The "Collaborate" Activity Types

Working in teams (or pairs) rather than individually provides different experiences, perspectives, ideas, and feedback for the development and creation of computation artifacts. Being able to work collaboratively and work through conflict are skills which employers value as it is required for many careers. Therefore, collaborative computing and tools assist computer science students in creating quality computational artifacts.

Table 2: "Collaborate" Activity Types

Activity Type	Brief Description	Possible Technologies
Perform Team Role	Students perform a team role and use methods for whole team inclusion	Google apps, blogs (e.g. Edublogs), collaborative tools (e.g. Evernote)
Increase Team Productivity	Students evaluate team dynamics and use multiple strategies to increase productivity	Online project spaces (e.g. Padlet, Prezi), Google Hangout communication, knowledge sharing tools (e.g. Diigo)
Improve Workflow	Students control and evaluate workflow	Digital agendas and timelines (e.g. Google Calendar), project management tools (e.g. Bitrix24, Asana)
Give/Receive Feedback	Students give and receive feedback on their computing and projects	Pair programming (e.g. CodeStudio), screen sharing (e.g. ScreenHero), Google Docs, online feedback (e.g. Peergrade)
Select/Evaluate Tools	Students select and evaluate collaboration tools	Interactive whiteboard, online forums, blogs (e.g. Edublogs)