

Perceived Quality of Cloud Based Applications for Collaborative Writing

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Agenda



Introduction

Background of the Research

Research Method

Findings and Discussion

Recommendations and conclusions

Web 1.0 vs. Web 2.0

✓ Web 1.0

- static Web pages
- only persons with a substantial ICT knowledge were able to create Web sites and publish information online
- users were just passive consumers and information recipients

✓ Web 2.0

- social Web
- the core idea is harnessing collective intelligence

Models of social paradigm

- ✓ Service Oriented Architecture (SOA)
- ✓ Cloud Computing (CC)
- ✓ Software as a Service (SaaS)

Collaborative editors

- ✓ cloud based Web services
- ✓ replacement for standard "office" applications
- ✓ advantages:
 - efficient formatting and editing of the content
 - simultaneous work on the same document,
 - they contain information about who created a document and when
 - this type of applications includes a number of add-ons such as live chat, live markup and annotation etc
- ✓ have a potential to be used for both professional and educational purposes

Research challenges

- ✓ some of the major concerns are related to
 - security
 - privacy
 - trust
 - scalability
 - reliability
 - quality of service
- ✓ implementing the principles of Web Engineering is proposed as a possible response to these challenges
- ✓ research was conducted with students who used collaborative editors to perform educational e-activities

Web 2.0 applications quality evaluation

- ✓ within a conceptual model, quality attributes were classified into six basic categories:
 - system quality (SYQ)
 - service quality (SEQ)
 - information quality (INQ)
 - performance (PFM)
 - effort (EFO)
 - acceptability (ACP)
- ✓ based on their theoretical similarities, quality attributes were categorized into one of the six proposed dimensions

Research Method

- ✓ the experiment consisted of subjective quality assessment of four different cloud based applications (*Google Docs*, *Zoho Notebook*, *iNetWord* and *Helipad*) that can help in the implementation of collaborative educational e-activities
- ✓ during the study, which lasted an entire semester, students used collaborative editors to complete four e-activities
- ✓ in order to better assess their quality and determine their advantages and disadvantages, students used a different collaborative editor for each e-activity
- ✓ at the end of each e-activity, students expressed their critical opinions, including the advantages and disadvantages of the collaborative editor used while performing the e-activity (retrospective thinking aloud method)
- ✓ at the end of the semester, students completed a questionnaire ((five-point Likert scale) assessing the quality of all the four Web 2.0 applications

Findings

- ✓ the study involved undergraduate students of Information Science
- ✓ at the time when the experiment was conducted, participants were in the second year of study
- ✓ all of them used Web 2.0 applications on a regular basis
- ✓ according to the results obtained from the questionnaire, only the **availability** and **security** attributes were assigned high values
- ✓ the mean value ranged between 4.92 and 4.56 for the security attribute and between 4.73 and 4.18 for Web application availability

Recommendations

- ✓ list of the attributes most frequently mentioned by the respondents in the context of advantages and disadvantages of used collaborative tools:
 - Satisfaction
 - Usefulness
 - Ease of use
 - Effectiveness
 - Reliability
 - Aesthetic
 - Customizability
 - Familiarity
 - Interactivity
 - Navigability

Conclusions

- ✓ the results of our research showed that users placed a greater emphasis on subjective than objective quality attributes
- ✓ while thinking aloud, users did not mention the attributes *consistency* and *memorability* even once
- ✓ three quite important attributes were often mentioned and they may be added to future versions of our questionnaire:
 - scalability
 - compatibility
 - interoperability

Future work

- ✓ will be focused on the implementation of Web 2.0 applications to other types of educational e-activities
- ✓ we will test an improved new questionnaire in the area of e-commerce
- ✓ to improve the applicability of the proposed set of quality attributes and assessment methodology, research will be extended to include domain experts
- ✓ by using automatic tools for usability evaluation, we will gather data concerning the objective attributes that will surely enrich and complement the presented results

Thank you for your attention !

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