**Design Space**

- Corridor Crusaders
  - 30% of time away from desk
  - Much of time spent in meetings, both formal and informal

**Informal Interactions**

- Resource for Knowledge generation
  - Unscheduled
  - Synchronous (All, Phone, VideoConf, Face-2-face)
  - Work Related

**Problem**

- Finding Time To Meet
  - “I was mostly in meetings, 36 out of 40 hours a week…”
  - How to Reach Someone?
    - “I am sick of worrying about how to get people. When I want to get to somebody, I need to get to the person. I really don’t care how.”

**Team**

- PorchLight
  - An enterprise system for facilitating speedy identification and engagement of collaboration opportunities.

**Situational Awareness**

- Real-world schedules are constrained.

**Instant Communication**

- A minimally intrusive means to engage in collaboration.

**User Scenarios**

- Tannahma decides to take a break and goes for a cup of coffee. At the coffee machine, she runs into Donald and begins talking about baseball. The conversation slowly shifts to the project they are working on and Donald reminds her the sponsor asked for a copy of the current status of the deliverable. She takes her EDA out of her pocket and asks him to send it. Donald sends it over and Tannahma asks him if he’s ready later. She puts her EDA back in her pocket and heads back to work.

**System Architecture**

- Data Stores
  - Software Agents
  - Interface

**Information Flows**

- Recognition Systems
  - Data Stores
  - Higher Level Functions

**Interaction Prototype**

- “The most important task of this system is condensing the information into meaningful chunks for an end user.”

**Context**

- Intermittibility
- Reachability
- Opportunity

- Speed: “Identifying and engaging cannot take longer than collaboration itself.”

- Ranked opportunities
- Links to further details