



## CURE Training

*A set of tasks for gaining hands-on-experience with CURE.*

Till Schümmer  
Cooperative Systems Department  
FernUniversität in Hagen  
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### Preface

The goal of this document is to familiarize you with the CURE system. It is not intended as a substitute for the CURE manual but should rather complement the manual by providing some easy tasks that you can try to see how CURE works. Each task refers to a section in the CURE in a Nutshell manual.

Please try to achieve the proposed tasks and refer to the mentioned sections of the manual if you do not know how to proceed. If you still have problems, you can refer to the task's section in the solution chapter where a short outline is provided on what the user did to finally solve the task.

The scenario for this tutorial is that of an international soccer championship. Imagine that you are the representative of your favourite soccer team. You will learn how to establish a collaboration space for all soccer team representatives of the championship. You will also see how you can form sub-teams. Finally you will exercise collaboration in your team including the creation of a hypertextual document that advocates why your team should win the championship and the mail-based discussion of this document.

# Tasks

## 1. Arrive in the system and describe yourself

The first task is that you enter the system and provide a self description. You should try to locate your personal user profile and edit this profile. Enter some text that describes your motives for participating in this exercise and upload a picture of yourself (please select a small file so that the CURE system is not blocked by processing your user picture).

**Hints in the manual:** Chapter 1 & 3.

## 2. Move to the Demonstration Sandbox

Try to navigate through the pages that you see in the CURE system. As it is in depth described in the manual (Chapter 2), CURE is based on the metaphor of virtual rooms. When you entered the system, you were located in the room Hall. Now you should try to move to the room called "Demonstration Sandbox".

**Hints in the manual:** Chapter 2 & 4.

## 3. Create your personal room

Imagine that you plan to act as a facilitator of a group of fans of your soccer team. You want to invite them to a brainstorming session where new ideas for better promoting the team shall be collected. Since the group did not meet before, you have to provide them with a space for collaboration. And since this is only part of the tutorial, you should create this place as an adjacent room to the demonstration sandbox.

So, your task is to create a room, give it a name, and provide it with a description.

**Hints in the manual:** Chapter 9 (including the first sub-chapter).

## 4. Create initial content

Before you can invite your collaborators to the room, you want to give it some content. You will structure your room in the following way: The entry page will include an explaining paragraph and point to three different pages: The agenda for the meeting, a page describing the group's goals, and a page that can be used for collecting new ideas.

In this task, you should create the entry page and blank pages for the other identified pages. The final result should look like Figure 1.



Figure 1: Create a start page that looks like this...

**Hints in the manual:** Chapter 5.

## 5. Further familiarize with the WIKI syntax

After you created your first page, you should experiment a bit and create a more sophisticated page. Move to the goals page and modify it using the WIKI syntax so that it has the content shown in Figure 2:



The screenshot shows a Wiki page titled "Goals" with a light green header. The page content is as follows:

**General Goals**

- Help the team to **score at least twice** every game
  - Raise motivation
- Reduce the number of foreign fans
  - Maybe this equation really describes this:  $f = \frac{q}{\sqrt{z}}$
- Create a **culture of trust** between fans

**Specific Goals**

We want to improve our rank in the league.

**Current ranking**

Position	Team	Goals	Points
1	1. FC Nürnberg	4:0	7
2	FC Schalke 04	4:1	7
2	Bayern München	4:1	7
4	Borussia M'gladbach	3:1	6
5	Werder Bremen	6:5	6
6	Hertha BSC	5:1	5
7	1. FSV Mainz 05	4:3	5
8	Bayer Leverkusen	5:3	4
9	Borussia Dortmund	4:4	4
10	Energie Cottbus	3:4	4
11	Hamburger SV	4:4	3
12	Eintracht Frankfurt	2:2	3

At the bottom right, it says "last editor: Tili Schümmer (05.09.06, 02:06)".

Figure 2: A more complex WIKI page.

**Hints in the manual:** Syntax for headings, bold text, bulleted lists, formulas, and tables as described in Chapter 5.

**Additional tasks:** Take some time to further experiment with the WIKI syntax. After some practice, you will see how easy it gets to write WIKI pages.

## 6. Upload a logo for your soccer team

You hopefully have a file containing a graphical image of your soccer team on your hard disk. If not, any other picture will be sufficient. Upload this picture to your room in CURE and link it to the start page of your room so that it appears as it is shown in Figure 3. Please ensure that the picture is scaled to a width of 300 pixels.

**Hints in the manual:** Chapter 5

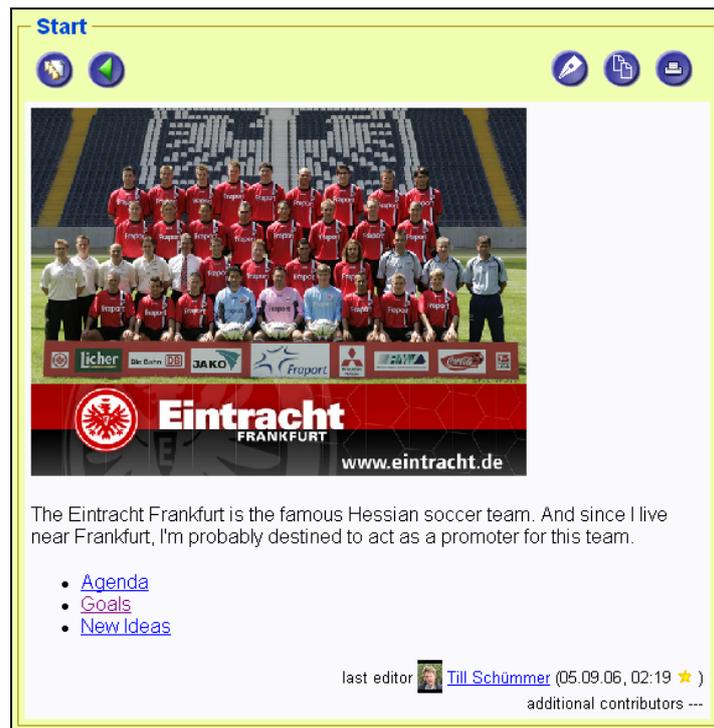


Figure 3: Polishing the start page with a picture.

## 7. Invite a friend to your room

Probably, it is now time to start the collaboration in your room. Select one of your colleagues and invite him to the room by passing him a copy of your key. Your colleague should be allowed to edit pages but you don't want him to destroy your room. You also don't want that other people can enter the room without your explicit permission.

**Hint in the manual:** Second part of Chapter 9.

## 8. Write an e-Mail

Your friend did not yet join the room although you invited him. Therefore, you decided to write an e-mail to all members of your group. You want to point them to the goals that you collected in the page *Goals* before. Ask your colleague to reply to this mail using his mail tool and see how the mail arrived both in the web-based mailbox and in your mail client.

**Hint in the manual:** Chapter 8.

## 9. Provoke a version conflict and resolve it

Finally, your colleague enters the collaboration space. He follows the link that you provided in the mail and modified the *Goals* page to add a bullet on "Education of young players". Try to edit the page at the same time and resolve the conflicts that arise from parallel work.

**Hint in the manual:** Chapter 7.

# Solutions

## 1. Arrive in the system and describe yourself

1. Point your browser to the URL of the CURE system (e.g., <http://mapper.fernuni-hagen.de/CURE>)
2. Enter your user name and your password (e.g., fuh\_ts and \*\*\*\*\*).
3. Press *Login*.
4. Locate your user icon in the user list shown in the top-right corner of the entry page. You can recognize your personal avatar by the looking at the different borders: The avatar with the brown border is yours.
5. Move the mouse to the avatar to see the popup-information. The appearing view shows you links to your user profile and to the editable version of your profile (labelled "Edit my profile").
6. Click on the link "Edit my profile" (Figure 4).
7. Enter a string describing yourself in the description area (Figure 5).
8. Search for a picture or enter the path to a picture in the picture file selection area.
9. Scroll to the end of the page and press *Set* to save your profile.

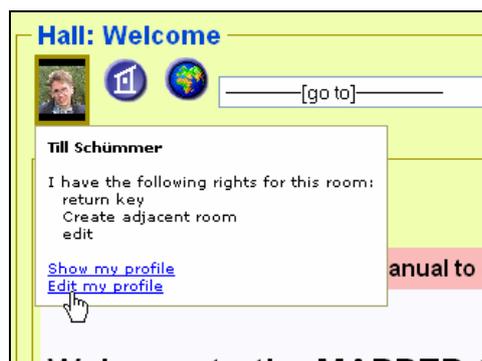


Figure 4: Opening the user profile.

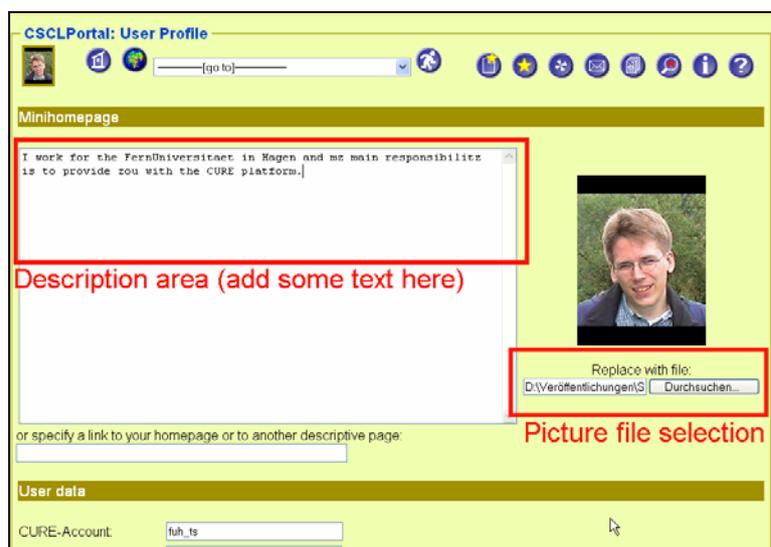


Figure 5: Editing the user profile.

## 2. Move to the Demonstration Sandbox

Alternative 1:

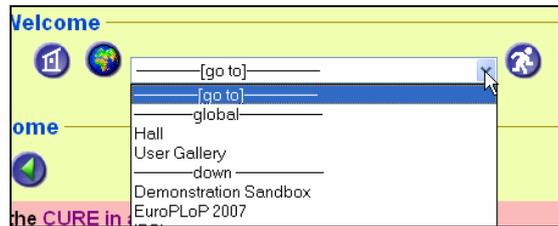


Figure 6: Room navigation bar.

1. Open the room navigation list (in the centre of the room navigation bar -- Figure 6).
2. Select the room labelled "Demonstration Sandbox".

Alternative 2:



Figure 7: Parts of the room directory.

1. Press on the globe in the navigation list to enter the room directory.
2. Find the desired room in the list of rooms or in the graphical map of rooms at the end of the room directory.
3. Click on the found room.

## 3. Create your personal room

1. Navigate to the Demonstration Sandbox room as described in task 2.
2. Open the info page of this room by pressing the **i**-Button.
3. Create a new room using the **+**-Button.
4. Enter information about the room in the form that appeared after you created the room.
5. Save the room properties (by pressing the save button).

## 4. Create initial content

1. Navigate to the home page of your room by either pressing the **1**-Button on the room's info page or by selecting the room as described in task 2.
2. Ensure that the system shows you the start page of the room (by looking at the page title, which should read like this: ).
3. Edit the page by pressing the **e**-Button.
4. Enter the following WIKI text (or some text that looks equivalent if you are not promoting the Eintracht Frankfurt :-)):

```
The Eintracht Frankfurt is the famous Hessian soccer team. And since I live near Frankfurt, I'm probably destined to act as a promoter for this team.
```

```
- Agenda
- Goals
- New Ideas
```

5. Save your changes by pressing the "Save" button.
6. A link wizard will appear that shows you unknown pages (since you did not create the pages *Agenda*, *Goals*, and *New Ideas* before, these pages now have to be created by the link wizard). Accept the default selections and submit the form which will create new WIKI pages for all unknown links.

## 5. Further familiarize with the WIKI syntax

1. Open the *Goals* page in your room.
2. Enter the following WIKI text to create the example shown in Figure 2 (you should take some time to experiment with other formatting commands).

```
!!General Goals
- Help the team to __score at least twice__ every game
-- Raise motivation
- Reduce the number of foreign fans
-- Maybe this equation really describes this:

$$f = \frac{q}{\sqrt{z}}$$

- Create a __culture of trust__ between fans

!!Specific Goals

We want to improve our rank in the league.

!!Current ranking

|Position|Team                |Goals|Points|
| 1 | 1. FC Nürnberg      | 4:0 | 7 |
| 2 | FC Schalke 04       | 4:1 | 7 |
| 2 | Bayern München      | 4:1 | 7 |
| 4 | Borussia M'gladbach | 3:1 | 6 |
| 5 | Werder Bremen       | 6:5 | 6 |
| 6 | Hertha BSC          | 5:1 | 5 |
| 7 | 1. FSV Mainz 05     | 4:3 | 5 |
| 8 | Bayer Leverkusen     | 5:3 | 4 |
| 9 | Borussia Dortmund   | 4:4 | 4 |
|10 | Energie Cottbus     | 3:4 | 4 |
|11 | Hamburger SV        | 4:4 | 3 |
|12 | Eintracht Frankfurt | 2:2 | 3 |
```

3. Press the preview button to verify your page's appearance. If everything is fine, you can lose the popup again.
4. Save the page using the "Save" button.

## 6. Upload a logo for your soccer team

1. Move to the start page of your room.
2. Create a new page using the -Button.
3. Enter a name, select the page type "File" and add a local file name to the file selection box that appears after you selected the type file ().

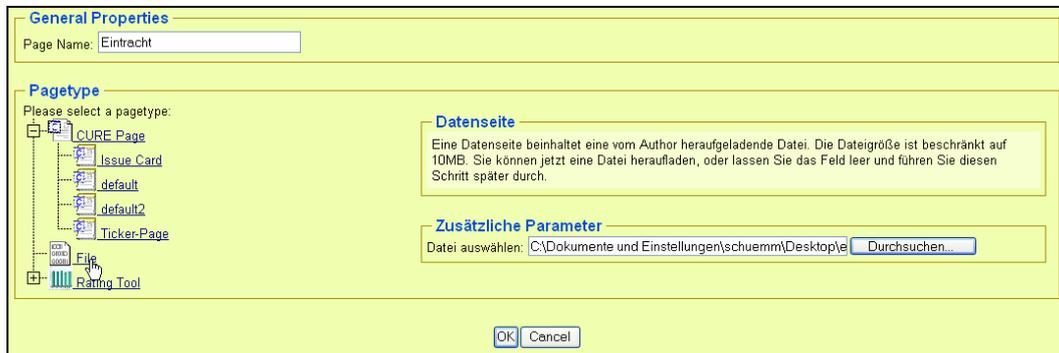


Figure 8: Creating a new file page.

4. Press OK. The system will show the property page of the new file page. Note that this is also the way how you can share any file (e.g., Excel sheets or word documents).
5. Navigate to the start page of the room again (using the -Button).
6. Edit the start page to add a reference to the picture. The WIKI content should look like the code shown below. Note that the picture is referenced like any other page. The alternative name [ \*, 300 ] is used to scale the image so that it is exactly 300px wide. You could also omit this tag and just write **Eintracht**. In this case, the image will be shown in the original size.

```
** [ *, 300 ] > Eintracht **  
  
The Eintracht Frankfurt is the famous Hessian soccer  
team. And since I live near Frankfurt, I'm probably  
destined to act as a promoter for this team.  
  
- **Agenda**  
- **Goals**  
- **New Ideas**
```

7. Press save.

## 7. Invite a friend to your room

1. Move to the -Page of your room.
2. Press the -Button to initiate the copy process.
3. Select appropriate key rights as shown in Figure 9.

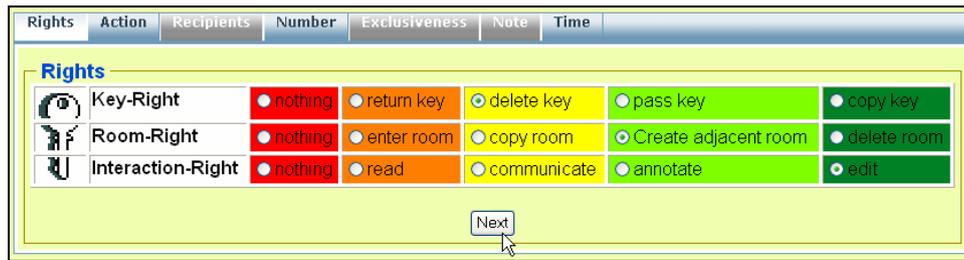


Figure 9: Selecting the right key rights.

4. Press next and select the action labelled "Pass them on to other users".
5. Press next and select the name of your colleague in the list of users.
6. Press next and add a note why the user should join the room.
7. Press submit to finally copy the key.
8. The system informs you that the key has been created. Follow the provided link to check that the user is really part of your team now (cf. Figure 10).



Figure 10: Verifying that the user Peter Tandler received a key for the room.

## 8. Write an e-Mail

1. Go to your room and open the mail box by pressing the -Button.
2. Start a new topic in the mailbox by pressing the -Button.
3. Provide a subject and content. Use the WIKI syntax to link to the Goals page in the content (cf. Figure 11).

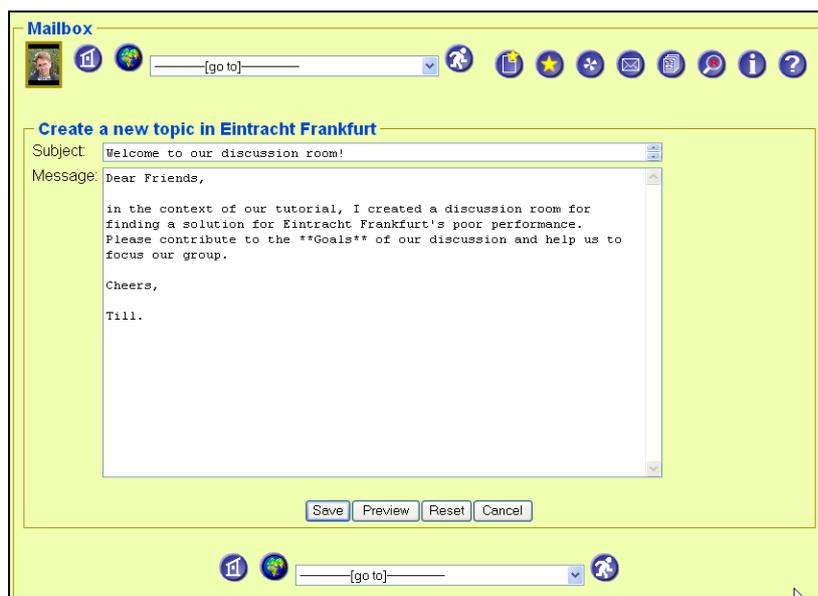


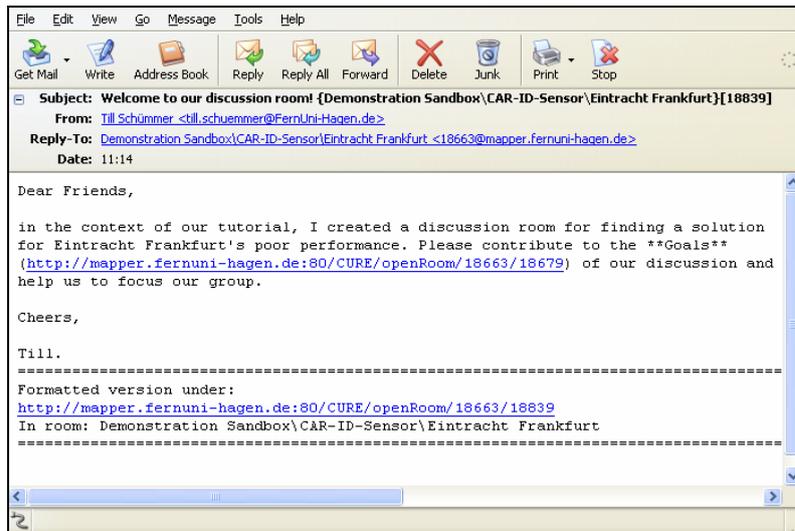
Figure 11: Creating a new mail.

4. Press Save to send the mail to all group members. You will see the mail in the thread view as shown in Figure 12.



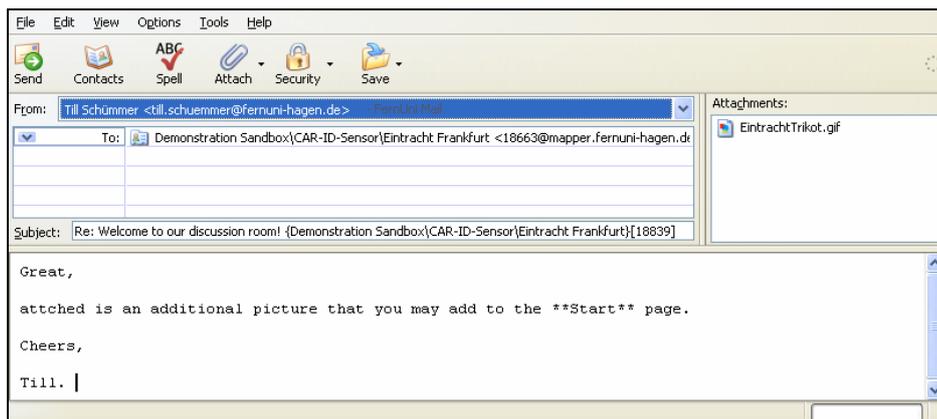
**Figure 12: The new mail arrived in the room's mailbox.**

5. Ask your colleague to open his mail tool and look for new mails. He will find a mail looking like Figure 13. Note that the CURE system parsed the reference to the Goals page and added a link by which the reader of the mail can directly point his browser to the referenced page.



**Figure 13: Looking at the mail in an external mail client.**

6. Let your colleague press the reply button in the mail client. Ensure that you do not change the last number of the subject line (in this example do not remove [18839] from the subject line). Write some additional content and send the mail (for convenience, you should not include mail signatures in mails exchanged in the mail tool). BTW: you could try to add an attachment to the mail.



**Figure 14: Replying to a mail...**

7. Look at the mail how it arrived in your mail tool again. Note that CURE did exchange the attachment with a link to a file page in the CURE room in which the attachment is stored.

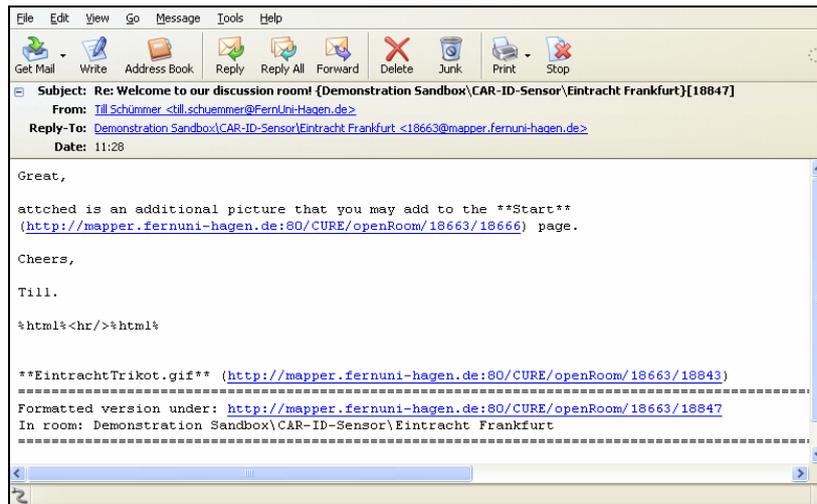


Figure 15: Reply with attachment received by the mail tool.

8. Follow the link provided in the mail to see the formatted version of the page in CURE.

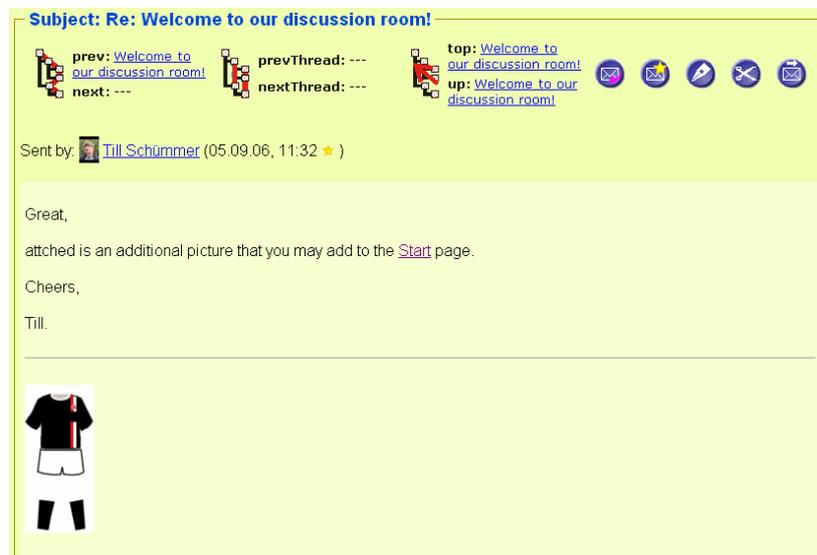


Figure 16: The same mail shown in CURE.

## 9. Provoke a version conflict and resolve it

1. Open the page Goals and press the -Button.
2. Ask your colleague to do the same.
3. Modify the WIKI content and press save.
4. Ask your colleague to do the same.
5. One of you will receive a page looking like Figure 17.



Figure 17: A conflict.

6. Press the edit button, change the content to a merged text (like shown below), and save the page.

```

!!General Goals
- Help the team to __score at least twice__ every game
-- Raise motivation
- Reduce the number of foreign fans
-- Maybe this equation really describes this:
 $f = \frac{q}{\sqrt{z}}$ 
- Create a __culture of trust__ between fans
- Enhance the quality of food in the arena
- Educate young players

```

7. Optionally open the version tree (  ) to see how the versions of the page evolved.