Social Computing Systems

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EECS 498/598, Winter 2018
(http://tiny.cc/socsClass)
<< In-Class Project Activity >>

(icebreakers)
Project Guidelines

**Novel** (no more *@^$!(*#! bus trackers or study-buddy finders)

**Solves a Social Computing Problem** (now you know the definition!)

**Builds a “technically interesting” collaborative system** (no trivial builds)

**Provides an Insight Into an Interesting Problem or Solution Space**

**New:** Needs to be Realtime
Team Project Topic Areas

Privacy in Crowd-Powered Systems
- How can all of us collectively hide information from each of us?

Collaboration + Communication Tools
- How can we build comm tools (e.g., email, slack) that better fit people’s tasks?

Collaborative Design/Creation/Programming/Analytics Tools
- How can we make on-demand help possible? Accessible?

Collaborative Vehicle Safety / Navigation / Robotics
- How can groups of people make robots more robust? AVs safer? In real time.
Icebreaker Activity

**GOAL:** - Find people to work with on the team project.

  - Aim for a diverse set of skills and insights!

1) Find 3 other people [at least 2 of whom you don’t already know!]

2) Share project ideas (goals and general methods, not specific solutions)

3) **Share contact info** and fill out: [http://tiny.cc/icebreakers](http://tiny.cc/icebreakers)
Next Class

- Lecture Topic:
  - Platforms: tools

- Readings (for this week):
  - Ackerman / Socio-Technical Gap (2000, posted online)

- Assignments:
  - [Due by midnight today] Skills Survey: http://tiny.cc/skills_survey

- Piazza link:
  - piazza.com/umich/winter2018/eecs498598001

(Here it is, your moment of Zen)