<<Cooperative Design, >>

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This book constitutes the refereed proceedings of the Second International Conference on Cooperative Design, Visualization, and Engineering, CDVE 2005, held in Palma de Mallorca, Spain, in September 2005. The 28 revised full papers presented were carefully reviewed and selected from over 100 submissions. The papers cover all current issues in cooperative design, visualization, engineering, and other cooperative applications. Topics addressed are such as constraint maintenance, decision support, and security enforcement for CDVE. Case studies and application specific developments are among the cooperative visualization papers. Along the line of cooperative engineering, knowledge management, reconfigurability, and concurrency control are major issues addressed.

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Building a CSCW Infrastructure Utilizing an M&S Architecture and XMLModelization of a Communication Protocol for CSCW Systems Using Coloured Petri NetsThe Design of a Workflow-Centric, Context-Aware Framework to Support Heterogeneous Computing Environments in CollaborationDo Tangible User Interfaces Impact Spatial Cognition in Collaborative Design?Cooperation in Highly Distributed Design Processes: Observation of Design Sessions DynamicsDesigning Display-Rich Environments for Collaborative Scientific VisualizationVisualization of Interactions Within a Project: The IVF FrameworkAn Interaction Interface for Multiple Agents on Shared 3D DisplayConcurrency Control and Locking in Knowledge Base for Rapid Product DevelopmentCollaborative Solution for Cooperation, Coordination and Knowledge Management in the Ceramic Tile Design ChainGCE: Knowledge Management Applied in a Design Reengineering ProcessA Constraint Maintenance Strategy and Applications in Real-Time Collaborative EnvironmentsDesign of a Cooperative Working Environment for Mobile Devices Mobility in Environmental Planning: An Integrated Multi-agent ApproachResearch on Mobile Agent Based Information Content-Sharing in Peer to Peer SystemEnvironmentally-Aware Security Enforcement (EASE) for Cooperative Design and EngineeringGrid Workflow Scheduling Based on Task and Data LocationsThe Construction Management Cooperated with Clients Using a Parametric Information Design MethodTheoretical Foundations for Knowledge-Based Conceptual Design of Complex SystemsPublic Digital Collaboration in PlanningDesigning Virtual Reality Reconstruction of the Koguryo MuralA Cooperative System Environment for Design, Construction and Maintenance of Bridges…
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