

# The 5<sup>th</sup> International Workshop on Design and Spontaneity in Computer-Supported Collaborative Learning DS-CSCL-2021

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## 1 Introduction

The DS-CSCL workshop is a meeting place for professionals in collaborative systems and in instructional technologies from academic and industry areas. The workshop aims to kindle dialogue and productive inquiries of socio-technical communities of learning and knowledge-making. We invite participants to reflect, with theoretical and evidence-based arguments, on the potential of collaborative web-based technologies to animate dialogue and learning across established information borders, and to uphold productive interactions in times of uncertainty, divergence, and transformation. We welcome research presentations on the following topics, or related subjects of interest:

- *Technologies of web-based dialogue*: How can collaborative systems contribute to meaningful dialogues and plurilogues, making multiple voices audible, memorable, and harmonizing them in conversation? For example, how does technology and social organization shape the functioning of online Q&A communities (Quora, StackExchange, Yahoo!Answers etc.)? How do participants in various settings (laboratories, classrooms, industry, peer review systems) organize dialogue and learn with others through web-based interaction?
- *Learning from feedback*: How do various actors learn from comments, ratings, sharing, upvotes and other forms of online feedback? (e.g.. individuals engaged in online writing, selling, buying, searching for information etc.; online communities; organizations and teams delivering services or attempting to create novel products);
- *Pandemic digitalization*: What are the challenges and opportunities of the accelerated digitalization required by the COVID-19 pandemic?
- *Persuasive technologies*: How do persuasive systems orient users' actions? Which are their implicit models of action, and how do people take them over in situated use?
- *Collaborative technologies of the self*: How do people use collaborative systems of quantification and comparison with peers in order to monitor and change their ways of being in the world – such as in the Quantified Self movement, through diverse platforms and apps supporting behavior change and self-control?
- *Collaboration across worlds*: How can collaborative systems bring together participants from different social worlds – bridging cultures, professions, disciplines, common and expert knowledge, and other divides?

- *Working with distributed knowledge*: How can we use technologies to harness the wealth of information and computing power available nowadays? How can collaborative systems rely on distributed knowledge to converge towards a workable, actionable interpretation of evidence? How can we deal with distributed and potentially conflicting data – memories, experiences, perspectives, and explanations?
- *Extending cognition*: How do collaborative technologies enhance human abilities to make sense of problematic situations? How can we evaluate gains and limitations of collaborative systems?
- *Learning by doing in online collaborative settings*: What have we learned through various projects and programs of computer-supported collaborative learning and knowledge-making? When is technology successful in structuring enriching interactions? What are the risks and limitations of computer-mediated or computer-enhanced collaboration?

## 2 Submission Guidelines

DS-CSCL 2021 will take place in conjunction with the 23<sup>rd</sup> International Conference on Control Systems and Computer Science (CSCS23) organized by the Faculty of Control and Computers, University Politehnica of Bucharest.

- DS-CSCL includes presentations of research papers, during a half-day event.
- Submitted manuscripts should have 8 pages or less and follow the IEEE author guidelines.
- Submissions will be handled through EasyChair:  
<https://www.easychair.org/conferences/?conf=cscs23>

## 3 Organizing Committee

### Workshop Co-Chairs:

Ștefan Trăușan-Matu

Department of Computer Science, University Politehnica of Bucharest, Romania

Răzvan Rughiniș

Department of Computer Science, University Politehnica of Bucharest, Romania

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### Program Committee Members:

- Philippe Dessus, Université Grenoble Alpes, France
- Nicolae Nistor, Ludwig-Maximilians Universitaet Muenchen, Germany
- Costin Pribeanu, National Institute for Research and Development in Informatics, Bucharest, Romania
- Elvira Popescu, University of Craiova, Romania
- Alexandru Iosup, Delft University of Technology, Netherlands
- Maryse Bianco, Université Grenoble Alpes, France

- Traian Rebedea, University Politehnica of Bucharest, Romania
- Vlad Posea, University Politehnica of Bucharest, Romania
- Daniela Gifu, Universitatea Alexandru Ioan Cuza, Iasi, Romania
- Costin Chiru, University Politehnica of Bucharest, Romania
- Bogdan Tiganoaia, University Politehnica of Bucharest, Romania
- Stefan Ruseti, University Politehnica of Bucharest, Romania
- Gabriel Gutu, University Politehnica of Bucharest, Romania
- Ionut Paraschiv, University Politehnica of Bucharest, Romania
- Clementin Cercel, University Politehnica of Bucharest, Romania

## 4 Important Dates

The timeline for CSCS21 conference is:

- Paper submission: **March 1, 2021**, through EasyChair
- Author Notification: March 14, 2021  
All notifications containing the reviewers' comments will be sent via email to the authors.
- Camera Ready: **April 7, 2021**  
The camera ready will be prepared by authors considering all comments indicated by reviewers. Please check submission page for all details.
- Author Registration: **April 7, 2021**  
Please check the Registration section for more information about the registration.
- CSCS23 Conference and Workshops: **May 26-28, 2021**  
The conference will take place at Faculty of Automatic Control and Computers, UPB.

## 5 Registration:

Please follow the [Registration](#) procedure.

Registration fee for CSCS23 will be establish according with the conference schedule (on site or virtually).