



CS 7460 Collaborative Computing: Collaborative Search, Q&A Systems

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Many of us consider search to be inherently personal. Were you surprised reading about “collaborative search”?

In what contexts would you like to use collaborative search?

Some of you mentioned about the value of collaborative search in tech troubleshooting.

Does collaborative search only make sense in remote contexts?

In a way, perhaps there's bias in the population studied, who like collaborative search. Which other types of users do you think would like such searching? Which others wouldn't?

What are design related challenges of collaborative search platforms?

What are privacy related challenges of collaborative search? Are there ways to get around them and provide a collaborative experience while searching?

The collaborative search paper was written in a pre-Google doc era. Many of you mentioned about Google's collaborative tools. Do you think there are ways collaborative search maybe embedded in these type of tools?

In what contexts social Q&A might be preferable over reviews from strangers?

In what contexts social Q&A might be a bad idea over traditional search or information seeking?

Aardvark (search engine)

From Wikipedia, the free encyclopedia

Aardvark was a [social search](#) service that connected users live with friends or friends-of-friends who were able to answer their questions, also known as a [knowledge market](#). Users submitted questions via the Aardvark website, email or instant messenger and Aardvark identified and facilitated a live chat or email conversation with one or more topic experts in the asker's extended social network. Aardvark was used for asking subjective questions for which human judgment or recommendation was desired. It was also used extensively for technical support questions. Users could also review question and answer history and other settings on the Aardvark website. Google acquired Aardvark for \$50 million on February 11, 2010.^{[1][2]} In September 2011, Google announced it would discontinue a number of its products, including Aardvark.^[3]

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History [edit]



Aardvark was originally developed by The Mechanical Zoo, a San Francisco-based startup founded in 2007 by Max Ventilla, Nathan Stoll (both former Google employees), David Horowitz and Rob Spiro.^[4] A prototype version of Aardvark was launched in early 2008^[5] with an alpha launch in October 2008.^[6] Aardvark was initially a social search engine, although initially new users had to be invited by existing users.^[8] The company did not release usage statistics.

One question for us to think is, whether Facebook/Twitter are the right places to ask questions. Algorithmic curation often dumps posts without enough responses. This might give a biased view of the effectiveness of these methods.