Social Computing Systems

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

- Quiz review

- Interesting update: an even smaller world — https://research.facebook.com/blog/three-and-a-half-degrees-of-separation
Today

- Tools for connecting with others at work
Workplace Communication Tools
EMail

- Gmail
- Outlook.com
- Webmail
Slack (and IRC)
MUDs (e.g., Second Life)
Second Life and the Walk-In Internet

http://solja.blogspot.com
Future Tools
Telepresence
Telepresence Research

“Room2Room” by Microsoft Research
Telepresence Robots

(Beam Pro)
Breaking Down Design Decisions
‘Environmental’ Aspects to Consider

- Socialization

- Productivity
  - Focus
  - Effort / interruption
  - Available support
  - Isolation (avoiding it)

- Cost / overhead / maintenance
Design Considerations [revisited]

Platform (as always)

User base (who?)

Use case (where/when/why?)

Interaction span (length of time)

Method of support (e.g., company? service? individual?)
(Some) Design Options [revisited]

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)

Presence (is physicality / mobility supported?)
Today (recap)

- Tools for connecting with others remotely
  - Websites that connect people to one another to communicate, share and more

- Tools for connecting in the workplace
  - Think about why and what people communicate, and find ways to support or dissuade them
Next Class ➤

- Lecture Topic:
  - None!
  - ‘Project Pitch’ Presentations

- Readings (for this week):
  - [http://dl.acm.org/citation.cfm?id=142769](http://dl.acm.org/citation.cfm?id=142769)
  - (available on the class website)

- Assignments:
  - Assignment #1 (individual) — **DUE Feb. 7th, 11:59 PM (ET)**
  - See the web page for details
[[ Proj. Group Time ]]