

# CS 6474/CS4803

## Social Computing: Introduction

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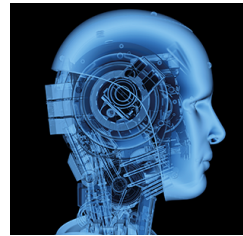
# A Little Bit About Myself...

Social Dynamics and  
WellBeing Lab

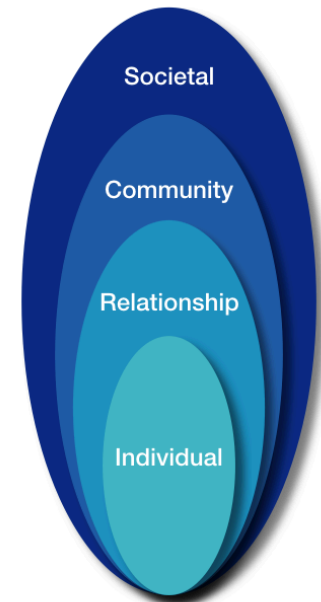
Computational and AI artifacts for social good  
Understand and improve wellbeing



Social Media



Human/Stakeholder-Centered  
AI + Interdisciplinary



Theory Centered

# Part I: Course Structure and Information

# Learning Objectives

- Course Website:  
[http://www.munmund.net/CS6474\\_Spring2022.html](http://www.munmund.net/CS6474_Spring2022.html)
- **Goal: How and why social computing works?**
  - What's the right way to design social computing systems? What sense can you make out of all the data people leave behind? What's still out there to infer, understand, and build?
  - How has social computing impacted the world? What benefits and challenges has it presented?
- At the completion of this course, you'll be able to:
  - Understand important features of social computing
  - Design and prototype new social computing systems
  - Analyze data left behind in social media
  - Understand the research issues (theoretical and practical) in this field



To discuss

Theoretical

Methodological

Technological

Underpinnings  
of

Social  
Computing

through  
reviewing  
various  
application  
areas

and raise some  
key research  
questions

# Grading

- Reflection on Assigned Class Readings (any/best 10) - 25% (2.5% each)
  - : Piazza link for submission of reading reflections
  - : Piazza for asynchronous discussion
- Class Attendance/Participation - 10%
- Assignment I - 12%
- Assignment II - 18%
- Term Project - 35%
  - : Project Proposal - 8%
  - : Project Proposal Presentations - 5%
  - : Final Project Presentation - 5%
  - : Final Report - 17%

# Required Skills

- *Technical*: any object-oriented/scripting language like Python, Perl, C#; some frontend development skills/web programming skills (ajax, javascript, php) if your project is about building a social tool
- *Statistics/machine learning*: preliminary knowledge of working with some data and using some analytical software (e.g., Python, R)
- *Reading/writing*: approximately two papers assigned for each class (four in a week); significant weightage on weekly class readings, mid-term and final term project report

# Important notes about skills

- No programming will be taught – you are required to have fairly good working knowledge of data analytics
- Some review of data analytics during the discussion of various readings, as appropriate
  - No detailed coverage of the core methods
  - Need to have working knowledge of the data analytic methods (e.g., basic NLP, machine learning – supervised and unsupervised)



# Course Materials/Logistics

# Participation in Class Readings

- Write short blurbs on Piazza (under “reflections”) about the readings assigned for a particular class
  - Blurbs can range from 300-600 words in length
- Sample reflections available on the course website
- Any/best 10 reflections out of 22 topical classes
  - **Starts from next week (Wednesday)**

# Piazza

- Sign up with your GT credentials:  
[piazza.com/gatech/spring2022/cs6474a4803sc](https://piazza.com/gatech/spring2022/cs6474a4803sc)
- Do it before next class - Wednesday
- Piazza course page:  
<http://piazza.com/gatech/spring2022/cs6474a4803sc/home>

# Assignment I

- **Due: March 16, 2022**
- Questions will focus on the topics of the reading materials covered until the point the assignment is released.
- ***Design focused questions***
- What to hand in?
  - A report + screenshots of the
  - Submission on Canvas

# Assignment II

- **Due: April 13, 2022**
- Questions will focus on the topics of the reading materials covered until the point the assignment is released.
- ***Data analytic questions***
- What to hand in?
  - A report + code in a zipped folder
  - Submission on Canvas

# Term Project

- Project proposal due: February 16, 2022
- Proposal presentations: February 14, 16, 2022
- Final presentations: April 20, 25, 2022
- Final project report due: May 4, 2022
- Goals:
  - Group project: 3-4 people
  - You are free to pick your group – use Piazza to know and find like-interested classmates
  - Need to discuss your project idea with instructor/TA early on in the course, before proposals are due

# Term Project

- Group effort
- Individual assessment – clearly articulate individual goals and contributions in the project proposal
  - In the final report, revisit the above list to indicate what you have done
- Peer assessment – indicate how each of your groupmate accomplished what they were supposed to do
  - Only required in the final report
  - Anonymous to teammates

# Late Policy

- Reading reflections are due *at 11:59pm* on the **day before** the relevant class meeting.
- Assignments are due *at 11:59pm* on the date listed for that assignment.
- Term project report is due at 11:59pm on the date listed.
- Some work (only assignments, but not the project deliverables or reading reflections) submitted more than 15 minutes after the due time will be assessed a 25% penalty.
  - Each additional 24 hours of lateness will result in an additional 25% being taken off the grade for that assignment. After 2 days, the assignment will not be accepted and a grade of 0% will be entered.
- *Talk to me or the TA if you experience any emergencies (including COVID) that may pose constraints in meeting course goals*



# English as Second Language

- If English is not your first language, you may request to not be graded on your writing for a particular individual assignment.
  - This means you won't be penalized for bad writing, but you also won't get credit for good writing. To take advantage of this option, you must mark "ESL" (English as a Second Language) on the first page of your assignment/paper.
- This option is not available for the term project as it is a group assignment.

# Academic Integrity

- This class abides by the Georgia Tech Honor Code.
- All assigned work is expected to be individual, except where explicitly indicated otherwise.
- You are encouraged to discuss the assignments with your classmates; however, what you hand in should be your own work.
  - Okay to use open-source software (no need to reinvent the wheel), however do acknowledge!
  - Copying/reusing code from your classmates and friends are not allowed; strict action will be taken if similarities are discovered
  - Copying (textual) content for your assignments and project from other published work (without citing them) is also not allowed, and is considered plagiarism

# Help and Resources

- Office hours: Virtual/Link on Canvas
- Email: [munmund@gatech.edu](mailto:munmund@gatech.edu)
- Teaching Assistant: Seunghyun (Matt) Kim
- Office hours: Virtual/By appointment
- Email: [skim888@gatech.edu](mailto:skim888@gatech.edu)
- Email announcements will be made over the course page on Canvas

# If you need to reach me or the TA...

- Questions should be directed via email to me or TA for fastest response
- For questions/concerns related to the assignments or project deliverables, reach us at least 2 days (48 hours) before the due date.
- Questions within 2 days (48 hours) of the due date should not be expected to be answered on time.

# COVID-19 Protocols

# Part II: Defining “Social Computing” / Background

Quoting Wikipedia:

*"Social computing is an area of computer science that is concerned with the intersection of social behavior and computational systems. It is based on creating or recreating social conventions and social contexts through the use of software and technology."*

# Why Social Computing?

## Interact

- Expressions
- Gestures
- Spoken Word
- Written Word



Sensitive to the people around

Humans are  
Social

Make decisions shaped by social context

- Choosing a restaurant
- Crossing the street

Doing what others do and following what others say



# Theoretical and Infrastructure Basis of Social Computing

# Major Application Areas of Social Computing

Social computing applications are driven by the needs to:

- Develop better social software to facilitate interaction and communication among groups of people (or between people and computing devices),
- Computerize aspects of human society, and
- Forecast the effects of changing technologies and policies on social and cultural behavior

# Class Activity

A) An example of a social computing system  
(that exists online)

Why?

B) An example of a non-social computing  
system (that exists online)

Why?

# Social Computing Tools

BLOG

WIKI

Social Networks

RSS

Social  
Bookmarking

VOIP

Others

- Internet Forums
- Multimedia Sharing
- Virtual Reality

people **creating**  
(blogs, user-generated content and podcasts)



people **connecting**  
(social networks and virtual worlds)



people **collaborating**  
(wikis and open source)



people **reacting**  
(to each other: forums, ratings and reviews)



people **organizing content**  
(tags)



people **accelerating consumption**  
(RSS and widgets)



# A Brief Historical Analogy

# Background

- 1960s: J.C.R. Licklider headed the Advanced Research Projects Agency (ARPA) and cowrote a paper on “The Computer as a Communication Device” with Robert Taylor
- In this paper, Licklider and Taylor outlined methods of computer-aided group collaboration
- ARPA ultimately led to ARPANET, the predecessor to Internet.
- Meanwhile, Douglas Englebart’s lab at SRI created the first hypermedia online system, NLS (oNLine System).
- 1970s: The first collaborative software, EIES (Electronic Information Exchange System)
- 1980s: Groupware appeared

# Early Efforts of Social Computing

- IBM first developed a **multiparty chat environment, Babble**, in 1997
- Babble and its Web-based successor, **Loops**, can support synchronous and asynchronous textual conversation among small to medium-sized workgroups
- Microsoft's **Wallop** project provides a tool that enables users to author lightweight content online and build conversations in the **context of their social networks**.
- In addition to Microsoft and IBM, many research labs and companies, including Intel,
- FXPAL, HP, PARC, Mitsubishi, MITRE, AT&T, Nokia, NASA, and Google, actively conduct
- social computing research



## Part III: Introductions

closest social computing project, if any  
what you want to learn from the class