Submission of Abstract: Please use NORMAL style for all text in the Abstract Template

Abstract title (Use sentence case)	Collaborative writing – does the tool make the difference?
Type of Presentation	Paper ☐ Short Paper ☐ Panel ☐ Workshop ☒
Name, and contact details of corresponding author	Name: Secundino Correia Email: secundino@cnotinfor.pt Fax: +351 239 792 829
Author(s)' name(s)	Tiago Correia e Secundino Correia
Author(s)' affiliation(s)	CNOTINFOR
Keywords (please select 5 from list on website)	collaboration, elementary education, networks, inclusion, learning styles.
Audiovisual requirements (PCs will be the standard computer)	Computer ☒ Data projector ☒ Other ☒ Please specify:Internet connection, 1 computer per group of 2 persons.
What is the main message of your contribution with respect to the workshop's title?	Collaborative and creative writing skills are crucial on any 21st century learning organization based upon management by values.
Abstract (400 – 600 words)	At this workshop, we will present how to use "Creative Writing Co-Laboratory" to empower writing, creativity, collaboration and cooperation. The outcomes of the project Co-Labs are the main guidelines for the activities of the workshop. The environment produced is a multimedia MOO. A MOO is a MUD object oriented. A MUD is a Multi-user Dimensions virtual space where users can interact with each other and with objects. The interaction can be made in each page, and all users (writers) can see immediately what each one is writing or drawing, as they are in the same virtual learning space (the same page or mode). The creative writing environment, has some characteristics: • Several children can connect and interact simultaneously to write together the same story. • Spatial organization, e.g. children interact with each

other and with the objects they create within pages.

• Real time communication actions are performed, by writing in cartoon bubbles, by drawing, by recording sounds, and by animating objects.

• Asynchronous communication tools are also included, like saving to the web an unfinished story, that others will download and continue.

We intend to use several combinations of collaboration and cooperation to present several scenarios to use "Creative Writing Co-Laboratory":

• Peer to peer collaboration, when two or three persons share the same screen at the same time;

• Peer to peer collaboration in different networked computers in the same room;

• Peer to peer collaboration in different networked computers in different places (rooms, schools or countries);

• Group or class collaboration, while discussing ideas and giving its own contribution to solve a problem. This means trying to understand others' points of view and reconstructing knowledge by interacting with each other.

• Only one computer with several persons. Use paper solutions to overcame the lack of computers.

This workshop can occur in two differente ways:

1. Using children within the same group of age between 7 to 14 years-old. The participants of this workshop will observe children's work, cooperation, collaboration and creativity.

2. Using adults (the participants of the IFIP conference in this workshop). They will work with "creative writing co-laboratory" feeling the sense of working in a collaborative learning environment.

The activity proposed and to be developed with any of the groups is the same: they must write a story in collaboration with all the elements of the group.

We intend to reserve some time at the end of the workshop do discuss, evaluate and analyse the experience of collaboration and creative writing. We will ask to all the participants the

	permission to record (with video camera) their opinions. After the workshop, we will compile all the information (opinions, comments, evaluations, stories, etc) collected to construct a document to disseminate these results, either they are positive, negative or constructive).
Short biography of presenter (maximum 50 words).	Secundino Correia is Professor and Researcher of ICT on Education and Special Needs at ESE de Paula Frassinetti. His main fields of research are Integrated Virtual Learning Environments; Collaborative web based learning and Disappearing technologies. He is Member of the Eurologo International Scientific Committee since 1991. Tiago Correia is Chief Programmer of Cnotinfor and has programmed Creative Writing. He was the programmer of educational software Magic Forest and Early Essentials Chi.
What are the themes, relevant to the scope of the workshop, that you think should be discussed?	How can an ICT tool be designed in order to encourage collaborative learning and creative thinking? How can broad bandwidth, ubiquity and wireless empower the learner?