# Social Computing

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### Goals

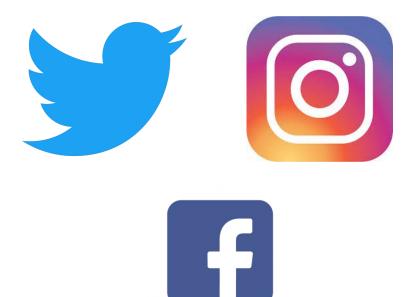
Understand what constitutes an online community

Understand challenges of online communities

Understand how to design online communities

Hypothesize where the future of online communities lies

### Online Communities





## Challenges within Online communities

- Starting a new community
- Attracting and socializing new members
- Encouraging commitment
- Encouraging Contribution
- Regulating Behaviour

How do you keep an online community growing and thriving?

Kandarp - "Providing meaningful insights into the group, its aims and achievements, might prove useful to build growth"

Minh -- "finds it difficult to determine whether a community has been shaped as a result of the topic of whether the topic has been shaped by the community"

What are the eight levers of change, as described in Evidence-based Social Design?

Give examples of them (not in the paper!).

## Levers of Change

- Community Structure
- Content, Tasks, and Activities
- Selection, Sorting, Highlighting
- External Communicating
- Feedback and Rewards
- Roles, Rule, Policies, and Procedures
- Access Controls
- Presentation and Framing























**TWEETS** 

**FOLLOWING** 17

**FOLLOWERS** 8

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Angelique @lique\_taylor · 17 Oct 2014
#SelectSteven #Steven4Prince



#### **Angelique**

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iii Joined September 2012



Photos and videos





Are there any other levers of change?

### Distance Matters

#### Co-located vs Remote Location





## Key characteristics of Co-location

- Rapid Feedback
- Multiple channels
- Personal Information
- Nuanced Information
- Shared Local context
- Informal "hall" time
- Conference
- Individual Control
- Implicit Cues
- Spatiality of reference



What are the four elements of remote location as presented in the paper?

# Key Characteristics of Remote Location

- Common Ground
- Coupling of Work
- Collaboration Readiness
- Collaboration Technology Readiness

Are there more key concepts that they missed?

How do you reconcile the two papers?

Where are online communities going?

"Holographic meeting may be a future solution for keeping the additional information from losing, from my perspective, but now, it is more about its conceptual phase than an industrial use phase."

- Chenxi Zheng



"With today's technology I is worth also analyzing that many of today's remote collaboration is not done through video-conferences or phone, as the authors may have thought at that time. But rather through online collaborative web pages (e.g github, bitbucket, online docs, forums, etc)."

- Jorge Garza

"What I disagree with the author is about the third prescription that one should not attempt to introduce groupware and remote technologies in organizations and communities that do not have a culture of sharing and collaboration."

-Chenxi Zheng

