# Mobile Technologies and Collaboration

Clayton A. Looney
Assistant Professor of Commerce
McIntire School of Commerce
University of Virginia
Charlottesville, VA 22904-4173
cal4n@virginia.edu

Joseph S. Valacich
Smith Presidential Endowed Chair
Hubman Distinguished Professor in MIS
School of Accounting, IS, and Business Law
Washington State University
Pullman, WA 99164-4729
jsv@wsu.edu

This minitrack focuses rapidly changing and evolving use of wireless mobile computing technologies for human-to-human and human-to-machine collaboration. The minitrack intends to provide a forum for reporting the results of research focusing on system and application development, technology usage, and the reporting of user adoption, deployment, acceptance, and diffusion among academicians and practitioners in the computer-based system sciences. As such, the *Mobile Technologies and Collaboration* minitrack focuses on the conceptual design, implementation, use, and evaluation of wireless mobile computing technologies in controlled, organizational, and broader societal settings.

We include three papers to be presented as part of this minitrack on mobile technologies and collaboration. The first paper by Litiu and Zeitoun is entitled, "Infrastructure Support for Mobile Collaboration." In this paper, the authors describe a component-based framework, which the authors have designed and developed, for building reconfigurable distributed applications for mobile environments. They demonstrate how the framework can be used to structure distributed applications that adapt to user behavior within specific contexts. Examples of groupware applications are provided.

The second paper is by Krebs and Marsic entitled, "Adaptive Applications for Ubiquitous Collaboration in Mobile Environments." This paper presents a framework for application development that is capable of adapting to the client's computing platform, covering computing resources, display capabilities, and connection bandwidth. Shared data and user interfaces are specified within the XML framework to create an interface graph, which can be transformed into a device-dependent solution for specific client devices using pre-defined mapping rules.

The third paper is by Dickinger, Haghirian, Murphy, and Scharl entitled "*A Conceptual Model and Investigation of SMS Marketing*." This study examines the vast opportunities promised by mobile marketing, which offers companies powerful marketing potential via direct communication with mobile consumers. Based on an exploratory research methodology, the authors propose a compelling conceptual model of critical success factors for delivering Short Message Service (SMS)-based mobile marketing.