Towards Enabling Synchronous Digital Creative Collaboration: Codifying Conflicts in Co-Coloring

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Formative User Study and Design Goals for a potential Intervention System

 u_2

 \mathcal{U}_3

*S*₃

*C*₃

 u_4

*S*₄

 C_4

Turn 2

Turn 3

Turn 4

- F1: Understanding and relaying intentions is hard
 - Recoloring, Cross-recoloring, Reversion conflicts
- F2: Varying pace of actions leads to multiple conflictsDominance Score [here U1 dominates U2]

F3: Novice users need help in aligning preferences

Commonsense Score, Harmony Score

- G1: Facilitate communication of intentions via canvas and aid in resolution of conflicts
- G2: Provide feedback on collaborative strength and overall quality of colored line-art
- G3: Provide assistive tools to color harmoniously
- G4: Interventions should be non-obtrusive