Robert E. Kraut

Herbert A. Simon Professor of Human-Computer Interaction
Carnegie Mellon University

Degrees			
PhD	Yale University	(1968)	Social Psychology
BA	Leigh University	(1973)	English & Social Relations[1]

Employment		
1993-present	Carnegie Mellon University	Professor
1984-1993	Bell Com. Research	Director
		Distinguished Tech. Staff
1983-1988	Princeton University	Visiting Lecturer
1980-1983	Bell Laboratories	Visiting Scientist
		Technical Staff
1974-1981	Cornell University	Assistant Professor
1972-1974	Univ. of Pennsylvania	Assistant Professor

Awards & Honors

- Elected to the CHI academy, 2003
- Member of several editorial boards
- Member of several advisory panels to the government
- Golden Fleece Award, 1980

Research Themes	
Online communities	2004-2012
Everyday use of the internet	1996-2010
Collaboration in work groups	1990-2011
Visual communication	1990-2011
Computers in organizations	1986-2006
Inter-organizational networks	1995-2000
Person perception & nonverbal behavior	1978 - 1984

Important Work

The Impact of Internet Use on Social Relationships and Well-being
Ex. The Impact of Home Computer Use on Children's Activities and Development[4]

"The research findings are more mixed, however, regarding the effects on children's social development. Although little evidence indicates that the moderate use of computers to play games has a negative impact on children's friendships and family relationships, recent survey data show that increased use of the Internet may be linked to increases in loneliness and depression. Of most concern are the findings that playing violent computer games may increase aggressiveness and desensitize a child to suffering, and that the use of computers may blur a child's ability to distinguish real life from simulation. The authors conclude that more systematic research is needed in these areas to help parents and policymakers maximize the positive effects and to minimize the negative effects of home computers in children's lives."

Social Science Theories as the Basis for Social Design
Ex. Kraut, R. E. & Resnick, P. (2012). Building successful online communities: Evidence-based social design. Cambridge, MA: MIT Press[3]

" What does social science tell us about how to make thriving online communities? Quite a lot, it turns out. But only if we listen very closely and, at times, employ a translator. Economics and various branches of psychology offer theories of individual motivation and of human behavior in social situations. The theories generalize from observations of naturally occurring behavior, from controlled experiments, and from abstract mathematical models. Properly interpreted, they can inform choices about how to get a community started, integrate newcomers, encourage commitment, regulate behavior when there are conflicts, motivate contributions, and coordinate those contributions to maximize benefits for the community. This book makes it easier for us to hear what social science has to tell us. It amplifies relevant theories and experimental evidence and translates them into specific claims about the likely impact of particular design choices for online communities."

Related Researchers

Mark S. Ackerman, Bonnie Nardi
Ex. *Kraut, R. E., Fussell, S. R., Brennan, S. E., & Siegel, J. (2002). Understanding effects of proximity on collaboration: Implications for technologies to support remote collaborative work. In P. Hinds & S. Kiesler (Eds.), Distributed work (pp. 137-162). Cambridge, MA, US: MIT Press.*

"Our goals are to identify the mechanisms by which proximity makes collaboration easier, to consider how current computer-mediated communications technologies provide or fail to provide key benefits of proximity, and to suggest directions for future research on the impact of proximity on collaboration."

Bibliography

1. Ackerman, M. S. & Starr, B. Social activity indicators: Interface components for CSCW systems. In Proceedings of UIST '95 (pp. 159-168).
2. Kraut, R. *Robert E. Kraut Home Page.* 2011. Web. Jan. 14, 2012.
3. Kraut, R. E., Fussell, S. R., Brennan, S. E., & Siegel, J. (2002). Understanding effects of proximity on collaboration: Implications for technologies to support remote collaborative work. In P. Hinds & S. Kiesler (Eds.), *Distributed work* (pp. 137-162). Cambridge, MA, US: MIT Press.
4. Kraut, R. E. & Resnik, P. (2012). *Building sucessful online communities: Evidence-based social design.* Cambridge, MA: MIT Press.
5. Nardi, B. A., Whittaker, S., Bradner, E. (2000). Interaction and outeraction: Instant messaging in action. Proceedings of CSCW 2000 (pp. 79-88).
6. Subrahmanyam, K., Kraut, R. E., Greenfield, P., & Gross, E. (Spring 2000). The impact of home computer use on children's activities and development. In M. K. Shields (Ed.), *The Future of Children: Children and Computer Technology*, Vol. 10, 123-144.