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## A System that Facilitates Information-Sharing in an Organization Based on Spontaneous Encounters in the Real-World

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In this thesis, I propose a new approach to support information sharing in an organization based on spontaneous encounters in the real world.

There has been a number of information sharing systems developed, e.g., a knowledge management software. In ordinary systems, experts are required to input their professional knowledge to knowledge-bases of the system. However, there were problems of incentive, time-consuming jobs, and information's becoming stale. As a result, experts usually have no stomach to contribute the systems, and hence the other people cannot obtain useful information from the systems. Eventually, these systems did not work as they are expected.

On the other hand, informal communication has got attention as a way of smooth information sharing. Informal communication plays an important role not only in relaxation in spare moments from one's work, but also in information circulation.

As a consequence of these facts, in this research, I developed a system "HuNeAS", where a user appeal to other people who belong to an identical organization and who live together in one building to give information he/she requires. HuNeAS consists of "Danwa-no-mori" and DIAS

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(Desired Information Appling System). Danwa-no-mori is a shared space that is freely used by anyone to, for instance take a rest. In addition, Danwa-no-mori is equipped with the large-sized displays that are a part of DIAS project somone's required information that is a priori input in DIAS. If another person who sees the displayed information and if he/she has some useful information, he/she can give the information to the person who shows the required information. Thus, HuNeAS promotes information sharing among the people who encounter in Danwa-no-mori.

HuNeAS allows the person who is requiring a piece of information to ask to people of the whole building beyond the frame of the existing communities, such as departments and laboratories. Furthermore, HuNeAS was designed on the concept of "the benefit principle". As a result, HuNeAS frees the experts from the heavy burden of information registration to the ordinary systems. Moreover, face-to-face environment of communication allows more smooth exchange of information than that over the computer network systems.

We conducted experiments for evaluating the above-mentioned advantages of HuNeAS. As a result, we confirmed that HuNeAS come promote the information sharing based on the people spontaneous encountering. Additionally, it is suggested HuNeAS promotes information sharing as well as creates and activates human-network.