# Table of Contents

The Fourth International Conference on Creating, Connecting and Collaborating through Computing (C5 2006)

<table>
<thead>
<tr>
<th>Section</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>Preface</td>
<td>viii</td>
</tr>
<tr>
<td>Conference Organization</td>
<td>ix</td>
</tr>
<tr>
<td>Keynote Talks</td>
<td>x</td>
</tr>
</tbody>
</table>

## Content Generation, Annotation and Search for Croquet Environment

- **Croquet with TVML: Scripting and Generating Croquet 3D Worlds Using TVML**
  *Yutaka Kidawara, Takashi Yamamiya, Masaki Hayashi, and Katsumi Tanaka*  
  Page 2

- **3D Model Annotation from Multiple Viewpoints for Croquet**
  *Rieko Kadobayashi, Julian Lombardi, Mark P. McCahill, Howard Stearns, Katsumi Tanaka, and Alan Kay*  
  Page 10

- **Reconfigurable Search Engine for Exploiting Search Knowledge**
  *Koji Zettsu and Katsumi Tanaka*  
  Page 16

## Media for Collaboration (1)

- **3D Environments Utilization Effects in Development Processes of Embedded IT Devices**
  *Masahiro Sakai, Yasutaka Ishizaki, Atsushi Togawa, and Tsuyoshi Yamamoto*  
  Page 26

- **Basket—An Experimental Email Environment for Sharing Objects**
  *Tetsuya Hayashi*  
  Page 29

- **Collaborative Peer-Based Language Learning in Unsupervised Asynchronous Online Environments**
  *Goh Kawai*  
  Page 35

## Learning Environments

- **What Does Squeak Provide Students with?—A Comparative Study of Squeak eToy and Excel VBA as Tools for Problem-Solving Learning in High School**
  *Takeshi Fujioka, Hideyuki Takada, and Hajime Kita*  
  Page 42

- **Computer-Aided Collaboration Environment for Long-Term Cross-Cultural Studies between Korean and Japanese High Schools**
  *Masumi Sato and Kazutoshi Sumiya*  
  Page 50

- **Learning in a Distance and Collaborative Course that Connected Kyoto University and UCLA**
  *Takaaki Tsuji*  
  Page 58

## New Directions for Croquet (1)

- **Extending Croquet Spaces with Vector Fields, Vehicles, and Virtual Presence**
  *Mark P. McCahill, Peter Moore, Liz Wendland, and Anthony Zampogna*  
  Page 68

- **Jam Tomorrow: Collaborative Music Generation in Croquet Using OpenAL**
  *Florian Thalmann and Markus Gaelli*  
  Page 73
Simplified Distributed Authoring Via Component-Based Object Construction and Deconstruction in Collaborative Croquet Spaces  
Howard Stearns, Joshua Gargus, Martin Schuetze, and Julian Lombardi

Media for Collaboration (2)

Object Deputy Database Language  
Boxuan Zhai, Yuan Shi, and Zhiyong Peng

Emotional Agents for Interactive Environments  
Maic Masuch, Knut Hartman, and Grit Schuster

Proposing an Interactive Collaboration Media in P2P Settings  
Hiromu Araie, Masaki Hirokawa, Ryo Nishide, and Shinichi Ueshima

Collaborative Environments (1)

The Global Computer  
Alan H. Karp

New Collaborative Tools  
Ruzena Bajcsy, Sang-Hack Yung, Orion Elenzil, Bradford Wilson, Rick McGeer, Klara Nahrstedt, and Christine Strothotte

3D Global Virtual Teaming Environment  
Cindy Pickering, John David Miller, Eleanor Wynn, and Chuck House

New Directions for Croquet (2)

A Language Supporting Direct Manipulation of Component-Based Object Construction and Deconstruction in Collaborative Croquet Spaces  
Howard Stearns, Joshua Gargus, Martin Schuetze, and Julian Lombardi

Croquet? on Mars  
Frank Hughes and Frank Wattenberg

Wouldn’t You Like to Have Your Own Studio in Croquet?  
Costanze Langer, Andreas Raab, Christine Strothotte, and Carola Zwick

Network Environments for Collaboration

Authorization-Based Access Control for the Services Oriented Architecture  
Alan H. Karp

Scalability of Collaborative Environments  
Rick McGeer, Andreas Raab, David P. Reed, David A. Smith, and Alan C. Kay

System LSI Distributed Collaborative Design Environment for Both Designers and CAD Developers/Engineers  
Masahiro Fujita, Tasuku Nishihara, and Daisuke Ando

vi
Collaborative Environments (2)

Autonomous Generation of Spherical P2P Delaunay Network for Global Internet Applications
Hiroaki Kato, Takayuki Eguchi, Masaaki Ohnishi, and Shinichi Ueshima

EXEC: An Evolvable and eXtensible Environment for Collaboration
Yi Yang and Du Li

Inheriting Traditional Concept of “Turn” in Electronic Brain Writing for Group Idea Generation
Ujjwal Neupane, Motoki Miura, and Susumu Kanikufji

Creation Support

Semantics and Performance Considerations of Kedama, A GUI-Based Massively Parallel Programming Language
Yoshiki Ohshima

Script Synthesis Tool for Non-Experienced Programmers
Koji Yokokawa

Idioms for Composing Games with EToys
Markus Gaelli, Oscar Nierstras, and Serge Stinckwich

Simulation

An XML-Based Microworld Simulator for Business Modeling Education
Yoshiharu Kato

User Evaluation of Information Presentation System for Nature Observation
Naoki Yasukawa, Keishi Nishihara, Mitsutoshi Abe, Kazuyuki Moriya, and Tetsuro Sakai

SABER—Simulator for Agent Based Educational Architecture
Akira Sasaki, Ko Ishiyama, and Hiroshi Deguchi

Collaborative Environments (3)

An Integrated Session and Repository Management Approach for Real-Time Collaborative Editing Systems
Steven Xia, David Sun, Chengzheng Sun, and David Chen

A Buffer Framework for Supporting Responsive Interaction in Information Visualization Interfaces
Tobias Isenberg, André Miede, and Sheelagh Carpendale

LogCabin: A Tool for Workshop Documentation and Visualization
Toshiyuki Takeda

Demos and Posters Session

Abstracts of Pre-Registered Demos and Posters

Author Index