Assignment II is available (self-disclosure and content regulation) – Due March 5, 2021
<table>
<thead>
<tr>
<th>Slot</th>
<th>Group #</th>
<th>Group Member 1</th>
<th>Group Member 2</th>
<th>Group Member 3</th>
<th>Group Member 4</th>
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<td>Feb 18</td>
<td>1</td>
<td>Princess Sampson</td>
<td>James Hahn</td>
<td>Liana Syrkett</td>
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<td>Conor Brownell</td>
<td>John Britti</td>
<td>Ciabhan Connelly</td>
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<td>3</td>
<td>Aryaman Vinchhi</td>
<td>Edward Chiao</td>
<td>Wang Xie</td>
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<td>Vedant Das Swain</td>
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<td>Gaurav Verma</td>
<td>Jay Wang</td>
<td>Rohit Mujumdar</td>
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<td>4:26-4:38</td>
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Lightning Presentation Specs

- No more than **10 slides**
- Structure:
  - What is the problem
  - Why is it important
  - What has been done so far
  - Are there any/what are the gaps in this prior research?
  - How does your project close these gaps/extend current state of the art
“Social Translucence: An Approach to Designing Systems that Support Social Processes”
• “Socially translucent systems” – visibility, awareness, accountability
• Many analogies to physical world social encounters
• Central hypothesis – online social and collaboration tools should mimic these encounters
Every day we make countless decisions based on the activity of those around us.

In another town on business, you and a few colleagues are looking for a place to have dinner. You notice a small restaurant: through its window you see a cozy room with waiters bustling about; you hear the murmur of conversation, and the clink of glasses and cutlery. You head for the entrance...

You have arrived at the opening reception for a convention. You look around for someone to talk to and see someone you recognize gesturing excitedly as others listen intently. Curious, you wander over...

You are shopping for wine to bring to dinner. As you browse the racks you hear a muttered “Aha!” and watch another shopper grab two bottles out of a nearly empty bin. You get a bottle for yourself...
Every day we make countless decisions based on the activity of those around us

In another town on business, you and a few colleagues are looking for a place to have dinner. You notice a small restaurant: through its window you see a cozy room with waiters bustling about; you hear the murmur of conversation, and the clink of glasses and cutlery. You head for the entrance...

The glass window makes socially significant information visible
The glass window supports awareness: brings our social rules into play to govern our actions
Accountability behind opening the door, as a consequence of public knowledge of the above awareness
• 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
  • Textual representation of the conversation
  • Social proxies
  • Group awareness
Babble’s Design

An overall aspect of Babble is the social proxy, a minimal graphical representation of users that depicts their presence and their activities (Figure 2). The social proxy portrays the conversation as a large circle, and the participants as colored dots (shown as small numbered circles in the schematic in Figure 2), referred to, hereafter, as marbles. Marbles within the circle are involved in the current conversation; marbles outside the circle represent those who are logged on but are in other conversations. The marbles of those who are active in the current conversation, either talking (i.e., typing) or “listening” (i.e., interacting via mouse clicks and movements) are shown near the circle’s center; with inactivity, marbles drift out to the periphery. When people leave the current conversation their marbles move outside the circle; when they enter the conversation, their marbles move into the circle. When people log onto the system it creates virtual wedges for their marbles, adjusting the position of all the marbles in the social proxy; when they depart, the wedges are destroyed, and the remaining marbles adjust to uniformly occupy the space. All marble movements are animated, thus making arrivals, movements, and departures visually salient.

Although simple, this social proxy gives a sense of the size of the audience, the amount of conversational activity, as well as indicating whether people are gathering or dispersing, and who it is that is coming and going. Also, because the portrayal is graphical, it has a perceptual directness (like the glass window) that a list of written names lacks. Experientially, the social proxy is interesting because it focuses attention on the group as a whole, and the coherence (or lack thereof) of its activity.

4.2.2 Social Activity in Babble

As of this writing, Babble has been in daily use by its implementers for two years, and has been deployed to about eight other groups who have used it for periods of two to six months.

Fig. 2. Social proxy schematic. Part (a) shows the layout of the social proxy: dots 1, 2, and 3, inside the circle, are part of the “current” conversation; dot 4 is in another conversation. Part (b) shows the dot animation: they move abruptly to the center when they are active, and slowly drift to the periphery with inactivity. Thus, a tight cluster of dots represents an active conversation.

---Friday 12 Dec 97 3:43:44 From: Bill
Hi Steven!

---Friday 12 Dec 97 3:44:49 From: Steven
Hellooo Bill. A little guidance please? Is the [...] summary we're preparing for [...] supposed to be an exercise in feeling good, or are we supposed to be giving him hard-headed guidance?

---Friday 12 Dec 97 3:56:55 From: Bill
yes :-)

Fig. 1. A segment of conversation displayed as a single, shared, persistent document.
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?
Class Discussion Point II

Erikson and Kellogg say that “Digital systems are generally opaque to social information”

Is it really the case? Give one example where it is not.
Open Design Issues in Babble
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?

Take how Facebook promotes some social translucence via the News Feed. Modify this design to negotiate the tension between visibility and privacy.
The Chat Circles Series: Explorations in designing abstract graphical communication interfaces
Chat Circles' conversation interface are ephemeral, with we decided that the Chat Circles, not only can one leave a dull or distressing so. Although the cost of doing so is not at all high, it does greet across the screen, they must move towards but their content cannot be read. The hearing range feature – if user's hearing range are shown as hollow bars, consistent with Circles, Chatscape and TeleDirection) have been easily accessible chat systems. Others add expressive projects evolving environments that foster lively, engaged interaction. Not itself the ultimate design, is believed that simplicity is an excellent starting point, but is designed, minimalist environment (Chat Circles) and then exploration of the design of abstract graphical on time where activity patterns become quickly both on the screen and off how do the participants to scroll back to view the history of the conversation history in Circles, Chatscape and TeleDirection) have been varied in several key areas: 1) how the user's move in the space? Why did the user do that? What are social technologies. Still, “features” (e.g., in Chatscape) go a goal in writing this paper is not only to describe the elements makes each a distinctive space. We start with a figure 1). Each user is represented by a colored circle with the description of the initial project, Chat Circles, and then each of the pieces we will be discussing derives f...
Chat Circles II
Class Exercise II

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.).
Class Discussion Point III

How would you implement a “hearing range” feature within a social media conversation? Take/contrast Facebook and Reddit as two examples. Is it a good idea?
Situate how the visualizations of social interactions by Donath and Viegas fit with the social translucence theory
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?