#### Social Computing

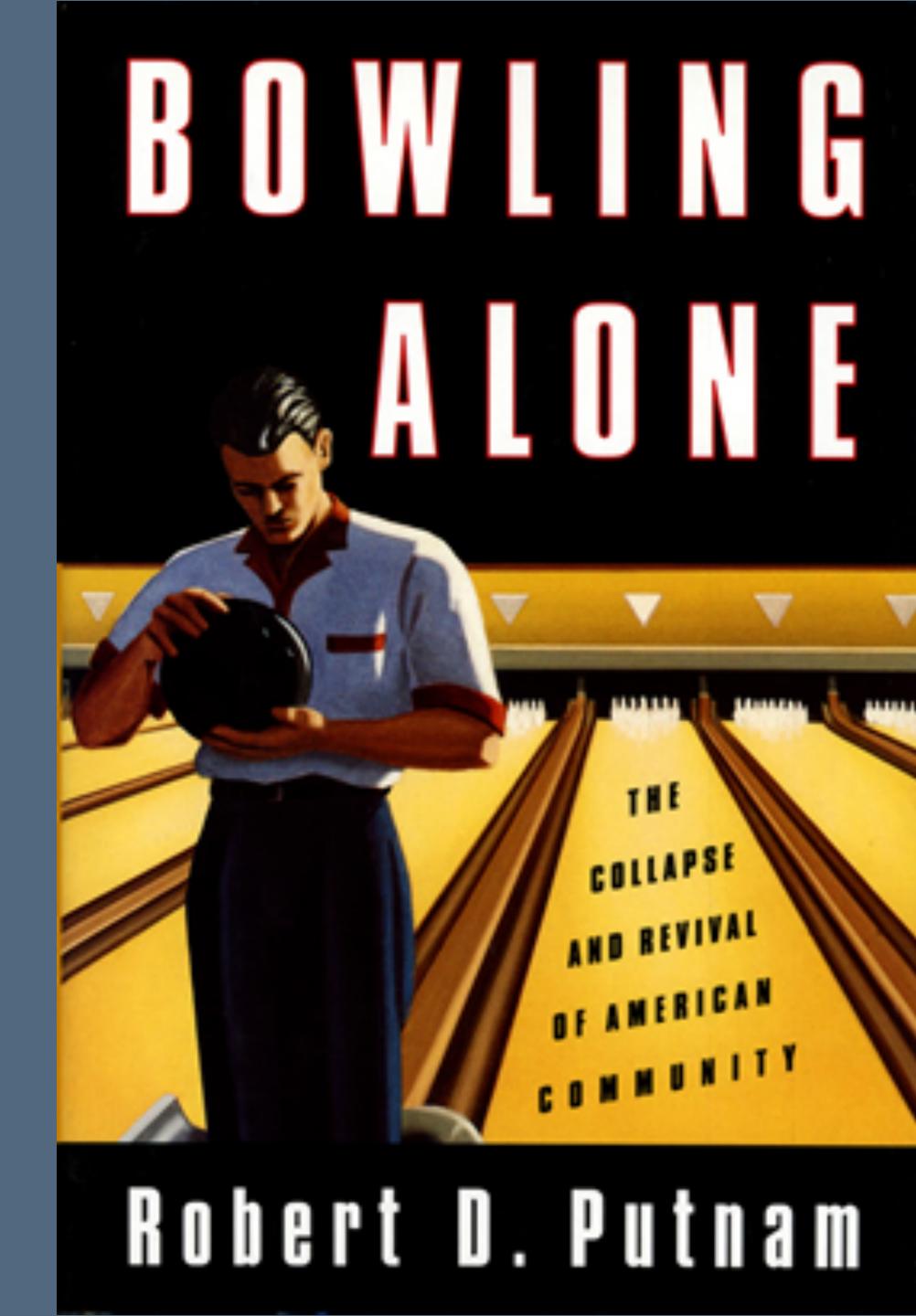
MICHAEL BERNSTEIN
CS 376

## Sociotechnical system

Emergent behaviors result from interactions between social relationships and technological interventions.

 Facebook usage increases all types of social capital, especially bridging social capital

[Ellison, Steinfeld and Lampe, JCMC '07]

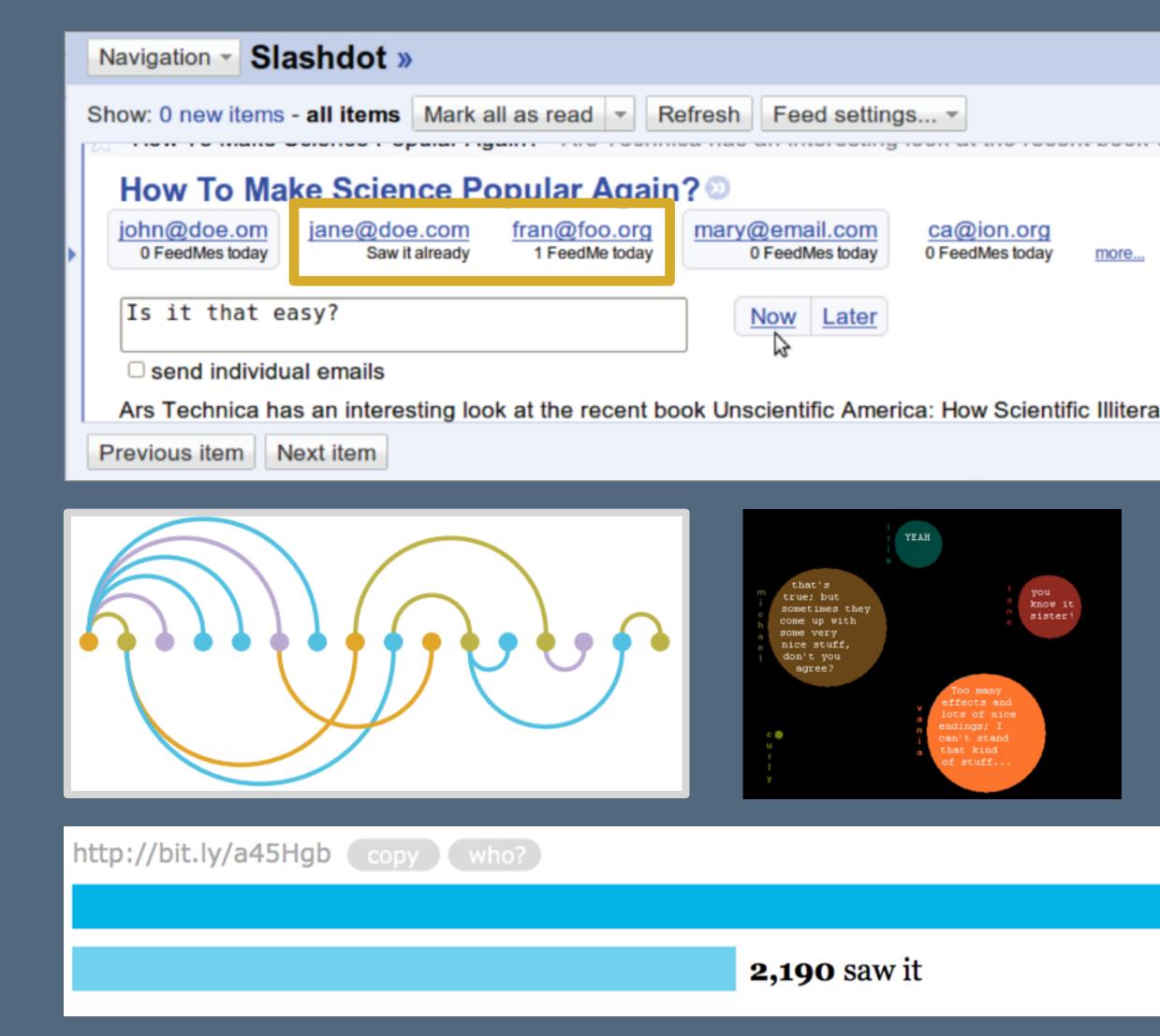


• The Strength of Weak Ties [Granovetter '73]

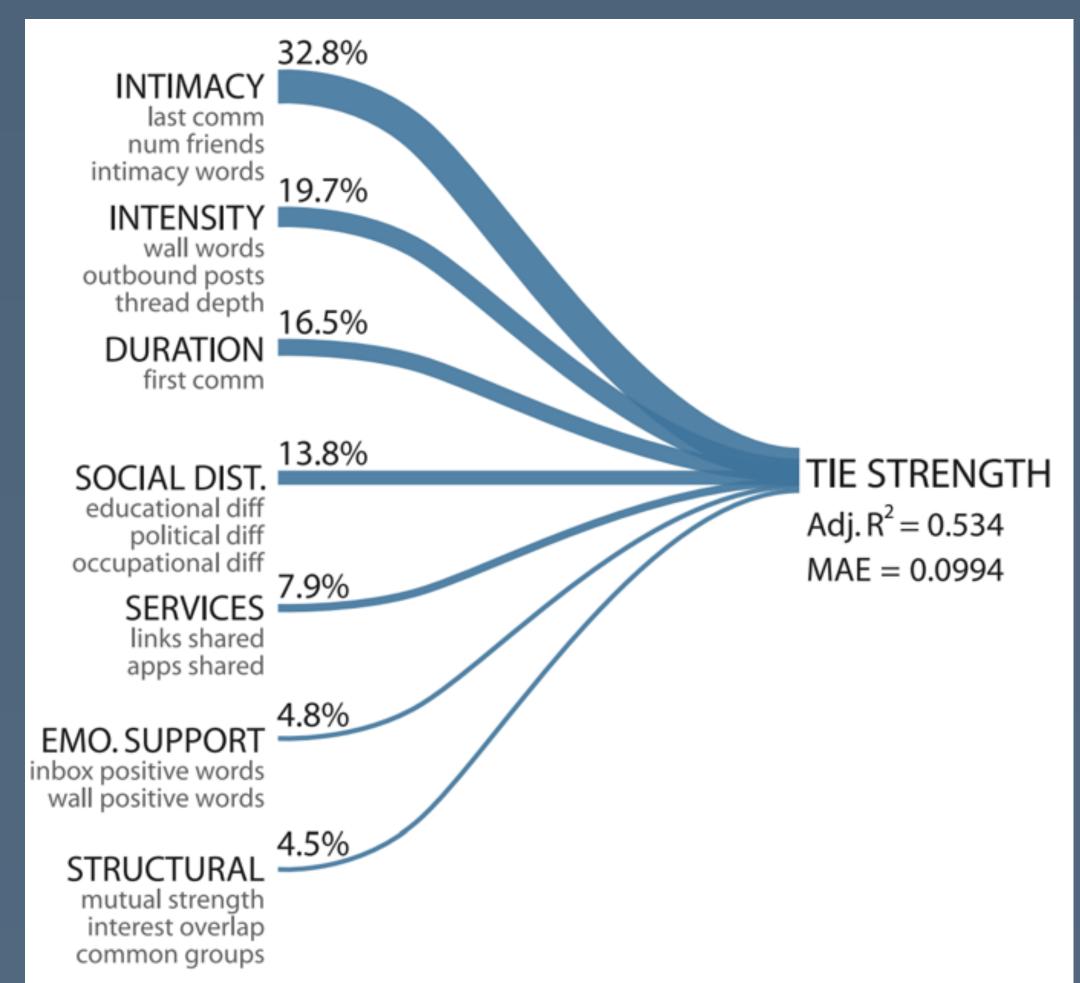


Systems and applications research

FeedMe
ReMail
Chat Circles
Link Different



- Can we observationally model tie strength?
- · Most predictive:
  - Days since last communication
  - Days since first communication
  - Wall words exchanged
  - Mean strength of mutual friends



# Operationalizing theory

### Presentation of Self in Everyday Life [Goffman 1959]

- · Established face-to-face interaction between people as an object of study
- · Metaphor: life as performance
  - People work to guide the impression that people develop of them
  - · On-stage: public life
  - · Off-stage: private life





"One of the most trenchant contributions to social psychology in this generation." —American Journal of Sociology

#### The Many Faces of Facebook

[Zhao et al., CHI '13]

- Facebook appears monolithic, but there are three functional regions
- · Semistructured interviews
- Performance region
   (for now)
- Exhibition region (for later)
- Personal region
   (for reflection)



### Estimating audience size [Bernstein et al., CHI 2013]

How might our activities be impacted if we are incorrectly estimating our audience size?

Method: compare survey results ("How many people do you think saw your most recent update?") to log results

Facebook users underestimate audience size by 4x

Median reach is 35% per post and 61% per month

Many want larger audiences but already have them

#### Reasoning about FB's algorithms

[Eslami et al., CHI 2015]

- · What are peoples' mental models of social news feed algorithms?
- Result: over half of Facebook users are unaware of the existence of the news feed algorithm
  - · "Initial reactions for these previously unaware participants were surprise and anger."
  - · "Participants were most upset when close friends and family were not shown in their feeds."

# Motivating participation

#### Motivation: why participate?

- · Intrinsic motivators: drawn from my own desires to complete a goal or task
  - · Examples: pleasure, hobby, developing a skill, demonstrating a skill
- Extrinsic motivators: do not derive from my relationship with the goal or task
  - · Examples: money, graduation, points, badges
- Motivation Crowding Theory
  - · Applying external motivators to an intrinsically motivated task reduces participation

#### Contributions via uniqueness

[Beenen et al., CSCW '04]

- · Social loafing: why should I contribute if many others could as well?
- Hypothesis: calling out the uniqueness of contributions will increase participation
- · Method: rating campaign on MovieLens
  - "As someone with fairly unusual tastes, you have been an especially valuable user of MovieLens [...] You have rated movies that few others have rated: [...]"
- Result: participants in the uniqueness condition rated 18% more movies

#### Contributions via goal-setting

[Beenen et al., CSCW '04]

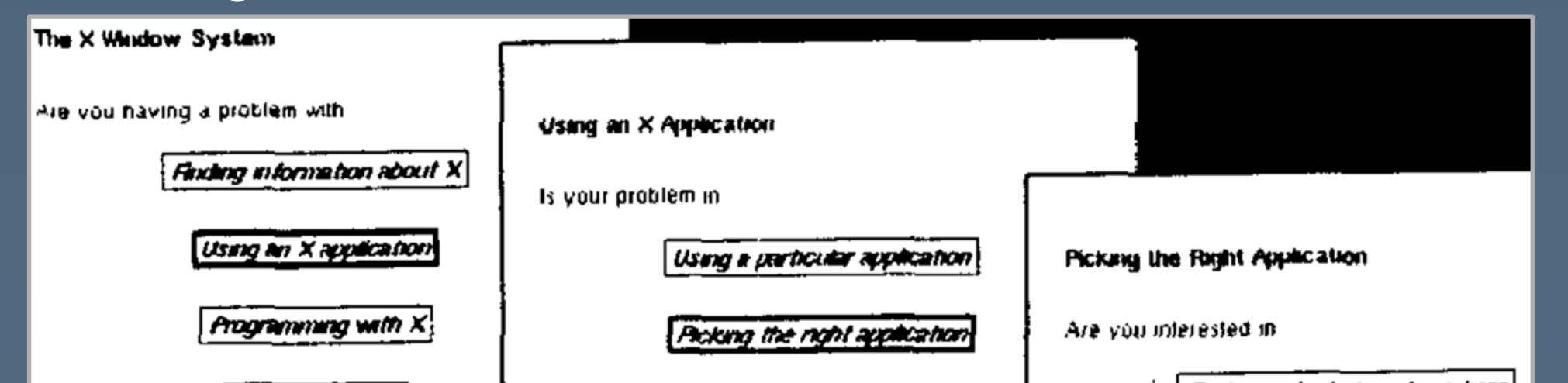
- · Specific, high-challenge goals are known to increase performance on tasks
- Hypotheses
  - · HI: specific numeric goals will produce more participation than "do your best" goals
  - · H2: individual goals will produce more participation than group goals
- · Method: rating campaigns on the MovieLens web site
- Results
  - · HI confirmed (3 extra ratings)
  - · H2 disconfirmed (group goals produced more)

# Experts and questions

#### Answer Garden

[Ackerman and Malone, OIS '90]

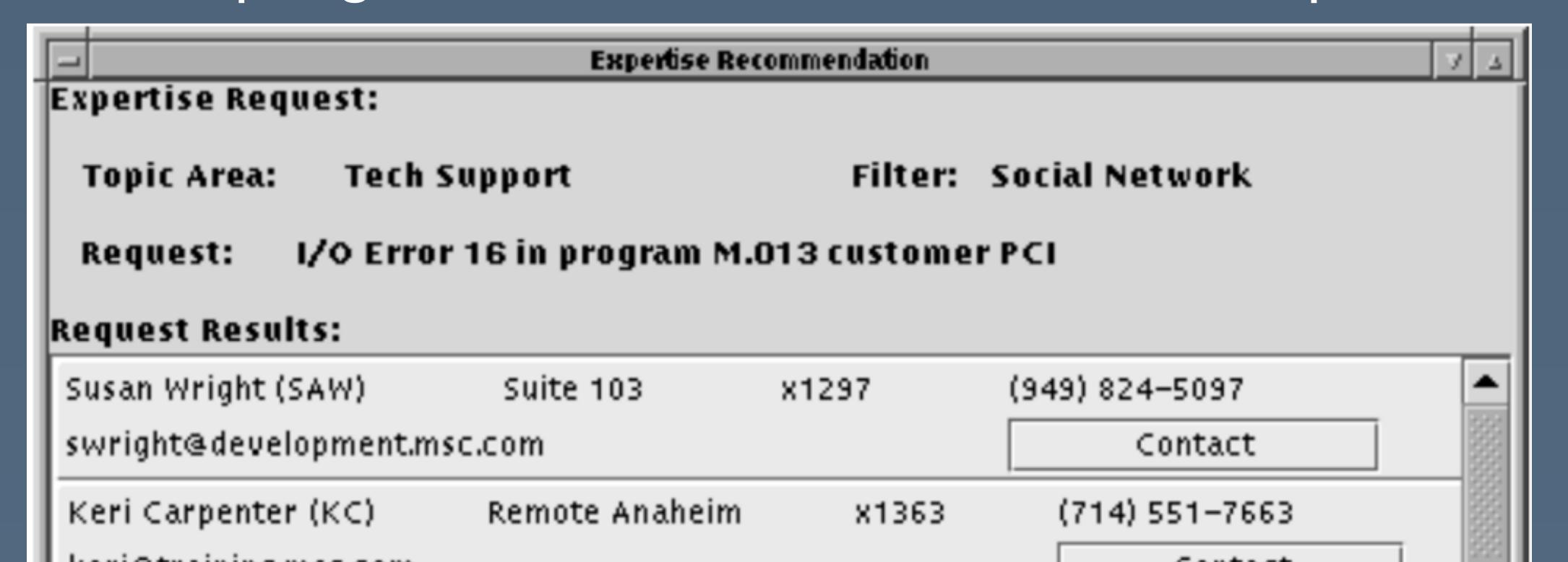
- An "organizational memory" system: knowing what the company knows
- Main idea: members leave traces for others to solve their questions
- · The original Yahoo! Answers, Quora, Aardvark



#### Expertise recommendation

[McDonald and Ackerman, CSCW '00]

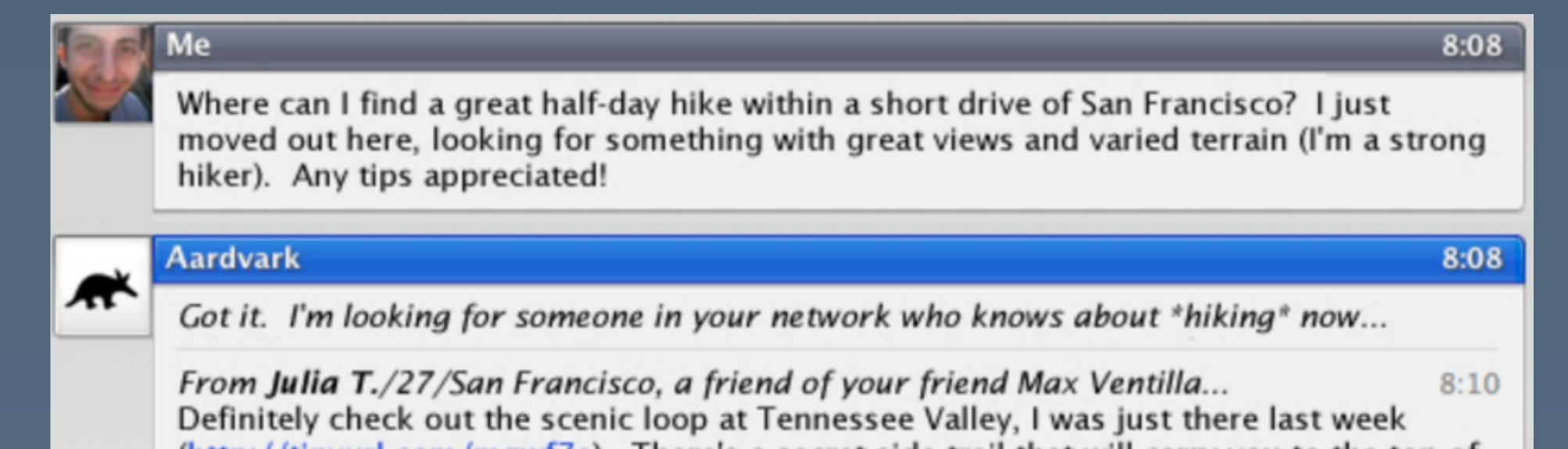
- · Recommend people, not documents
- · Goal: help organizations know who can tackle each problem



#### Aardvark: social search engine

[Horowitz and Kamvar, WWW '10]

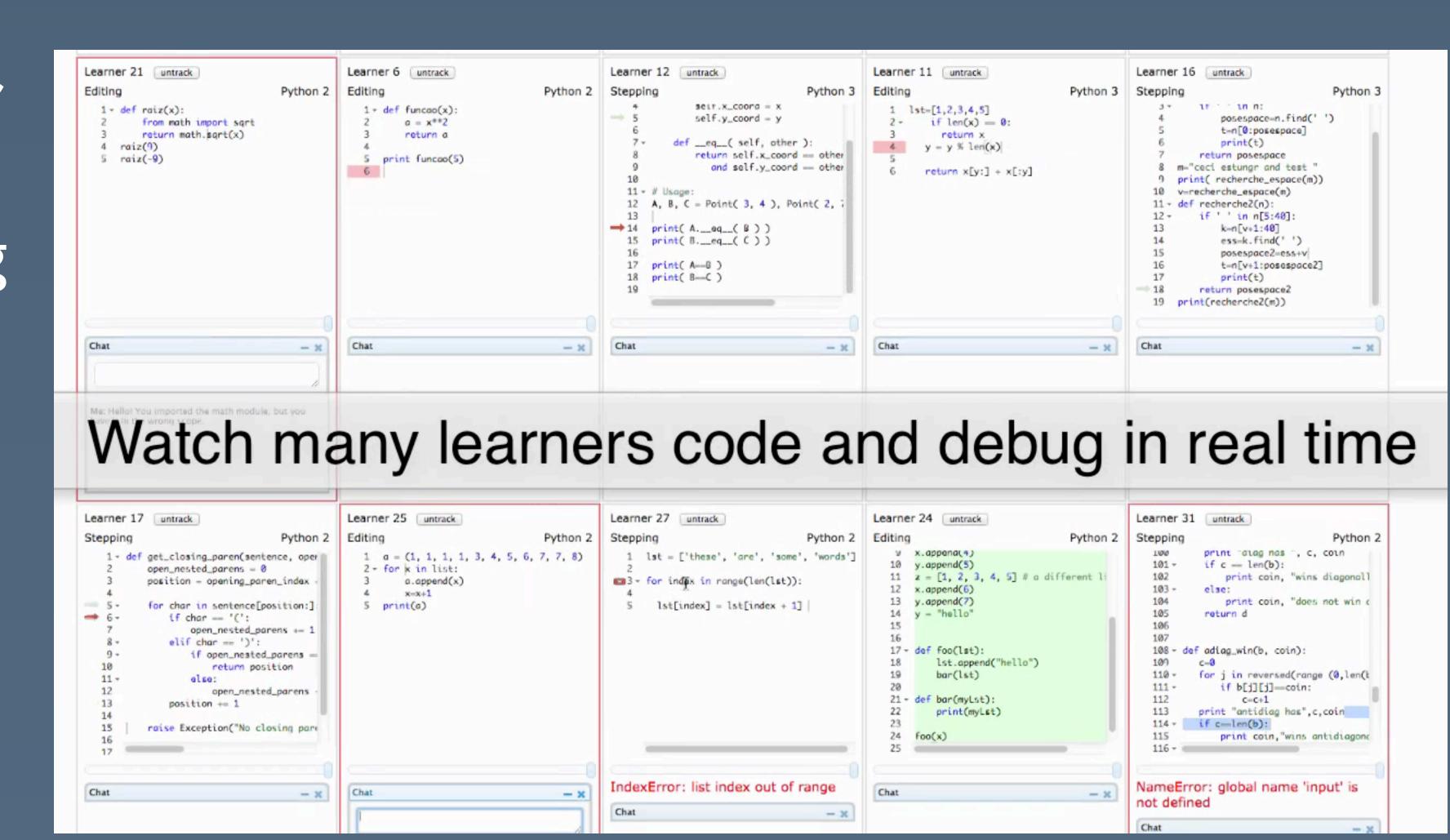
- · Technical challenge: question routing over IM
  - · Use a joint model over topical relevance and social distance
- Interesting equilibrium: people were more willing to answer questions than ask them!



#### Codeopticon

[Guo, UIST '15]

- Enable one tutor to help many students learning programming at once
- Visualizations
   help find "stuck"
   students



### Leadership and collective action

#### What makes a leader?

- Reader-to-leader framework
   [Preece and Shneiderman, AIS Trans. HCI '09]
  - Readers > Contributors > Collaborators > Leaders
  - · Goal: guide users into each new stage
  - See also: Legitimate peripheral participation [Lave and Wenger '91]
- Leaders are born, not made [Panciera, Halfaker, Terveen, GROUP '09]
  - Power editors on Wikipedia do more work than others, even from their first day on Wikipedia

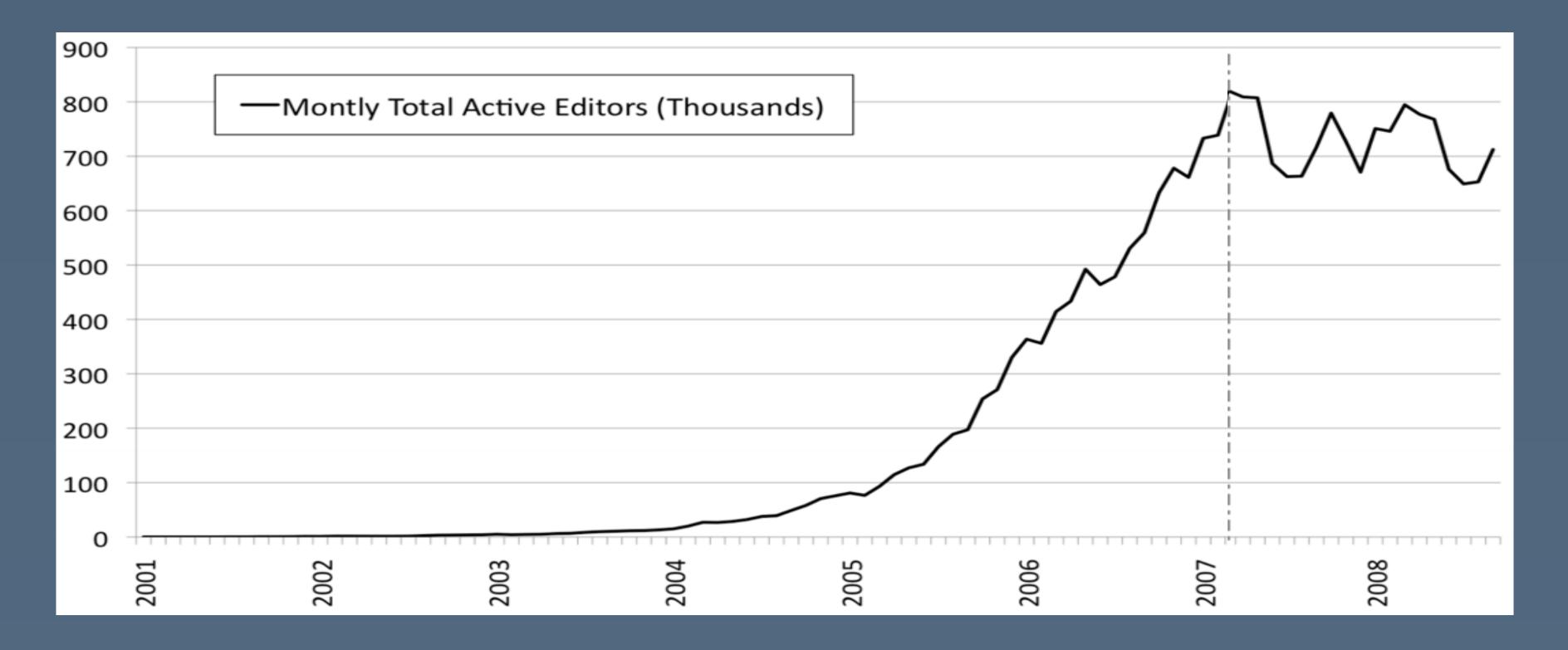
### One-sided gatekeeping [Keegan and Gergle, CSCW'10]

- · How powerful are leaders in open communities like Wikipedia?
- Method
  - Data mine nominations for breaking news articles on the Wikipedia homepage
  - · Stories were nominated and voted on by elite, middle-class, and newbie editors
- · Result: "one-sided gatekeeping"
  - · Elite editors could block nominations, but had no ability to get their nominations approved

#### No place to participate

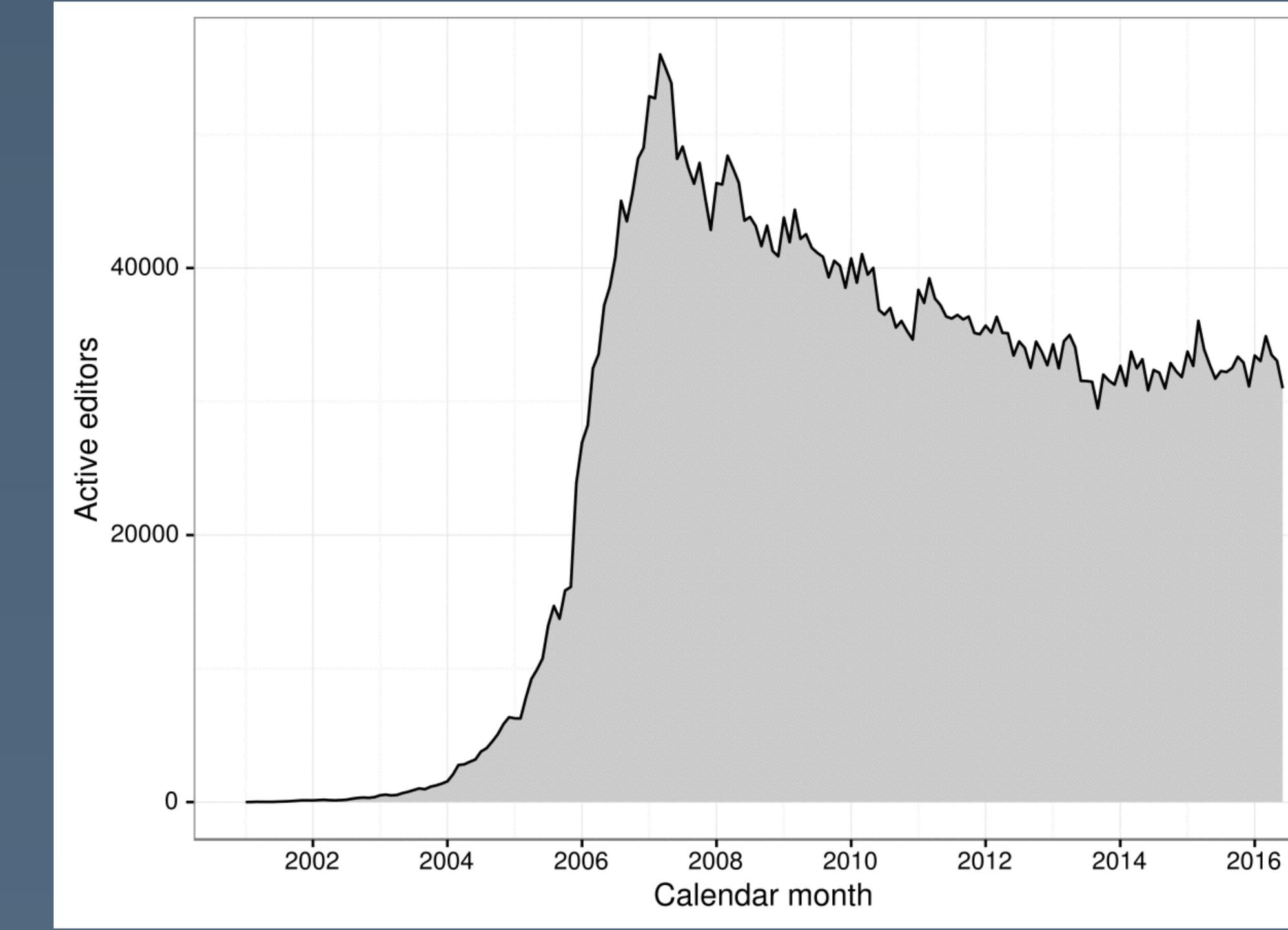
[Suh et al., WikiSym '09]

· Can fit Wikipedia's curve to a ecological population model with a fixed resource limitation



#### More decline

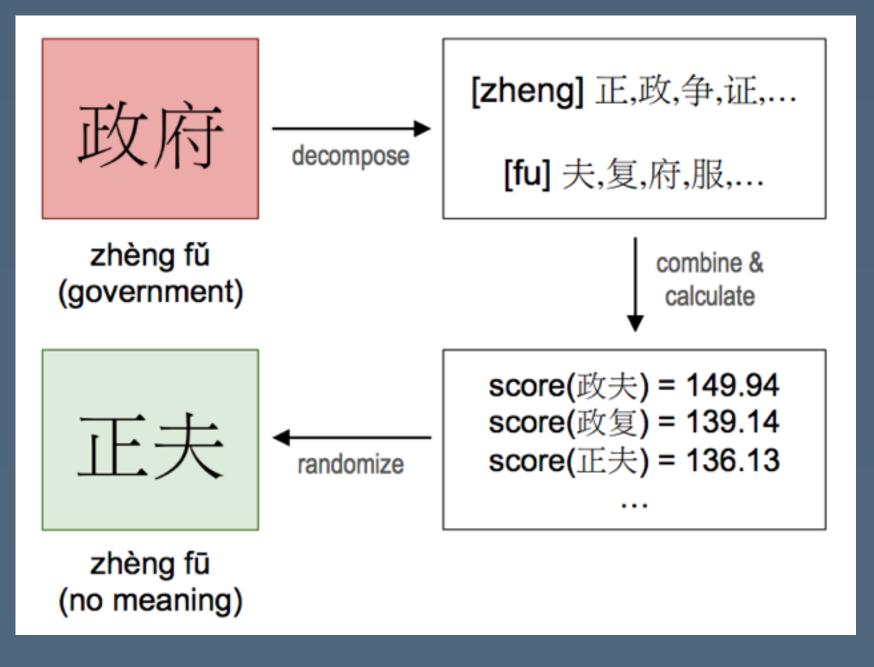
[Halfaker et al., American Behavioral Scientist '13] and [Wikimedia]



#### Combating censorship

[Hiruncharoenvate, Lin and Gilbert, ICVVSM'15]

- The Chinese government censors sensitive topics on social media
- · However, homophones can be difficult for censors to distinguish from intended use
  - ·和谐 (slang 'censorship') vs. 河蟹 (river crab)



 This work introduces an algorithm that decomposes words and nondeterministically creates homophones that are likely to create confusion for censors

# Social influences on the wisdom of crowds

### Unpredictability in an artificial cultural market

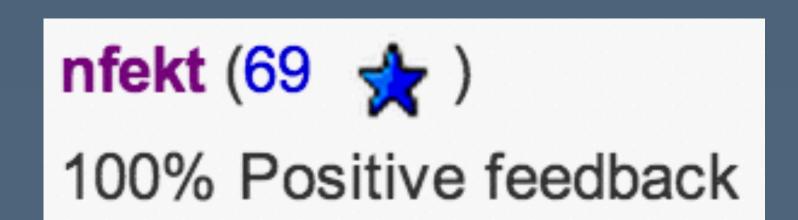
[Salganik, Dodds, and Watts, Science '06]

- Puzzle: it is extremely difficult for experts to predict which songs, movies and books will be hits
- · Method: 14,000 participants download free music from an online site
  - · Random assignment: no download info, or one of eight worlds that all start with zero downloads
- · Result: huge variance in download counts
  - Best songs rarely did poorly, worst songs rarely did well; any other outcome was possible

#### Reputation systems

[Resnick and Zeckhauser, Adv. Appl. Microeconomics '02]

 Reputation is a core signal in social systems



- Study of eBay feedback
  - Despite incentives to free ride, over half of eBay transactions leave feedback
  - · Feedback is almost always positive
  - · High reputations didn't lead to higher seller prices
  - · Evidence of reciprocation and retaliation

#### Credibility and online rumors

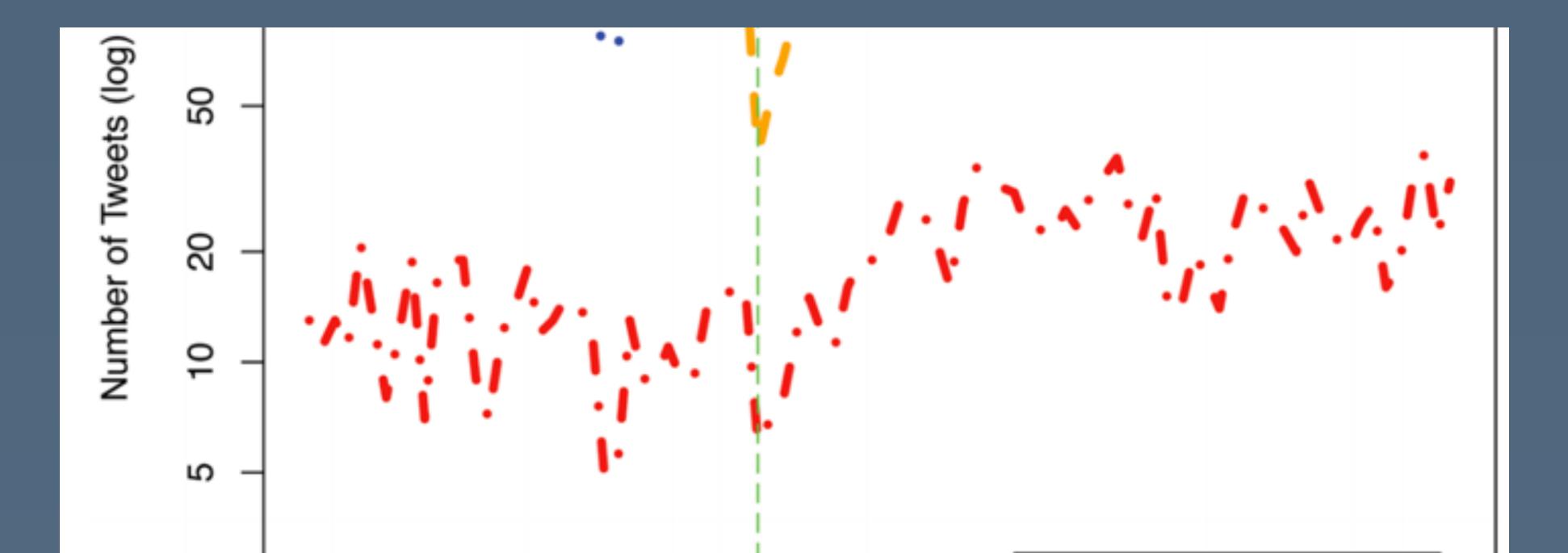
[Mitra and Gilbert, ICWSM 2015]

- · Social media are a space for spreading information, but how much misinformation are they spreading?
- CREDBANK: a corpus of 60 million tweets annotated by humans to indicate how credible the event is
- 24% of events in the Twitter stream are seen as not reliable...

### Exploration and visualization

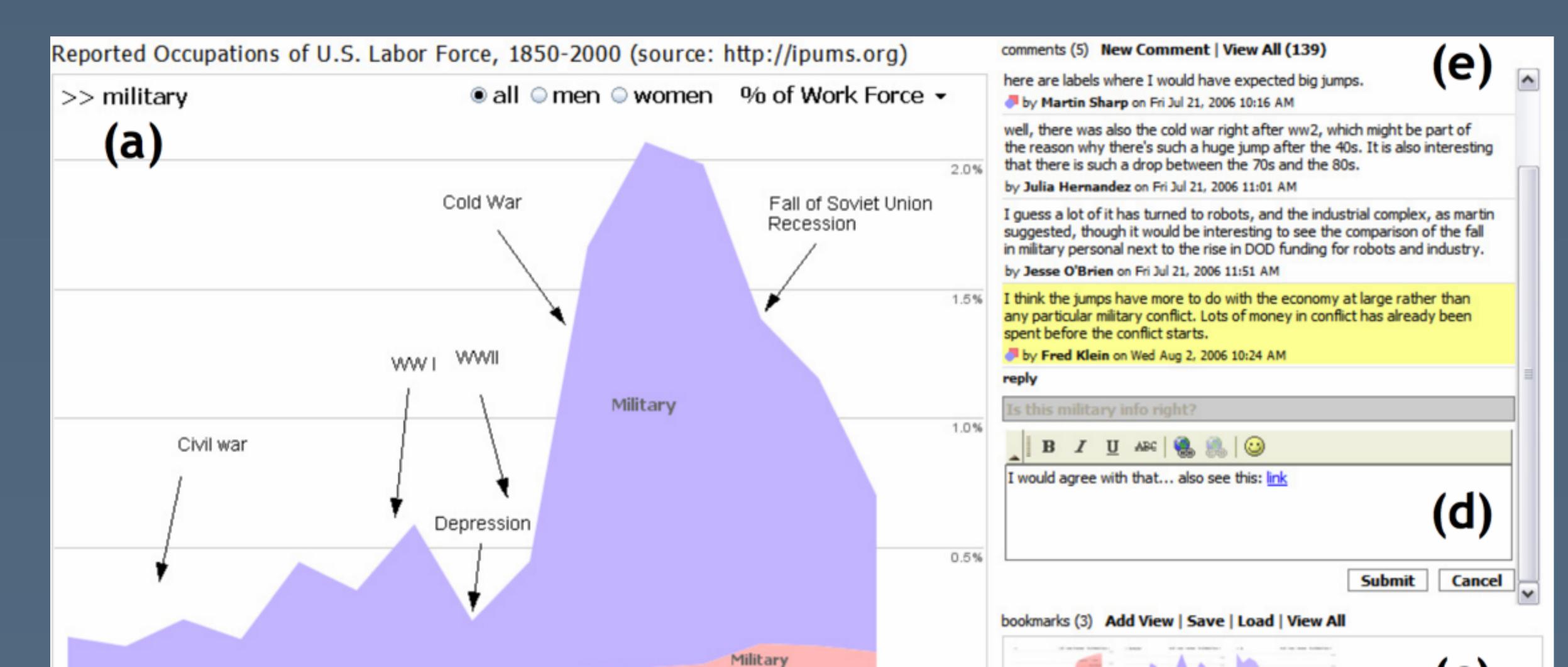
#### Exploring social data

- · Social media data can help us understand the world around us
- For example: dips in tweet volume show when people are attending to Obama in his SOTU address
  [Shamma et al., CSCW Horizons '10]



#### Social data exploration

[Heer, Viégas and Wattenberg, CHI '07]



### Skills for social computing research

- Skills for understanding and designing social computing systems are complementary
- Understanding: computational social science methods and theory
  - · Social psychology, sociology, data mining
- · Designing: core challenge is designing for emergent behavior

#### Discussion rooms

Rotation	Littlefield 107	Littlefield 103
a	12	34
b	24	13
C	14	23
d	34	12
e	13	24
f	23	14