

Social Computing Capstone

Day 3: Team formation and ideation

CSE 481p | Spring 2023

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Schedule for today's class

- Share out from A2 (10 min)
- Group formation and discussion of norms (20 min)
- Group project ideation (40 min)
- Share out from project ideation (10 min)

**Share out from A2 (tell us about an online social
community you are a part of!)**

Group formation and discussion time (20 min)

- If you've already formed a group, go and sit with your group.
 - Go to tinyurl.com/SoCoSp23Groups and follow the instructions for a discussion of group norm setting. Don't forget to submit the survey linking to your discussion doc when you're done!
- If you're still looking for a group or interested in expanding your group, come to the front, and we'll help you get sorted!

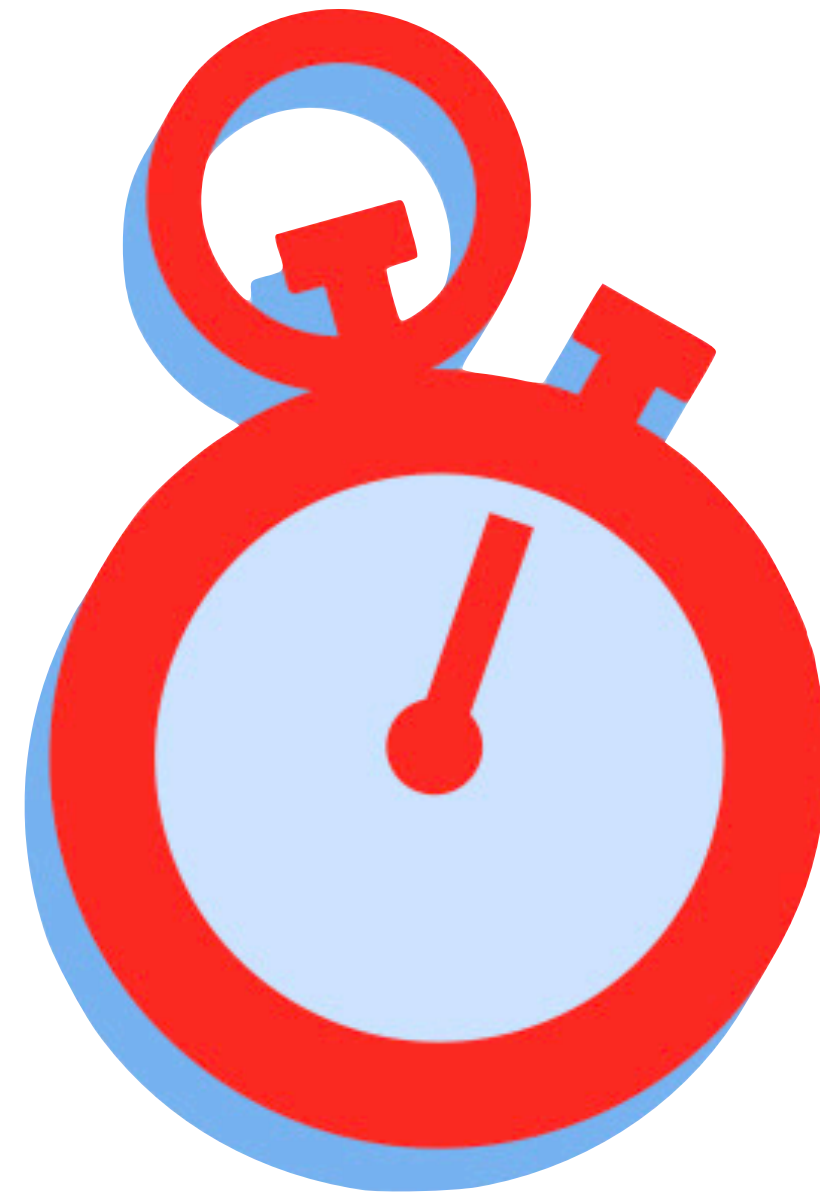
Group Activity (~40 minutes)

- Crazy 8's (8 minutes)
- Affinity diagramming (20 minutes)
- Share your results! (10 minutes)

Crazy 8's

- Exercise for idea generation
- Take a piece of paper and fold it into 8
- Individually sketch 8 distinct ideas in 8 minutes
- These ideas are not perfect or beautiful. Anything works! Make them weird, impossible, impractical
- Sketch first, filter later
- You can use words and arrows in your sketch



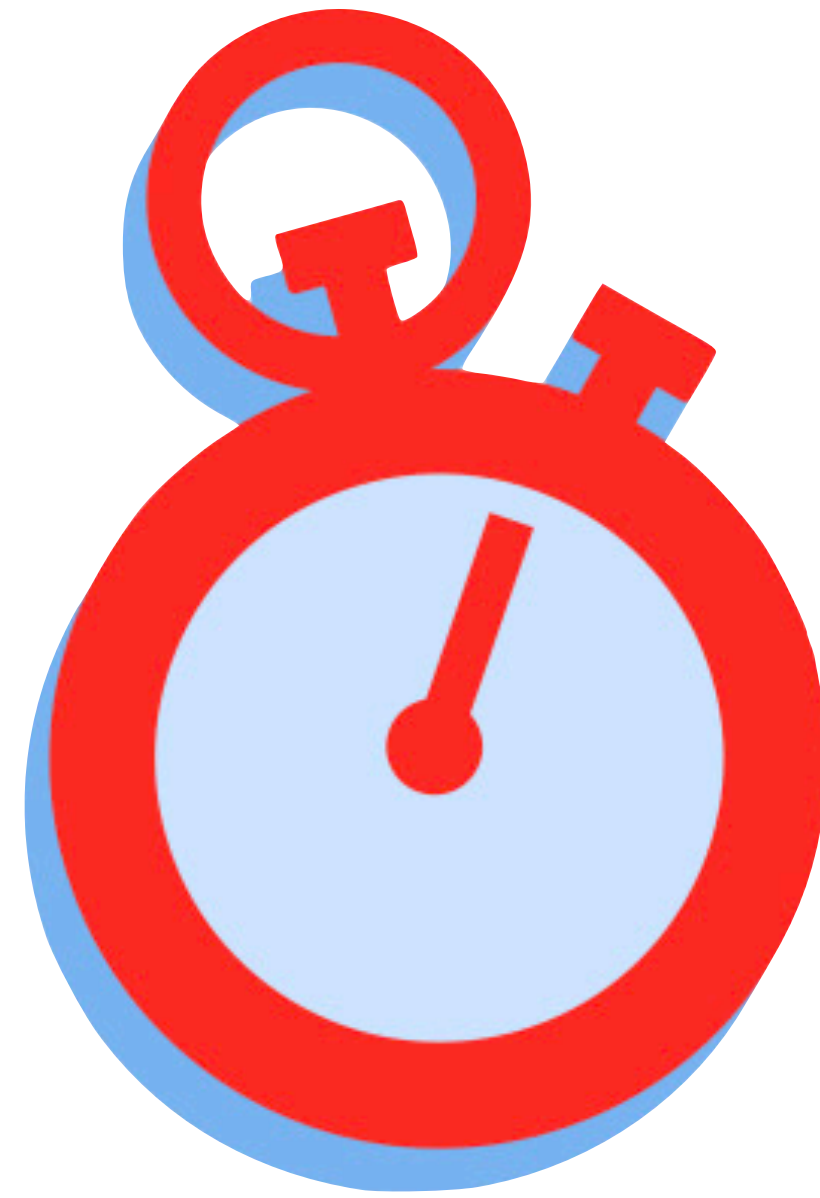


8 minutes!

Affinity Diagramming

- Write each of your ideas down on a sticky note
- Stick 8 of your ideas up and cluster across your team's ideas
- Cluster into groups, with affinity defined however you want
- Lastly, assign a label for each group
- Use this as a catalyst for homing in on project directions





20 minutes!

Share what came out of your affinity diagramming!

- It's okay if you're still deciding on a direction. Continue to discuss with your team until Thursday. Hopefully by then you'll have narrowed on a topic.
- In class on Thursday, I'll have groups share their tentative project directions at the beginning of class and then we'll also introduce G1 which is about conducting user research.