CS 8803 Social Computing: Background

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Week 1 | August 20, 2014

Resources

- Office hours: 11am 12 noon Thursday, or by appointment
- Location: TSRB 236
- Teaching Assistant: Joe Gonzales
- Office hours: by appointment
- Location: TSRB 338A
- Email: jgonzales8@gatech.edu
- Class website (including readings): <u>http://www.munmund.net/CS88o3.html</u>
- Piazza: piazza.com/gatech/fall2014/cs8803specialtopics

Using Piazza

Term Project Teams

- Start discussing with your classmates about potential team formation
- Team member information due: September 8
 - Email me and the TA about team name and members
- Team project proposal due: September 15
 - Use the time until September 15 to come to me and discuss project ideas
 - I'll suggest some sample projects in the class on September 8
 - Once you are final, email me and TA and the project proposal (2-3 sentences)

Defining "Social Computing"

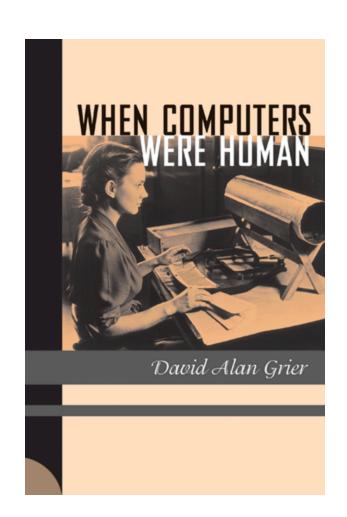
What attracts people most is other people.

— William Whyte



In fact, social computing is not new!

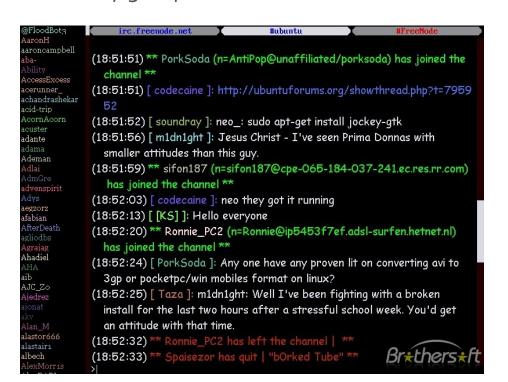
- Clairaut 1758: computed Halley's comet orbit by dividing the numeric computations across three astronomers
- Maskelyne 1760: astronomical almanac with moon positions (for navigation). Two people did the calculations and one verified
- De Prony 1794: hired hairdressers to create logarithmic and trigonometric tables
- 1938: Math Tables Project employed out-ofwork clerks



Social computing on the web: in the late 1990's and early 2000's when digital systems became capable of doing more than simply serving as platforms for sharing online content and conversation

IRCs and forums were early "social"

- IRC Internet Relay Chat, very early rudimentary application layer protocol that supported text based message exchange
 - Allow file sharing
 - Private and multi-way group chat (latter also known as channels)



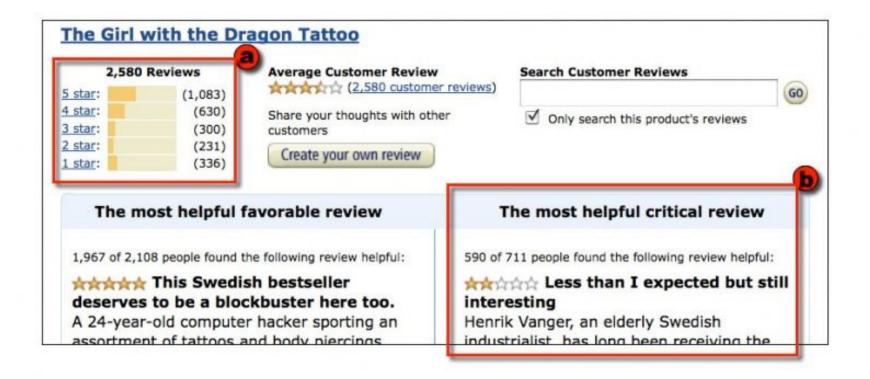
IRCs and forums were early "social"

- Forums message boards or an online discussion site where people can hold conversations in the form of posted messages
 - Mostly one-to-many sharing of content; threaded response structure
 - Messages are often longer than one line of text, and are typically temporarily archived
 - Presence of a "moderator"

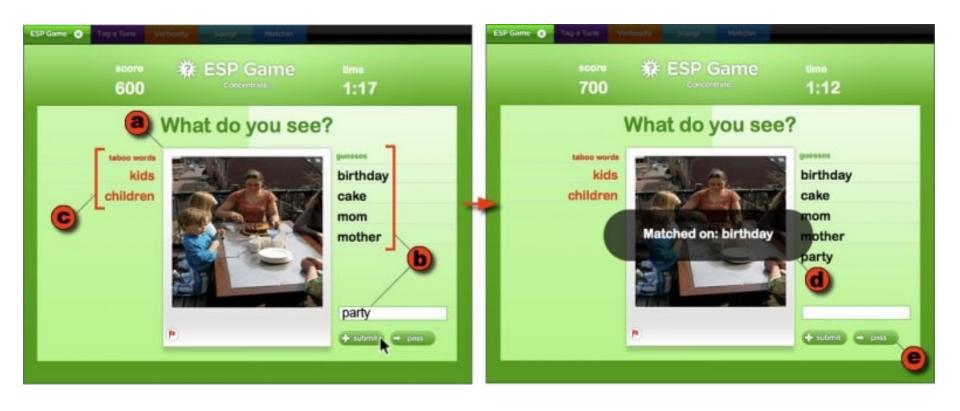


The advent of modern social computing came when digital systems began to process user-generated content and make use of it for their own purposes – which often involved producing new functionality and value for their users

An early example...



An early example...



Where do I find social computing today?

- Places on the web where individuals and groups create and exchange content and engage in person-toperson conversations.
 - blogs and microblogs, forums and message boards, social networks, wikis, virtual worlds, social bookmarking, tagging and news, digital storytelling and scrapbooking, and data, content, image and video sharing, podcast portals, and collective intelligence.
- Facebook, LinkedIn, Twitter, YouTube, Pinterest, Instagram, Snapchat, MySpace, Flickr, WordPress, Blogger, LiveJournal, Wikipedia, Second Life, Reddit, Tumblr

Timeline of Social Computing Platforms

1971 - The first email was delivered.

1979 – Usenet was an early bulletin board that connected Duke University and UNC.

1989 – British engineer Tim Berners-Lee began work on what was to become the World Wide Web.

1997 – SixDegrees.com, AOL, blogging, Blackboard

2001 – Wikipedia

2002 – Friendster

2003 – MySpace, LinkedIn

2004 – Facebook, YouTube

2006 – Twitter

. . . .

Purposes of social computing systems

- Social interaction
 - Twitter, Instagram, blogs, LinkedIn, Google+
- Maintaining friendships/contacts
 - Facebook, Instagram, Twitter, LinkedIn, Google+
- Social curation
 - Reddit, Pinterest, blogs, Twitter, Flickr, YouTube, Google+
- Content sharing
 - Reddit, Instagram, Twitter, Facebook, Tumblr, Pinterest, blogs, Flickr, YouTube
- Q&A, recommendations
 - Twitter, Facebook
- General goal: Better decision making
 - new ways to tap into the collective wisdom of the people in our social groups

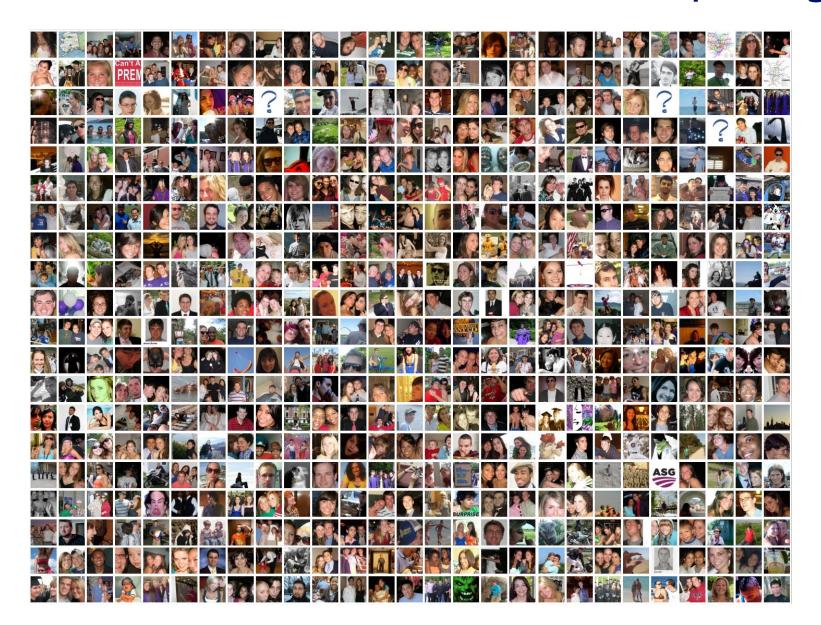
Purposes of social computing systems

- Ubiquity of social computing systems
 - Recent advances in smartphone and tablet technologies, access to tailored, social information anytime, anywhere
- Serve as a "backchannel" to real events
 - People at real-world meetings tapping into an electronic swirl of commentary and interpretation by other participants – the "back channel" [2005]
- Geo-temporal breadcrumbs in the physical world
 - Serendipitous information discovery; smart gadgets for everyday tasks

How to make social computing work?

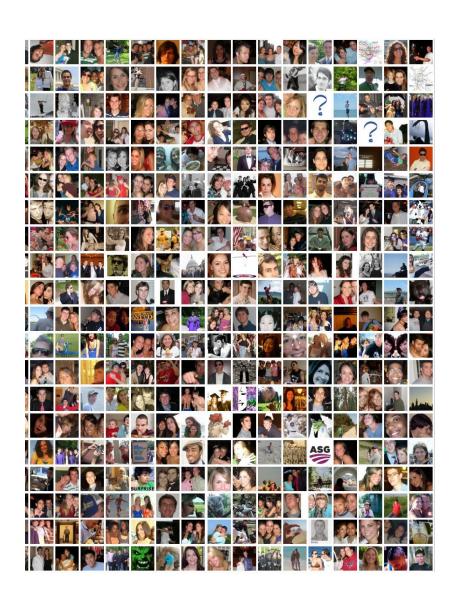
» Keep people engaged

Two central tenets of social computing



People

- Motivating participation
- Maintain existing connections
- Suggest new connections
- Derive utility from connections
- Manage diversity of connections
- Efficient communication modes
- Manage privacy, identity
- Cohorts, communities, groups



Two central tenets of social computing





Just helping you pick out some clothes!

♠ Reply ★ Retweet ★ Favorite ••• More



RETWEETS 715

FAVORITES 1,102











8:40 AM - 18 Aug 2014 Flag media

Content

- Constantly streaming source of information
- Noise and quality
- Credibility
- Relevance/significance
- Serendipity/freshness
- Summarization/aggregation
- Spam
- Troll, malicious behavior





Just helping you pick out some clothes!

♠ Reply ♠ Retweet ★ Favorite ••• More



RETWEETS 715

1,102







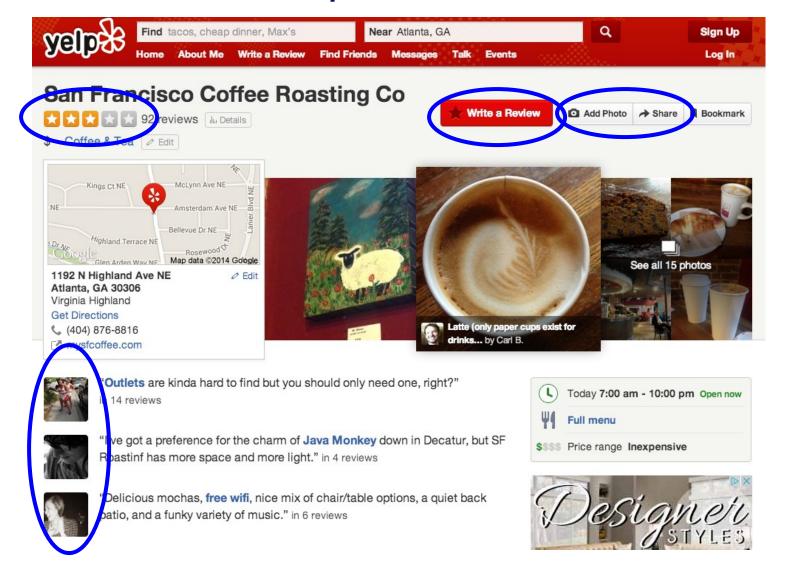




8:40 AM - 18 Aug 2014

Flag media

Looking at some examples through these tenets (Yelp)



Looking at some examples through these tenets (Wikipedia)



Main page Contents Featured content Current events Random article Donate to Wikipedia Wikimedia Shop

Interaction

About Wikipedia
Community portal
Recent changes
Contact page

Tools

What links here
Related changes
Upload file
Special pages
Permanent link
Page information
Wikidata item
Cite this page

Print/export
Create a book
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Georgia Institute of Technology

From Wikipedia, the free encyclopedia

The Georgia Institute of Technology (commonly referred to as Georgia Tech, Tech, or GT) is a public research university in Atlanta, Georgia, in the United States. It is a part of the University System of Georgia and has satellite campuses in Savannah, Georgia; Metz, France; Athlone, Ireland; Shanghai, China; and Singapore.

The educational institution was founded in 1885 as the Georgia School of Technology as part of Reconstruction plans to build an industrial economy in the post-Civil War Southern United States. Initially, it offered only a degree in mechanical engineering. By 1901, its curriculum had expanded to include electrical, civil, and chemical engineering. In 1948, the school changed its name to reflect its evolution from a trade school to a larger and more capable technical institute and research university.

Today, Georgia Tech is organized into six colleges and contains about 31 departments/units, with emphasis on science and technology. It is well recognized for its degree programs in engineering, computing, business administration, the sciences, architecture, and liberal arts.

Georgia Tech's main campus occupies part of Midtown Atlanta, bordered by 10th Street to the north and by North Avenue to the south, placing it well in sight of the Atlanta skyline. In 1996, the campus was the site of the athletes' village and a venue for a number of athletic events for the 1996 Summer Olympics. The construction of the Olympic village, along with subsequent gentrification of the surrounding areas, enhanced the campus.

Student athletics, both organized and intramural, are a part of student and alumni life. The school's intercollegiate competitive sports teams, the four-time football national champion Yellow Jackets, and the nationally recognized fight song "Ramblin' Wreck from Georgia Tech", have helped keep Georgia Tech in the national spotlight. Georgia Tech fields eight men's and seven women's teams that compete in the NCAA Division I athletics and the Football Bowl Subdivision. Georgia Tech is a member of the Coastal Division in the Atlantic Coast Conference.

Contents [hide]

- 1 History
 - 1.1 Establishment
 - 1.2 Early years
 - 1.3 Modern history





Coordinates: @ 33°46'33"N 84°23'41"W

Motto Progress and Service

Established October 13, 1885^[1]

Type Public

Space grant

Endowment US \$ 1.71 billion (Fall

2013)^[2]

President George P. "Bud"

Peterson^{[3][4]}

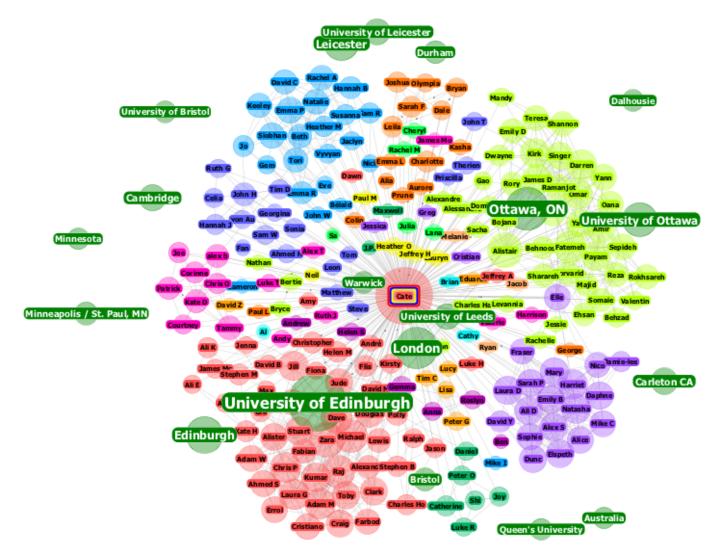
Provost Rafael L. Bras^[5]

Dean John Stein^[6]

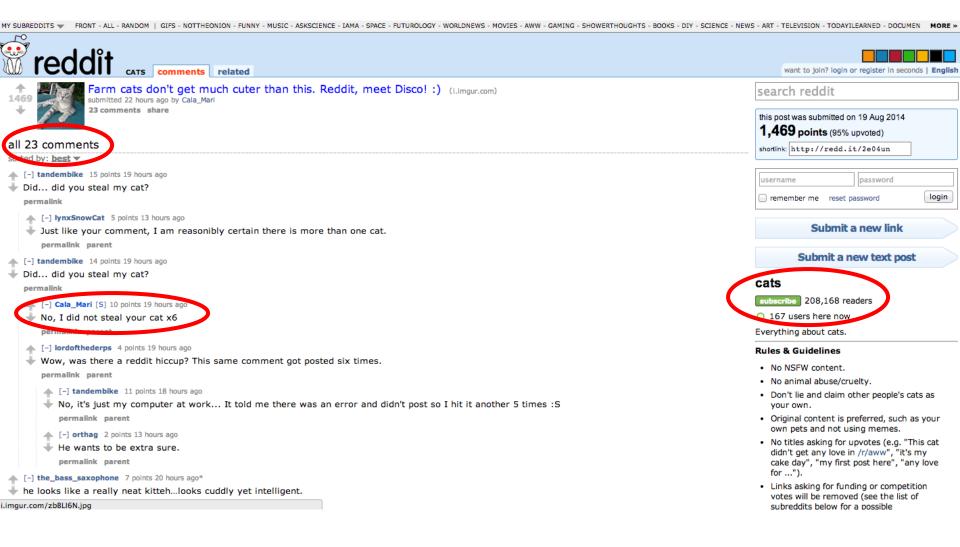
Academic staff 5,126 academic and

research (Fall 2012)[7]

Looking at some examples through these tenets (Facebook)



Looking at some examples through these tenets (reddit)



Social computing refers to systems that support the gathering, processing and dissemination of content that is distributed across social collectives. Furthermore, the content in question is not independent of people, but rather is significant *precisely* because it linked to people, who are in turn associated with other people.

Class reading: Tech Review article on "Social Machines"

An overview of the article

- Remember it was written in 2005!
- Many interesting ideas and prototype systems covered, which are realities we take for granted today:
 - Smartphones and other handheld devices
 - Personalization of web content
 - Collaborative filtering e.g., Amazon
 - Podcasts, sharing of multimedia in social environments
 - User generated content and self-publishing
 - Social networking sites and "six degrees of separation"
 - "social services" that collect and redistribute the knowledge of large communities of people
 - That social networks are not just "made up of people", but people are connected to each other via shared objects, interests etc.
 - Mobile software sensitive to changing locations
 - Shared calendars, activity synchronization with friends and colleagues

How has social computing led to "continuous computing"?

An obvious challenges of such "continuous computing" – information overload – two examples of SC systems where you experience this

Article mentions SC systems "adapt more readily to our locations, our preferences, and our schedules" – is this always a good thing?

Weiser (PARC) proposed the idea of "ubiquitous computing"—how has SC systems been able to realize that?

The article also talks about extracting patterns of activities and predicting what to recommend based on future activity.

What opportunity do you see there? What problem do you see there?

Next class

- Responses to assigned readings will be graded!
- Your response should focus on the following:
 - What is the main contribution?
 - Is it important? Why or why not?
 - What assumptions are being made?
 - What applications could arise?
 - How can it be extended?
 - What was unclear?
 - Did you find the paper interesting?
- Responses should be on Piazza by 11:59pm on Sunday