(-4) – payoff: $8+24-4 = 28$

- constraints
- multi-round collaboration



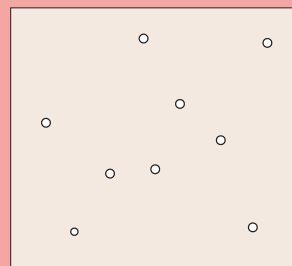
2

Precalibrating latent user's characteristics

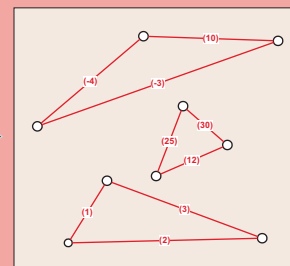
Observed characteristics:

- 1) General: Participation, Conversation structure
- 2) Closeness in 3-layer concept map
- 3) Peer feedback

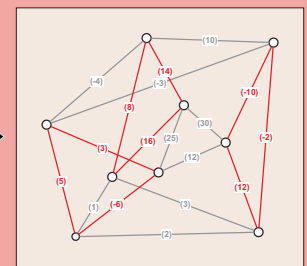
What else would you like?



Round 1



Round 2



Round 3

1

3-layer concept model

- predefined concept model
- edges have associated conversation acts
- group's social dialogues become observable
- suitable for simple domains: hobbies, daily stuff, etc.

Concept types: Base, Derived, Instance

Usage:

- evaluating collaboration effectiveness
- learning companion

