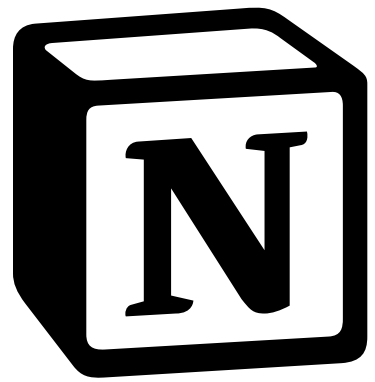


# Social Computing – Assignment 1

## Collaborative Information Sharing



Notion



miro

## Gaming



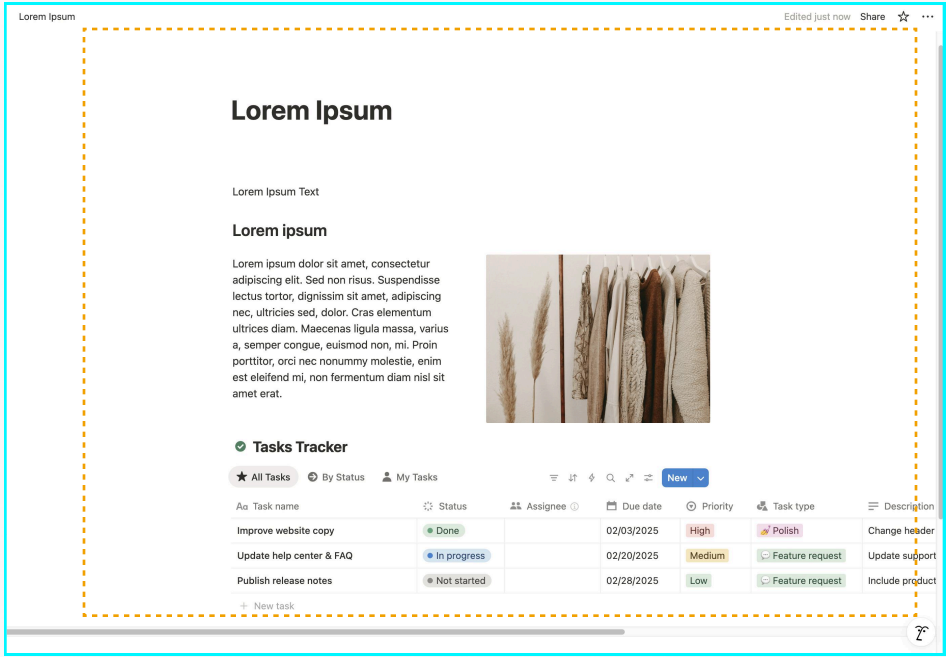
## Instant Messaging



# Notion Vs Miro



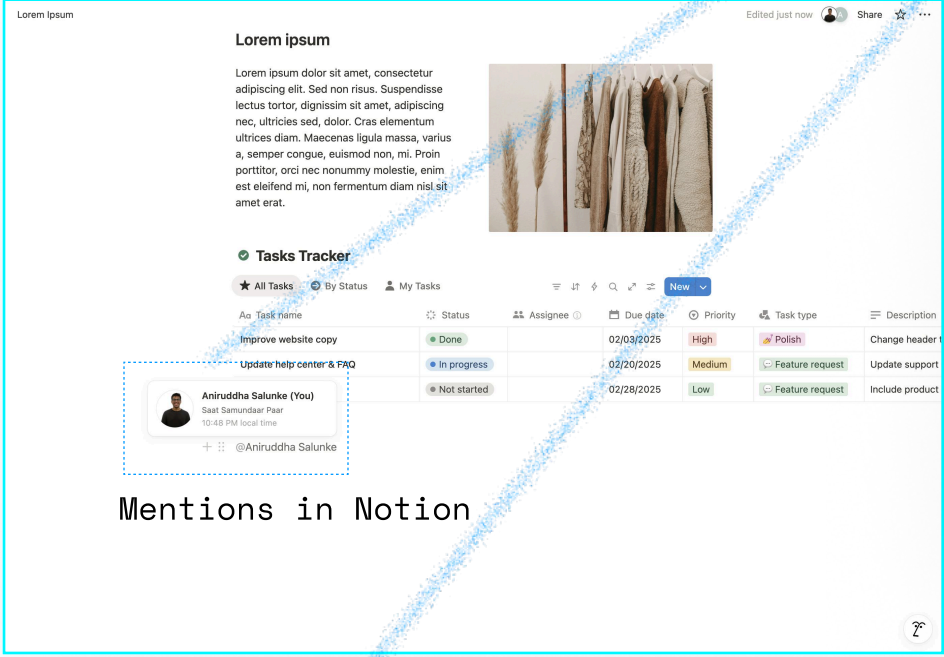
Notion is an **all-in-one workspace** designed for knowledge management and team collaboration. It allows users to create to build a sharing knowledge space, thus adding it to the collaboration information sharing category.



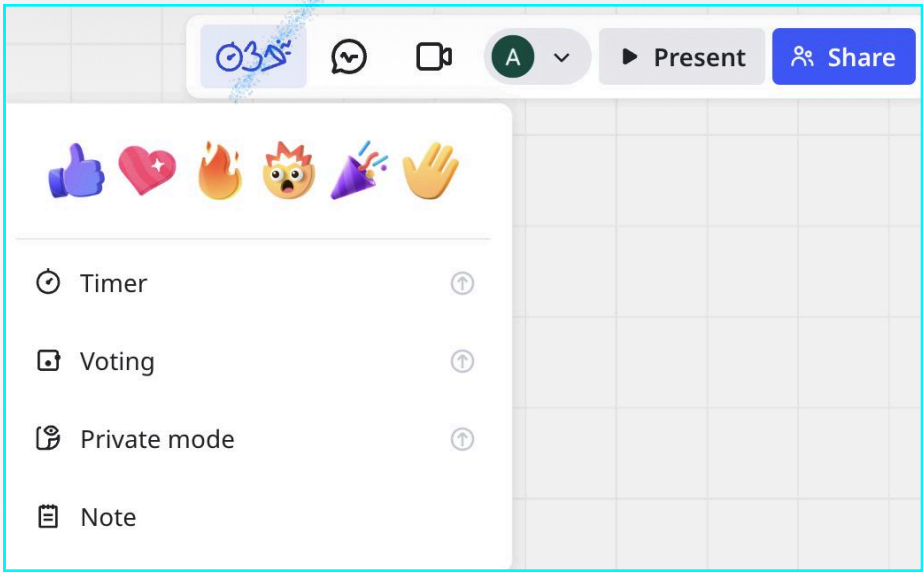
Types of Media for Notion  
Notion page with some content

- Pages
- Databases
- Task boards
- Wikis
- Embedded Files
- Photos
- Videos
- Figma
- Miro
- Audio files
- Web bookmarks

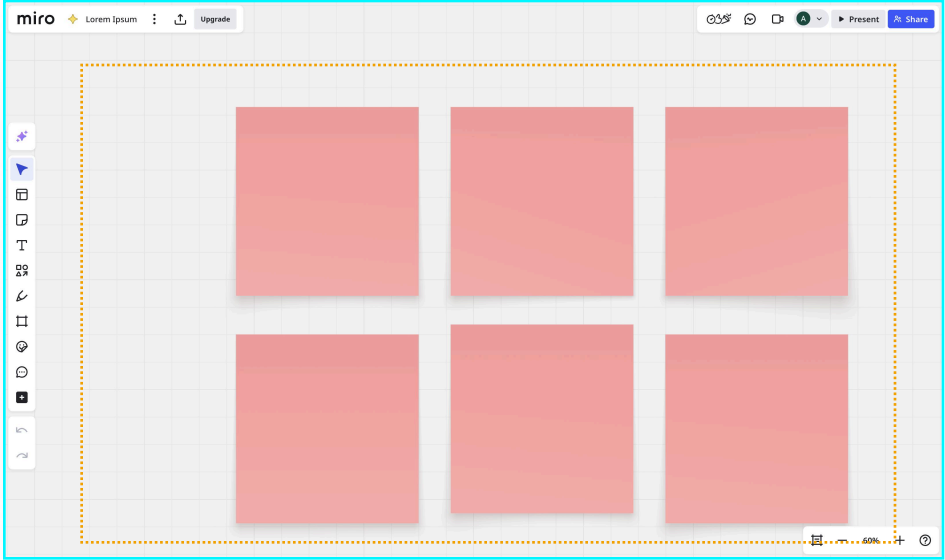
Notion’s supported type of media is more catered to foster a sense of **documentation of resources** and planning and as a **knowledge base** [3].



Mentions in Notion



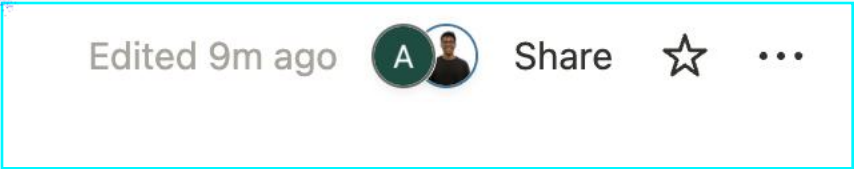
Miro is an **infinite canvas** whiteboard designed for real time creativity and teamwork, acting as an avenue for collaboration information sharing.



Types of Media for Miro  
Infinite Whiteboard Canvas in Miro.

- Sticky Notes
- Text Boxes
- Shapes
- Diagrams
- Images
- Videos
- Drawing
- Templates
- Embedded Files

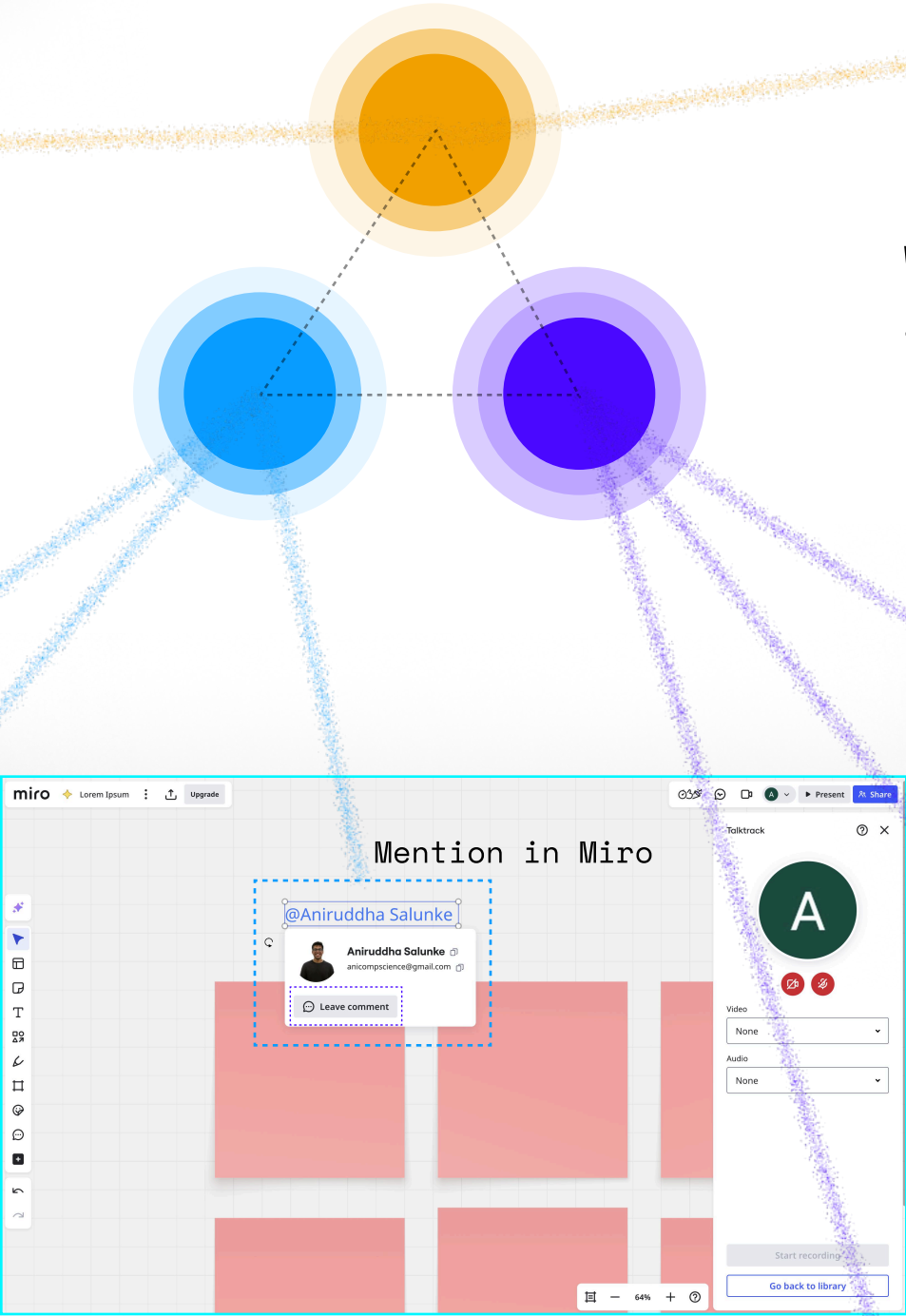
Whereas Miro’s use case is more in regards to **ideating and brainstorming** in realtime so the type of media facilitates those needs [4].



**Awareness Support** in Notion is presented through **Last Edited Notification** thus making it more reliable for asynchronous collaboration while Miro lacks this feature fostering more synchronous collaboration.

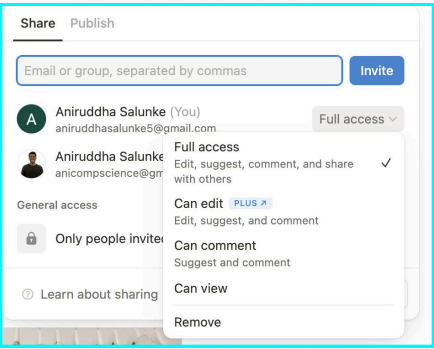
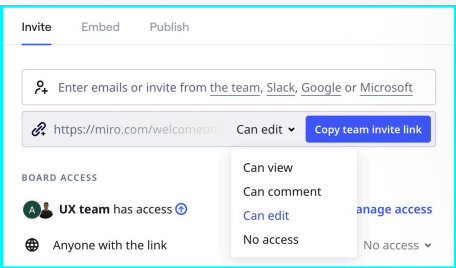
Encourages more **asynchronous communication** as Notion acts as a all-in-one workspace [1].

Encourages more **synchronous communication** and more in real time due to Miro primarily being used for brainstorming [2].



**Mentioning** users is a common practice in both the platforms, depicting coordination of people.

For Miro, there are many facilitator tools like **video conferencing, polls, timers** to enhance realtime teamwork. Notion lack this functionality thus acting more as a documenting platform.

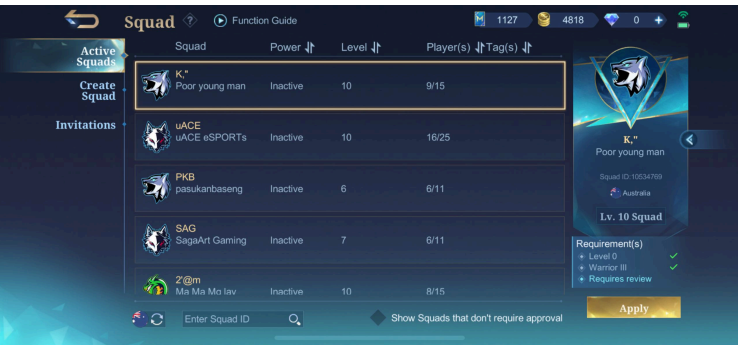


For notion the access level is at **workspace level** while in Miro its at **board level (canvas)** with access specified for **view, comment, edit** or **no access**.

# Clash of Clans Vs Mobile Legends



Mobile Legends is a MOBA (Multiplayer Online Battle Arena) based game designed for mobile. Players form teams of 5 and compete in matches requiring **communication**, **strategic coorination** and **cooperation**. It is a social computing application as it encompasses all the 3C's from the The 3C Framework[5].



In Mobile Legends users can form **squads** and play together.



The **squads** and **clans** in respective games fosters a sense of community encouraging **communication**, **coordination** and **cooperation** in various ways.



While in Mobile Legends the communication is **during the match**.The text-based communication in the match is **strategy based**. Fostering a collaborative effort through effective communication.



|  |                                               |
|--|-----------------------------------------------|
|  | To gather all the teammates for a team fight. |
|  | To retreat from an area indicating danger.    |
|  | Indicating the teammates to attack.           |

## Mobile Legends Heroes Categories



Heroes are categorised into six categories and each category has its strengths and weaknesses[6]. This role-based system fosters **coordinating and cooperation**, as success depends on coordinated strategies and trust among teammates.



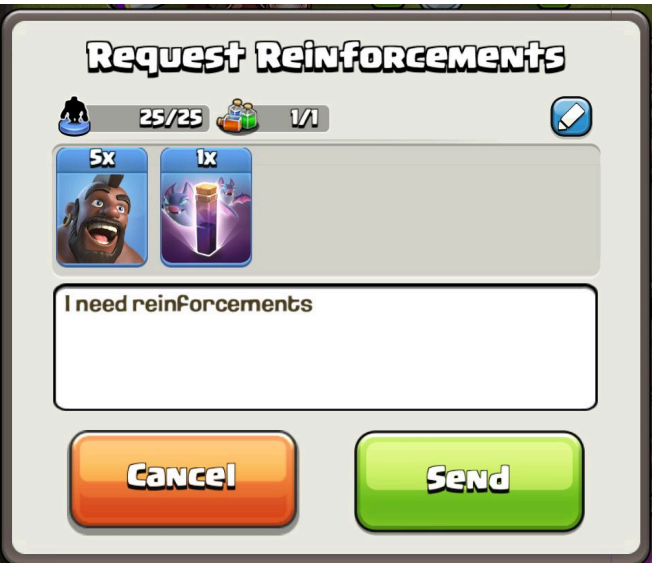
Clash of Clans is a mobile based strategy game where players build their villages, train armies and raid other villages for resources. In the context of social computing, this game fosters deep and **coordination** efforts for forming **war strategies**, **coordinating** attacks and **sharing resources**. It also encompasses all the 3C's of the 3C Collaboration Framework[5].



As the name suggests in clash of clans players are a part of a **clan**.



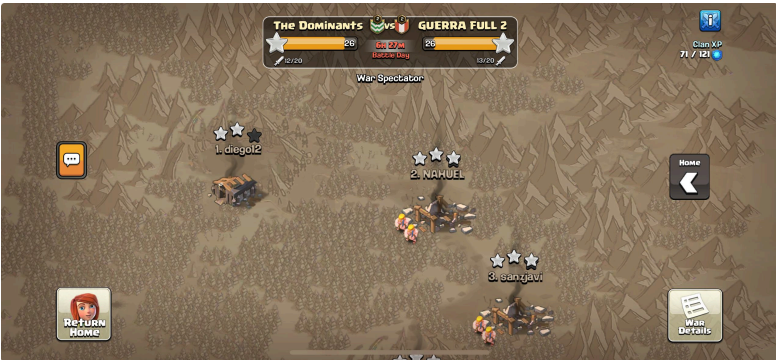
**Side note** : Clash of Clans and Mobile Legends are different with regards to the gameplay and this fact heavily affects the social computing applications of these games.



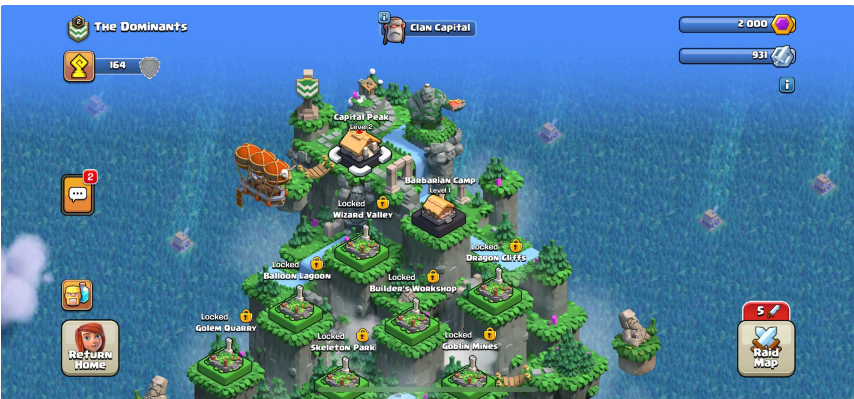
In Clash of Clans **reinforcement** can be requested through **chat** from other clan members, and sending reinforcement is incentivised with EXP points. This encourages **cooperation of resources** i.e, the army troops.



There's also the normal text - based chat for the clan.



In clash of clans fighting in war is a major component of the game. It requires **collaboration** to plan war strategies through effective **communication**.



There's also a component of the **Clan Capital** that members have to maintain **coordinating** by using their own resources and **cooperating** with other clan members.



# WhatsApp Vs Messenger

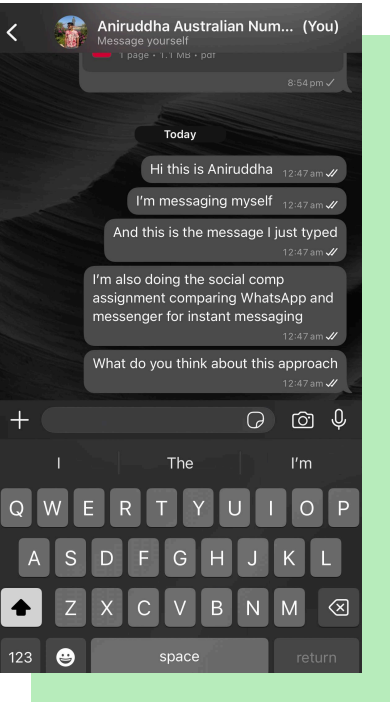


Whatsapp can be categorised as for instant Messaging as the app is **utility driven** having a mobile first approach. The app is light-weight and designed for **low bandwidth** setting fostering **communication** and **cooperation** according to the 3C Collaboration Model[5].



Messenger is a more **socially driven** instant messaging app, designed for **social connectivity** and **community engagement**. Messenger also fosters **communication** and **cooperation** from the 3C Collaboration Model [5].

## Communication



Whatsapp is primarily used for **text** messaging due to it being low bandwidth.

### Types of media communication in Whatsapp

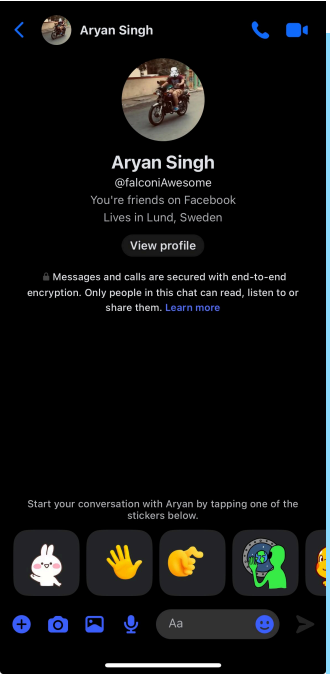
- Texts
- Photos and Videos
- Documents
- Contact
- Location
- Event
- Poll

The media in Whatsapp facilitates communication in **lower bandwidth** thus making it suitable for instant messaging.

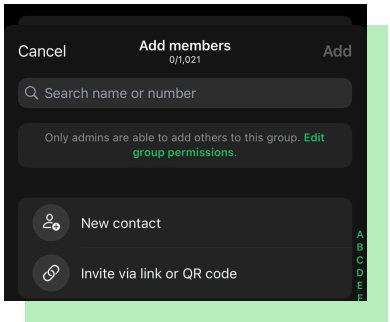
While Messenger focuses on more **expressive communication** like GIFs, stickers, etc but can be used for text messaging as well, but generally used for more expressive forms of communication.

### Types of media communication in Messenger

- Texts
- Photos and Videos
- GIFs
- AR Filters
- Games
- Poll
- Location



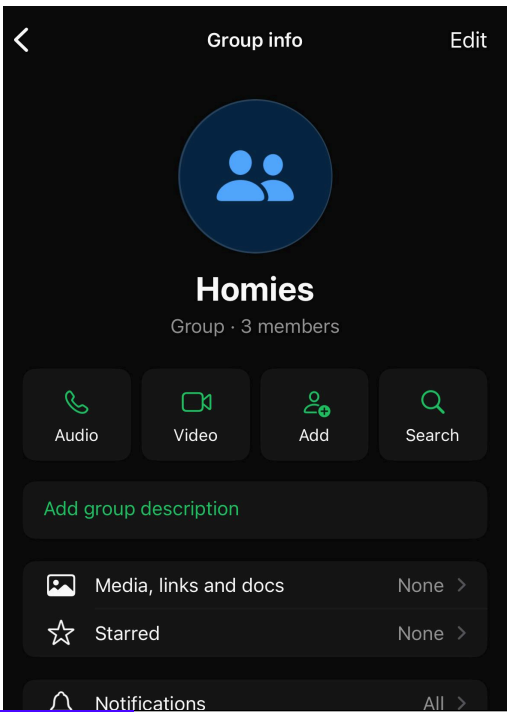
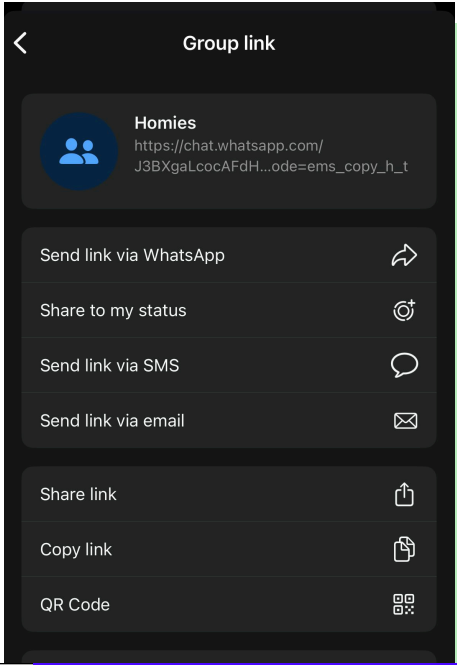
The media in Messenger suggests its more in tune for **expressive communication** but it defers from Whatsapp in terms of lower bandwidth settings.



The entry point in Whatsapp groups can be through **contacts** or by sending an **invite link**.

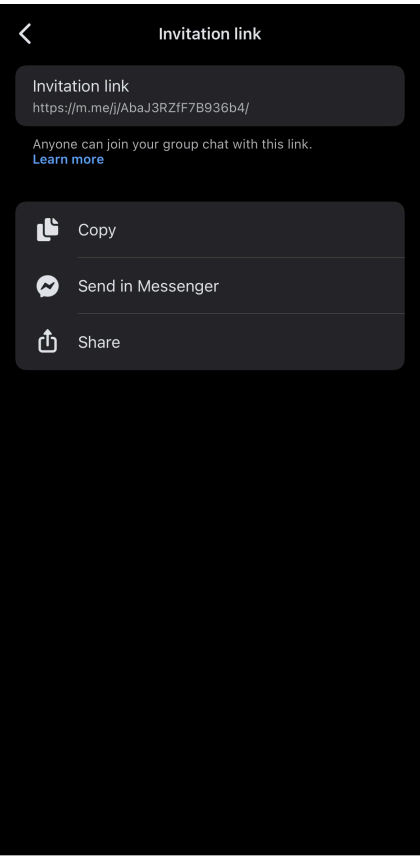
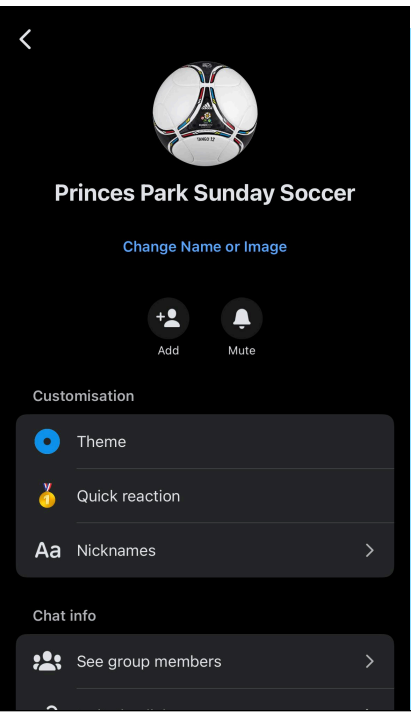
In the case of Messenger the entry in a group is only through an **invitation link**, **cannot** be done through **contact phone number**. Its integrated into Facebook's friend's network.

## Coordination



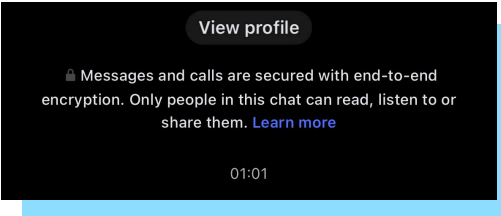
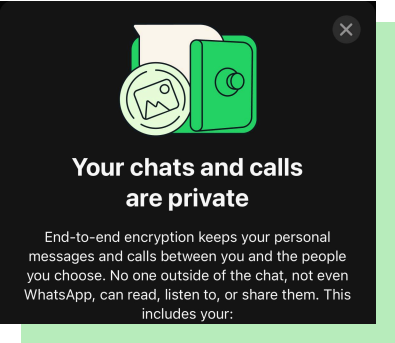
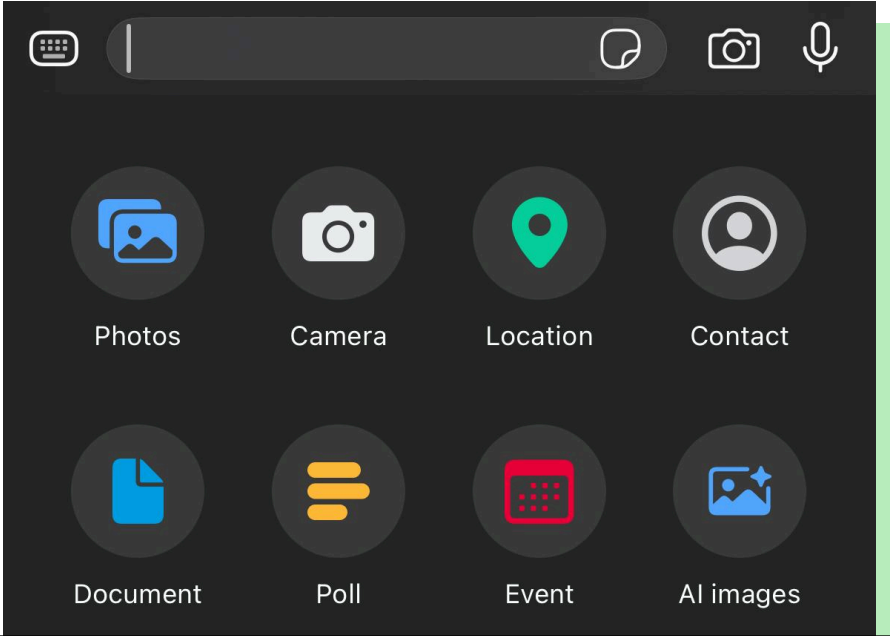
**Strong hierarchy** structure in Whatsapp, **admins** responsible for maintaining the group or community. While in messenger the groups are free to join for anyone having the link or invite indicating **weak hierarchy**.

Both Whatsapp and Messenger support **Group Formation and coordination**, enabling **asynchronous** and **synchronous** communication



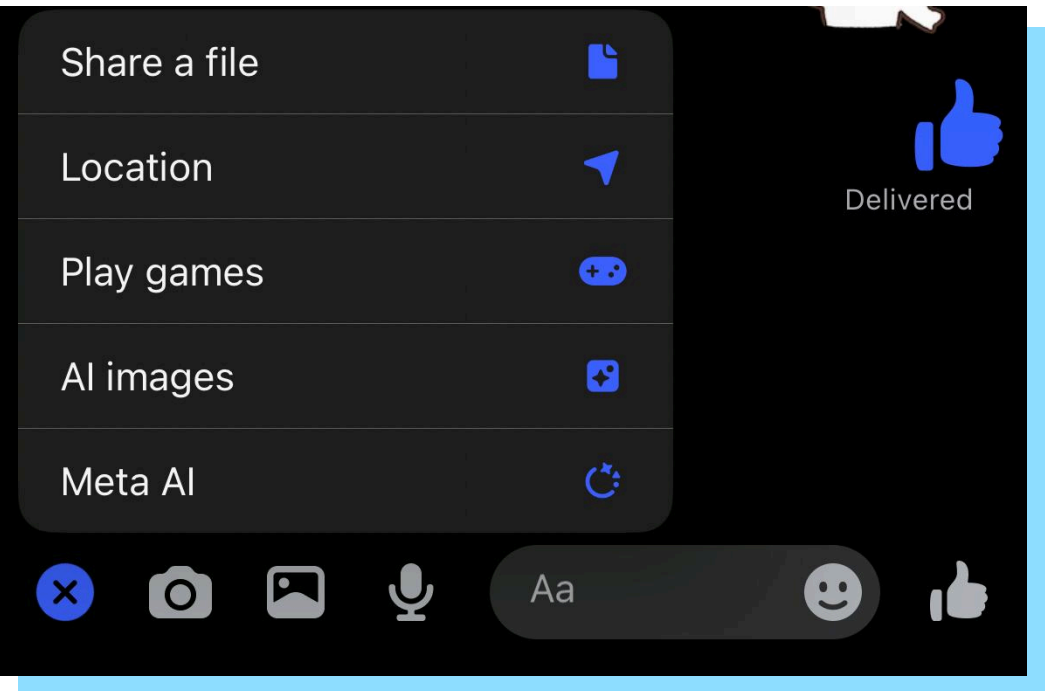
## Cooperation

Whatsapp is more **formal** and **practical** in terms of **cooperation**, as suggested by the types of content and media that can be shared, indicating at **formal coordination**.



Communication in Whatsapp and Messenger in **end to end encrypted** thus making it a **trusted cooperative** space, even in **sensitive contexts**.

Messenger is more **socially driven and playful** in terms of cooperation. Focusing on activities like sharing memes, playing games, events, etc.



# References

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[1]Notion. (n.d.). How Notion fits into your tool ecosystem. Notion. <https://www.notion.com/help/guides/notion-fit-tool-ecosystem>

[2] Miro. (n.d.). Brainstorming online. Miro. <https://miro.com/brainstorming/>

[3] Notion. (n.d.). Knowledge base. Notion. <https://www.notion.com/use-case/knowledge-base>

[4] Miro. (n.d.). Miro for ideation & brainstorming. Miro Help Center. Retrieved [Access Date], from <https://help.miro.com/hc/en-us/articles/4404066687122-Miro-for-ideation-brainstorming>

[5] Fuks, H., Raposo, A., Gerosa, M., Pimental, M., & Lucena, C. J. (2008). The 3C Collaboration Model. In N. Kock (Ed.), Encyclopedia of E-Collaboration (pp. 637-644). IGI Global Scientific Publishing. <https://doi.org/10.4018/978-1-59904-000-4.ch097>

[6] AR-Pay. (n.d.). A brief introduction to Mobile Legends and Mobile Legends cards list. AR-Pay. Retrieved August 23, 2025, from <https://ar-pay.com/blog/en/gaming/mobile-legends/mobile-legends-cards-list>

## Use of AI Statement

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No AI was used to complete this assignment.