Social Computing Systems

Walter S. Lasecki

EECS 498, Winter 2016
(http://tiny.cc/socsClass)
Pre-Class Notes

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

- *I’m happy that most/all are happy!*
  - More in-class activities / group time (+many)
  - Cover more material / speed up ~= discuss more (~few)
  - More clear org (+couple)

- **EC clarification**: 0/0.5/1 point scoring. Task: read paper, summarized, review
  - ** Turn in any time (via email)

- Organization: working on it. Many small issues, much wow.
  - Grade visibility on Canvas: oops. (thanks to anon for pointing this out!)
  - Updated **schedule** on the syllabus
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- Pro suggestion: “maybe some snacks”
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Today

- Tools for connecting with others remotely
Challenge

Shorten distances by making “communication” possible from afar
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! (onion)
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)

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

It’s that simple.
‘Minified’ Communication

Hey
When Yo isn’t enough.

Yo
It’s that simple.
‘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)
**Design / Ideation Activity**

Come up with designs for communication tech to solve the following problems:

- Hikers in the wilderness want to be able to communicate tips to one another
- Families want to be able to connect from afar more like they do at home
- <team-generated example>

Teams of 3-4 (incl. someone each of you don’t know); **write up responses**!

Discuss: 1) a solution, 2) possible platforms, 3) design considerations/constraints, 4) who uses it and how, 5) modality/interaction types [email these to me in class]

→ “SoCS: <team name>”