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## ~~Advantages and Disadvantages~~

### Modelling

In computing, modelling is used to look at large amounts of data to help with scientific or engineering projects.

Model is only as good as the rules used to create it. It is very difficult to create an entirely realistic model because the rules are based on research and past events.

Discovering causes and effects using model traceability.

Improving system understanding through visual analysis.

Discovering errors earlier and reducing system defects.

⇒ Advantages of Modelling

- Can be safer and cheaper than the real world.
- Able to test a product or system works before building it.
- Can use it to find unexpected problems.
- Able to explore 'what if...' question
- Can speed things up or slow them down to see changes over long or short periods of time.

⇒ Disadvantages of Modelling

- Mistakes may be made in the programming or rules of the modelling.
- The cost of a model can be high.
- The cost of ~~the~~ running several different simulations may be high.
- Time may be needed to make sense of the result.
- People's reactions to the model might not be realistic or reliable.

# Groupware

Groupware is application software designed to help people working on a common task to attain their goals. One of the earliest definitions of groupware is "intentional group processes plus software to support them."

The complexity of groupware development is still an issue. One reason for this is the sociotechnical dimension of groupware. Groupware designers do not only have to address technical issues but also consider the organizational aspects and the social group processes that should be supported with the groupware application.