Some cool CHI papers

Ali Alkhatib

April 22, 2019

Stanford University

1. The Gendered Geography of Contributions to OpenStreetMap: Complexities in Self-Focus Bias
   by **Maitraye Das**, **Brent Hecht**, & **Darren Gergle**

2. On the Internet, Nobody Knows You're a Dog… Unless You're Another Dog
   by **Ilyena Hirskyj-Douglas** & **Andrés Lucero**

1. The Gendered Geography of Contributions to OpenStreetMap: Complexities in Self-Focus Bias

   by **Maitraye Das**, **Brent Hecht**, & **Darren Gergle**

2. On the Internet, Nobody Knows You're a Dog… Unless You're Another Dog

   by **Ilyena Hirskyj-Douglas** & **Andrés Lucero**

The Gendered Geography of Contributions to OpenStreetMap: Complexities in Self-Focus Bias

Maitraye Das
Northwestern University
Evanston, IL, USA
maitraye@u.northwestern.edu

Brent Hecht
Northwestern University
Evanston, IL, USA
bhecht@northwestern.edu

Darren Gergle
Northwestern University
Evanston, IL, USA
dgergle@northwestern.edu

ABSTRACT

Millions of people worldwide contribute content to peer production repositories that serve human information needs and provide vital world knowledge to prominent artificial intelligence systems. Yet, extreme gender *participation disparities* exist in which men significantly outnumber women. A central concern has been that due to self-focus bias [46], these disparities can lead to corresponding gender *content disparities*, in which content of interest to men is better represented than content of interest to women. This paper investigates the relationship between participation and content disparities in *OpenStreetMap*. We replicate findings that women are dramatically under-represented as OSM contributors, and observe that men and women contribute different types of content and do so about different places. However, the char-

KEYWORDS

Peer production, gender, OpenStreetMap, self-focus bias, urban, rural

1 INTRODUCTION

Peer production is a powerful example of the potential of social computing in which communities like Wikipedia and

BACKGROUND

- We know that Wikipedia has lopsided participation along gender lines.
  - Is it also bad in other settings, like on OpenStreetMap?

BACKGROUND

- We know that Wikipedia has lopsided participation along gender lines.
  - Is it also bad in other settings, like on OpenStreetMap?
  - If so, why?

4

BACKGROUND

- We know that Wikipedia has lopsided participation along gender lines.
    - Is it also bad in other settings, like on OpenStreetMap?
    - If so, why?
- We also know that, on other platforms, men and women are discussed very differently.

- We know that Wikipedia has lopsided participation along gender lines.
    - Is it also bad in other settings, like on OpenStreetMap?
    - If so, why?
- We also know that, on other platforms, men and women are discussed very differently.
   - Does that manifest somehow differently from Wikipedia?

BACKGROUND

- We know that Wikipedia has lopsided participation along gender lines.
    - Is it also bad in other settings, like on OpenStreetMap?
    - If so, why?
- We also know that, on other platforms, men and women are discussed very differently.
    - Does that manifest somehow differently from Wikipedia?
    - Does self-focus bias play out here as well?

- We know that Wikipedia has lopsided participation along gender lines.
  - Is it also bad in other settings, like on OpenStreetMap?
  - If so, why?
- We also know that, on other platforms, men and women are discussed very differently.
  - Does that manifest somehow differently from Wikipedia?
  - Does self-focus bias play out here as well?

These are **participation disparities** and **content disparities**
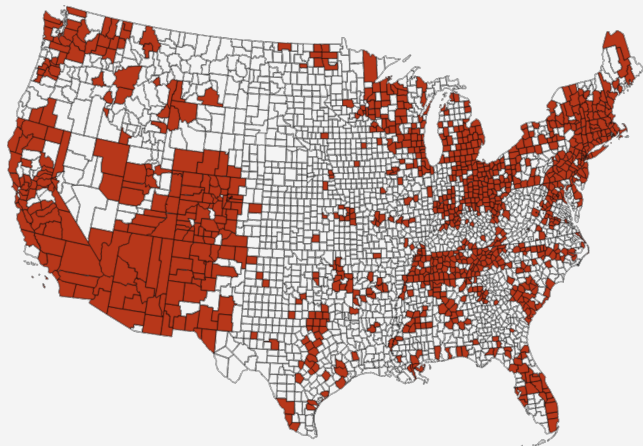
The US counties shown in red are those with at least 1 edit from the women power editors in our sample in the no-bots dataset. A prominent "No Female Edits Belt" (in white) is visible running from the Northern Mountain West down through the Great Plains, Midwest, and Appalachians.

(note: these counties may be edited by non-power-editors or unidentifed female editors)

- Every county in the continental US received ≥1 edit from male editors; only 1/3 of the counties received ≥1 edit from female editors
- there's a rural/urban dimension
- there's a racial/diversity dimension read the paper for more info on both
- male editors created more edits with bots than female editors did
- "women editors were more likely to contribute [more] information about *masculinized spaces* relative to men, and men were more likely to contribute [more] information about *feminized spaces* relative to women"
  - A male editor makes ~1.5 times what a female produces in the *masculinized spaces, but produces over 2.5-3 times that in the* feminized spaces

- Every county in the continental US received ≥1 edit from male editors; only 1/3 of the counties received ≥1 edit from female editors
- there's a rural/urban dimension
- there's a racial/diversity dimension   read the paper for more info on both
- male editors created more edits with bots than female editors did
- "women editors were more likely to contribute [more] information about *masculinized spaces* relative to men, and men were more likely to contribute [more] information about *feminized spaces* relative to women"
  - A male editor makes ~1.5 times what a female produces in the *masculinized spaces, but produces over 2.5-3 times that in the* feminized spaces

What's going on?

- self-focus bias isn't happening?
- intersectional or other demographic factors overpowering gender self-focus bias?

What to do?

- "we need to think critically about ways to increase coverage of under-represented facilities on OSM"
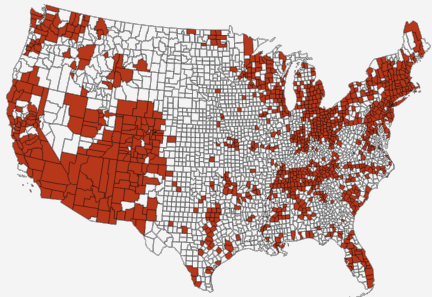- Send in the bots

categorized various places as feminized or masculinized:

- childcare
- kindergarten
- hospice
- day-care
- assisted living
- nursery
- retirement home
- beauty
- nail salon

- brothel
- nightclub
- strip club
- swinger club
- love hotel
- sex shop
- adult
- sperm bank
- barber shop

some major things to take away

- women edit OSM less often than men
- men and women seem to edit locations associated with other gender more often than their own
- self-focus bias doesn't seem to play out
- participation & content disparities

- some issues:
  - inferred genders from usernames
  - sorta problematic classifications of locations

1. The Gendered Geography of Contributions to OpenStreetMap: Complexities in Self-Focus Bias

   by **Maitraye Das**, **Brent Hecht**, & **Darren Gergle**

2. On the Internet, Nobody Knows You're a Dog… Unless You're Another Dog

   by **Ilyena Hirskyj-Douglas** & **Andrés Lucero**

1. The Gendered Geography of Contributions to OpenStreetMap: Complexities in Self-Focus Bias
   by **Maitraye Das**, **Brent Hecht**, & **Darren Gergle**

2. On the Internet, Nobody Knows You're a Dog… Unless You're Another Dog
   by **Ilyena Hirskyj-Douglas** & **Andrés Lucero**

On the Internet, Nobody Knows You're a Dog… Unless You're Another Dog

Ilyena Hirskyj-Douglas
Aalto University
Espoo, Finland
ilyena.hirskyj-douglas@aalto.fi

Andrés Lucero
Aalto University
Espoo, Finland
lucero@acm.org

ABSTRACT

How humans use computers has evolved from human–machine interfaces to human–human computer mediated communication. Whilst the field of animal–computer interaction has roots in HCI, technology developed in this area currently only supports animal– computer communication. This design fiction paper presents animal–animal connected interfaces, using dogs as an instance. Through a co-design workshop, we created six proposals. The designs focused on what a dog internet could look like and how interactions might be presented. Analysis of the narratives and conceived designs indicated that participants' concerns focused around asymmetries within the interaction. This resulted in the use of objects seen as familiar to dogs. This was conjoined with interest in how to initiate and end interaction, which are often subjugated

INTRODUCTION

In the late 1970s personal computers got introduced into our homes: however, these early computers, originally only allowed humans to 'talk' to the computer. In the early 1990s with the introduction of the World Wide Web (WWW) people at home could communicate with each other evolving further complex usages such as virtual connected environments [32], wearable technologies [51] and advanced social media [7].

We've been studying how humans would interact with computers

We've studied how humans interact with each other (through computers)

We've even studied how animals would interact with computers

We've been studying how humans would interact with computers

We've studied how humans interact with each other (through computers)

We've even studied how animals would interact with computers

We've been studying how humans would interact with computers

We've studied how humans interact with each other (through computers)

We've even studied how animals would interact with computers

We've been studying how humans would interact with computers

We've studied how humans interact with each other (through computers)

We've even studied how animals would interact with computers

What if…

We studied how animals interact with each other (through computers)?