

We make design decisions and they impact, although **not directly determining**, the social experiences that arise.

the way that we design spaces, has a huge impact on the social interactions that emerge

## Introduction to Social Computing

**UCSD's Interaction Design Course: Social Computing Notes**  
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	Same Time	Diff Time
Same Place	Conversations Meetings	Graffiti Bulletin Boards
	<b>Most Impactful</b>	
Diff. Place	Breakthrough Technology eg. Telephone	Postal System

3% to 40% increase in Skype usage from 2005 to 2014.

**Communication landscape is rapidly being disrupted**

	Same Time	Diff Time
Same Place	Classroom response systems like <b>Clickers</b> , <b>Google Docs</b> , <b>Tinder</b>	Applications like <b>Foursquare</b>
	<b>lines have blurred</b>	
Diff. Place	Softwares like <b>Skype</b> , <b>Zoom</b>	Email, Facebook

### Interesting Experiments

**1999**, M. Chen in his PhD discovered **people are sensitive to breaks in gaze (L and R)** but **not to asymmetric eye movement**

### Solutions

**HP Halo (works by matching cues)**  
Gaze preserved through overhead cameras.  
Size matched displays to make members human sized.

**How do our interactions change when they are always on as opposed to something that's invoked when you are ready?**

**Xerox Park, Portholes and Office Spaces:** Explored Distance barrier in social interaction.

### UNCOVERED TIDBIT: HOW DO CLICKERS WORK

A teacher poses a multiple-choice question to his or her students.

Each student submits an answer to the question using a handheld transmitter (a "clicker").

Software on the teacher's computer collects the students' answers and produces a bar chart showing how many students chose each of the answer choices..

**Achieving common ground depend on multimodal signals**

### What happens when talking while driving?

Same accident rate as driving drunk

Except for Teenage drivers, adding a physical passenger reduces the risk of accidents.

### Physical Passenger

The physical passenger has **ability to modulate behaviour (alert you etc.)**

**Adds weight to the car** (conservation of mass)

**How could you make "call while driving" more safer?**

**To make interactions fluent adding additional cues and context is crucial**

### Virtual Passenger

Virtual passenger **have lack of context**, causes **split attention** in drivers.

Give remote conversant a view of the traffic in car in realtime

Can stop talking when traffic gets heavy. Alert you etc..