Pre-Class Notes

- Remember we have a crowd-curated tool list: http://tiny.cc/SoCStools

- Teams: << let’s fix any issues now! >>

- Readings: Now live.

- Note-taking: Also now live.

- Everyone should now have permission. Make sure to enroll!
Pre-Class Notes

- Code!

- I’m going to try to add more “tools” coverage

- This will be a work-in-progress
  - This was not part of the course last year
  - Mo’ topics, mo’ problems
A new foe has appeared!
Pre-Class Notes

- Code!

- I’m going to try to add more “tools” coverage

- This will be a work-in-progress
  
  - New topics, new problems

- Do people still want this?
Pre-Class Notes

- Code!

- I’m going to try to add more “tools” coverage

- This will be a work-in-progress
  
  - New topics, new problems

- Do people still want this?
  
  - I thought so...
Today

- Tools for connecting with others remotely
- Workplace tools for communication / collaboration
Challenge

Shorten distances by making “communication” possible from afar
Why???

Communication is key to socialization, but often hard

Technology gives us the means to transmit data far

... But how do we make this usable / effective?

Making and maintaining connections is important!

— (later: “onion” theory)
Communication
What is Communication

“[...] theory, tools, and techniques for analyzing, managing and improving communication in every arena of professional and personal interaction” - NU Comm
Communication Tools (examples)
Phones
Phones
Phones (now)
Phones (now)
Phones (now)
Phones (now)

Why?
SMS and Text Chat
Skype
Hangouts
Vine
Snapchat
Snapchat
Snapchat
‘Minified’ Communication
‘Minified’ Communication
‘Minified’ Communication

(Formality level of a ‘hey’ message)
[credit: Business Insider]
Geolocation
Breaking Down Design Decisions
Design Considerations

Platform (as always)

User base (who?)

Use case (where/when/why?)

Interaction span (length of time)
(Some) Design Options

Interaction span (length of time)

Modality (text/voice/video/…)

Interaction type (2-way sync, 2-way async, 1-way, …)

Ephemerality (how long does an interaction remain?)

Privacy (what do we reveal to others)
intermission