Quiz 1

What is Social Computing? *

- When robots hang out and socialize with one another
- When technology mediates or augments social interaction.
- When people use technology in place of social interaction.
- When social interactions are understood via computational methods.

Quiz 2

Which of these is not a key step in the user-centered design process? *

- Need-finding (analysis)
- Prototyping (iteration)
- Creating a revenue model (pay structure)
- User studies

In your own words, what is one risk of not first understanding the problem you're trying to solve, and the stakeholders involved?
You spend a lot of time and resources building a product that isn't actually of use.

Describe a way NOT to correctly prototype a system
Build a full app/system that’s ready to be launched… as a prototype

Give an example of one early-stage prototype you may build to test a new game controller. *

- Call a manufacturer to have a sales-ready version made
- Create a rough outline of the proposed shape out of quick-drying putty
- Design a detailed, working model and 3D print it
- Describe it aloud to see what people think
Quiz 3

Which of these is NOT a benefit of text chat over video chat? *
- Better emotional/personal connection to the other person
- Better availability due to connection strength
- Lightweight communication
- An asynchronous connection

What is one potential impact of ephemerality (in a communication tool) on people's interaction? *
- People can talk to their co-workers in a more friendly setting
- People can share mundane or silly things they encounter during the day
- People can share emergency information that's time-sensitive
- People can only use a certain number of characters – more visual content

Which of these is a setting in which a short span of interaction is likely to be ideal? *
- When you're having an existential crisis and need a friend
- When you've arrived at the location where you were supposed to meet the person being contacted
- When you want to tell everyone about your new job offer
- When you're planning a group event with all your friends
Which tool would you expect someone to use if they wanted to catch up with a long-lost friend? *

- Text/SMS
- Twitter
- Skype
- Yik Yak

Which tool would you expect someone to use if they wanted to meet a friend in a crowded place? *

- Text/SMS
- Twitter
- Skype
- Yik Yak

Which tool would you expect someone to use if they wanted to get advice about where they currently are? *

- Text/SMS
- Twitter
- Skype
- Yik Yak
Quiz 4

Which of the following is NOT one of the principles for evaluating Computer-Supported Cooperative Work *

- Collaboration Readiness
- Common Ground
- Technical Ability
- Coupling of Work

True/False: Model-based collaborative filtering (where prediction is dependent on prior ratings) is scalable and works well for new users. *

- True
- False

Which is an example of a peer-to-peer architecture? *

- Google Searches
- Online Banking
- File sharing
- Instant Messengers
Which is a benefit of a client-server architecture over a peer-to-peer architecture? *

- Remote accessibility
- Faster downloads
- There are no benefits of a client-server architecture over a peer-to-peer architecture
- Cheap to install

Which is a drawback of a client-server architecture against a peer-to-peer architecture? *

- Lack of centralized control
- Difficult to back-up data
- Increased latency
- There are no drawbacks of a client-server architecture against a peer-to-peer architecture
Quiz 5

What are some benefits of Crowdsourcing? *

- Open call allows for more available human intelligence
- Possibility of reduced error rates
- Collectively, we can get pieces that work together in parallel
- All of the above

Which is not a type of crowd? *

- User crowds
- Paid crowds
- Volunteer crowds
- All of the above are types of crowds

What are the dimensions of a crowd? *

- Relationships, Energy, Attitudes, Location, Motivation
- Reliability, Expertise, Availability, Location, Motivation
- Relativity, Energy, Availability, Learning, Motivation
- Reactions, Expertise, Attitudes, Learning, Motivation

Which one of these is NOT an incentive used to promote motivation in crowds? *

- Money
- Volunteering for the benefit of a community
- Adding an expert-level skill to your CV
- Enjoyment
Quiz 6

True or False: From the effects of context, a long wait between user tasks improves completion time. *

- [ ] True
- [x] False

With real-time crowdsourcing, we need ____________. *

- [ ] Quick responses
- [ ] Single-instance problems
- [x] Both
- [ ] Neither

True or False: To solve continuous tasks, we need people to remain available. *

- [ ] True
- [x] False

True or False: To maintain context, we need the same people. *

- [ ] True
- [x] False
Quiz 7

What is the *main* reason we care about entertainment games in this class? *

- They provide a wealth of examples and insights into how to engage users
- They are entertaining ways to make our computers blink their lights
- There is a lot of money to be made in the games industry
- We don't actually care

What is NOT a technique used by games to increase player engagement? *

- Points
- Levels/badges
- Story/plot
- Adding more buttons to the UI

Which best fits the definition of "gamification"? *

- Turning story boards from ideas into real games
- Finding ways to ‘game’ the system in various settings
- Applying game techniques/mechanisms to non-gaming settings

What is an example of making [computer] game feedback a social factor in game play? *

- Leader boards
- Trash talking
- Making your name really big on your screen when you win
- Giving you not just "points", but "lots of points"
Quiz 8

According to boyd and Ellison's definition, social network sites must include: *

- [ ] User Profiles
- [ ] Personal Photos
- [ ] Visible Social Graph
- [ ] The Visibility Affordance
- [x] Both A and C
- [ ] All of the above

Select all that apply. Social Signaling can convey...

- [x] Income
- [x] Lifestyle
- [x] Skills
- [x] Popularity
- [x] Reputation
- [x] Power
- [ ] Beliefs
- [x] Group Affiliation
True or False: Onion Theory describes how people decide which social network site to use *

- True
- False

Which theory is also know as the Onion theory? *

- Social Exchange Theory
- Social Penetration Theory
- Information Foraging Theory
- Relational Maintenance Theory

Which is the audience-related affordance category? *

- Visibility
- Editability
- Persistence
- Association
- None of the above