Assignment I

<table>
<thead>
<tr>
<th>Grade</th>
<th>Max 75 points; 15% of overall grade (late policy applies)</th>
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<tbody>
<tr>
<td>Due</td>
<td>Oct 23, 2016, 11:59pm Eastern Time</td>
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<tr>
<td>What to hand in</td>
<td>A report (as a pdf file) with answers to the different questions; students choosing option A also need to include their code as a zipped folder</td>
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<tr>
<td>Where to submit</td>
<td>T-Square</td>
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“Social Translucence: An Approach to Designing Systems that Support Social Processes”
• “Socially translucent systems” – visibility, awareness, accountability
• Many analogies to physical world social encounters
• “Translucence” stands for the power of constraints
  • In face to face interactions, physical space is translucent (and not transparent) to socially salient information; it is an important resource for structuring interactions
• Concept of knowledge community, a place within which people would discover, use, and manipulate knowledge, and could encounter and interact with others who are doing likewise.
• Design of socially translucent systems:
  • *Making activity visible*
  • *Conversation Visualization and Restructuring*
  • *Organizational Knowledge Spaces (managing visibility and privacy)*
• Design of a system called Babble, a knowledge management system which makes social information visible, aware, and accountable
  • Social proxies
  • Group awareness
The Chat Circles Series: Explorations in designing abstract graphical communication interfaces
• An early paper on visualizing social conversations.
• The paper shows a progression from allowing simple features to more complicated manifestations of interactions.
• Key challenge: how to balance between rudimentary text and highly graphic representations of conversations
• Chat circle series:
  • *Environment*: what demarcates the space? What is there to do besides chat?
  • *Communication channel*: how do the participants communicate with each other?
  • *Individual representation*: what do the participants look like? Is there a particular meaning to one’s appearance?
  • *History*: is the conversation permanent or ephemeral? How can one see bygone interactions?
  • *Movement*: how do the user’s move in the space?
  • *Context*: what is the purpose of the site?
messages fading and disappearing after several seconds, or just boring, one cannot simply walk away (or politely greet across the screen, they must move towards participants move from one area to another in order to

In a text chat if someone is bothersome or consuming Circles’ users to make use of the space in

filled circles, but as context not itself the ultimate design

shows a timeline form all the chat entries since one logged

Chat Circles history interface is a separate screen that

requires one's full visual attention and it is easy to miss one's primary attention is elsewhere, a written conversation frequently use online chats while also doing other things, similar to the temporal nature of real world spok

The simple graphics and interactions of Chat Circles have varying in specific design features and as a result differing designed, minimalist environment (Chat Circles) and then supplementing a persistent chat environment. The series of

Communication channel: interface was a foundation to be built upon. Colored circles boundaries. Messages that were posted outside the local within one's hearing range (see figure 2). It presents the shows a timeline form all the chat entries since one logged

significant statements and changes of topic while one's primary attention is elsewhere, a written conversation

to experiment with modifying its fundamental features. We

What is the purpose of the site? How can one see bygone interactions? Is there a particular meaning to one's

image
A common premise for both papers is that they want online social interactions to mimic offline interactions. Almost 15 years later, is this still a requirement in the design of social computing systems? Why?
Erickson and Kellogg look at social translucence in the context of a corporate environment.

What are the implications of this design beyond collaboration and knowledge communities?

How would these considerations of social translucence (visibility, awareness, accountability) change if it were a different environment?
Chat circles were about online chat rooms where people conversed.

To what extent these principles of design (environment, history, individual representation, comm. channel etc.) are present in today’s social media sites?

Interpret Snapchat and 4chan with the design principles of chat circles (environment, history, individual representation, comm. channel etc.).
Which platforms could benefit from the design principles of chat circles, and for which ones this design can have counter-productive outcomes?
Situate how the visualizations of social interactions by Donath and Viegas fit with the social translucence theory
How can we adapt Facebook’s News Feed to support social translucence?
Erickson and Kellogg point out the tensions between visibility and privacy in designing socially translucent systems. What kind of design elements can help resolve this tension?
How would you implement a “hearing range” feature within a social media conversation? Take Facebook as an example.