An API/Integrations supporting multiple players in a tool such as Obsidian, Roam Research, Logseq, Notion

Knowledge synthesis is essential for students young and old. Synthesis happens when connections between ideas are created and strengthened. A very important component for successful creation is social experience. Sharing your thoughts and receiving feedback on those thoughts from others helps materialize what we know. In addition, sharing ideas helps to test ideas and relate to the ideas of others. Tools such as Obsidian, Roam Research, Logseq, and Notion, to name a few, are specifically designed as tools for thought. What they all lack is the ability for multiple users to read, comment, and write their ideas together. In other words, it’s a single user game which requires a multiplayer experience to be successful.

What:
An API/Integrations supporting multiple players in a Tools for Thought environment:
- Allow students to share their written ideas with others
- Allow multiplayers to comment on ideas and elaborate on ideas by making reference to sources
- Provides ease of navigation and communication amongst multiple users

Why and for whom:
The application is for users who want a multiple user experience to further expand on their learning

Expected outcome:
An API/Integrations supporting multiple players (working concept)

Contact:
Nele Teiva, Project Manager, nele.teiva@gmail.com
Djuddah Leijen, Associate Professor of English, djuiddah.leijen@ut.ee
Ilona Tragel, Associate Professor of General Linguistics ilona.tragel@ut.ee