

# Why SICSS?

Bamberg Summer Institute in Computational Social  
Science

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Carsten Schwemmer, University of Bamberg

2019-07-29

*Many thanks to Chris Bail for providing material for this lecture*

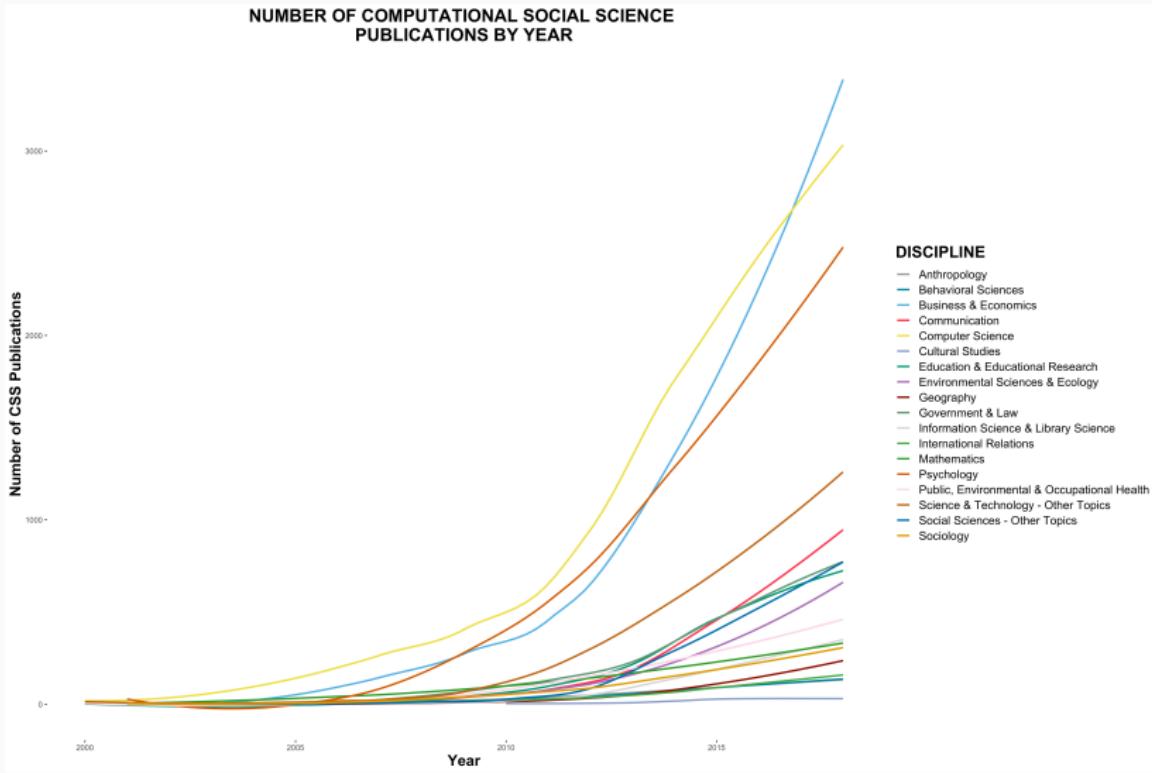
## Why SICSS?

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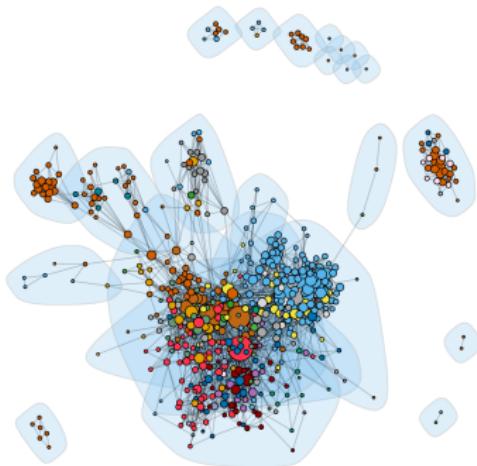
# Big problems in the world



# Our field is growing

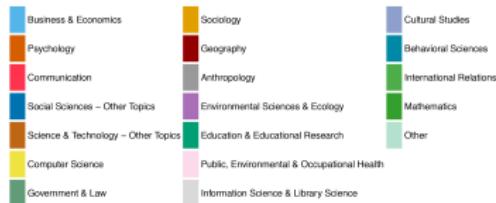


# Our field is interdisciplinary



## COMPUTATIONAL SOCIAL SCIENCE AS A NETWORK

Nodes colored by first-listed discipline

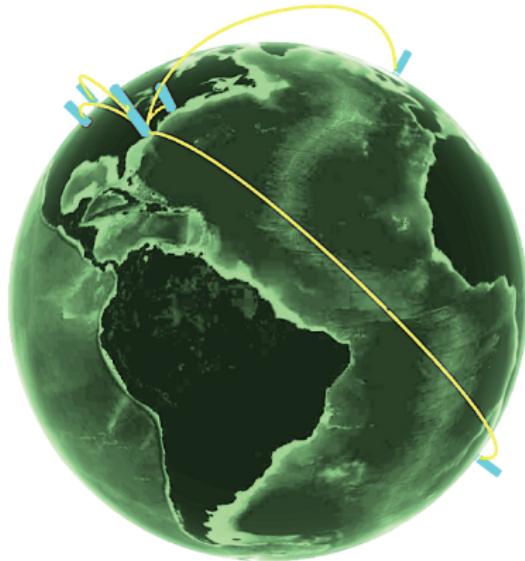


# Training opportunities are rare

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<li><a href="home-events.html">Home Events</a></li>
<li class="has-children"> <a href="#" class="current">Header Options</a>
    <ul>
        <li><a href="tall-button-header.html">Tall Button Header</a></li>
        <li><a href="image-logo.html">Image Logo</a></li>
        <li class="active"><a href="tall-logo.html">Tall Logo Images</a>
    </ul>
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<li class="has-children"> <a href="#">Carousels</a>
    <ul>
        <li><a href="variable-width-slider.html">Variable Image Sliders</a>
        <li><a href="testimonial-slider.html">Testimonial Sliders</a>
        <li><a href="featured-work-slider.html">Featured Work Sliders</a>
        <li><a href="equal-column-slider.html">Equal Column Sliders</a>
        <li><a href="video-slider.html">Video Sliders</a></li>
        <li><a href="mini-bootstrap-carousel.html">Mini Sliders</a>
    </ul>
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# SICSS as a possible solution

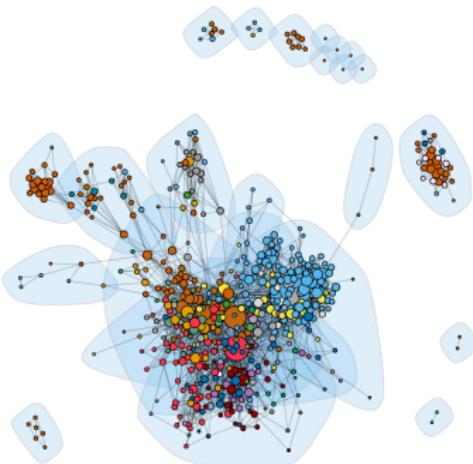
# SICSS



# Goal 1: provide state-of-the-art training

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  </ul>
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## Goal 2: challenge disciplinary divides

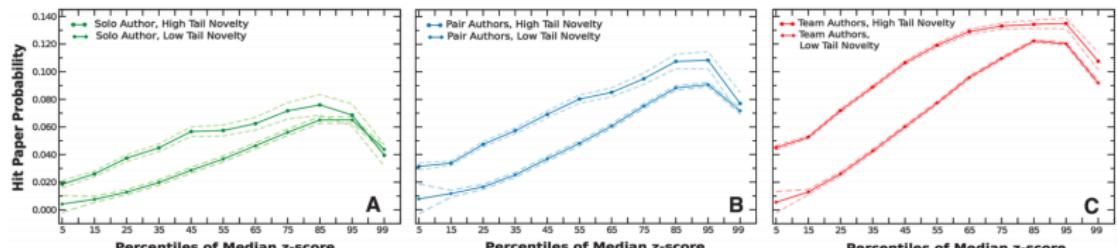


### COMPUTATIONAL SOCIAL SCIENCE AS A NETWORK

Nodes colored by first-listed discipline

Business & Economics	Sociology	Cultural Studies
Psychology	Geography	Behavioral Sciences
Communication	Anthropology	International Relations
Social Sciences – Other Topics	Environmental Sciences & Ecology	Mathematics
Science & Technology – Other Topics	Education & Educational Research	Other
Computer Science	Public, Environmental & Occupational Health	
Government & Law	Information Science & Library Science	

## Goal 2: challenge disciplinary divides

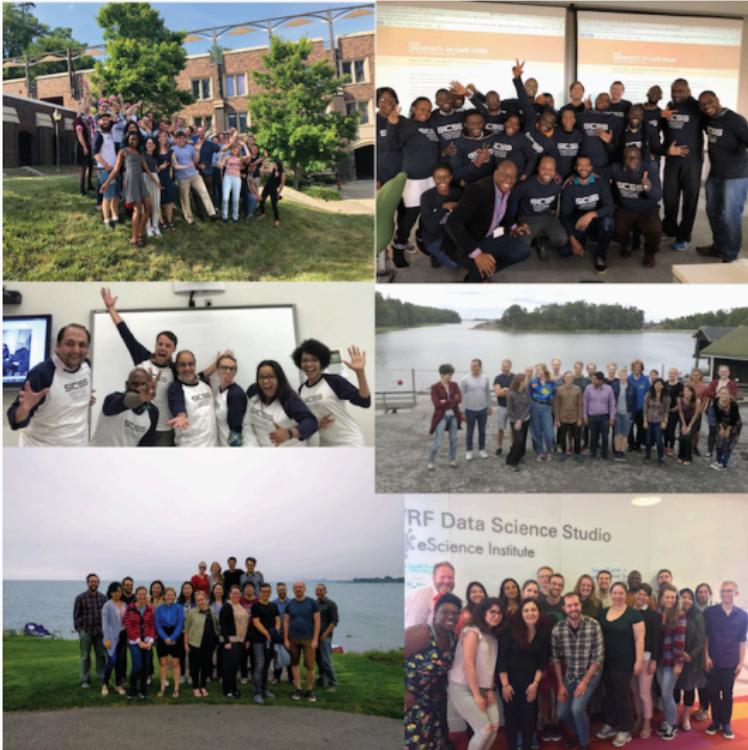


**Fig. 4. Novel and conventional combinations in the production of science.** (A to C) The interplay between tail novelty, median conventionality, and hit paper probabilities shows remarkable empirical regularities. First, high tail novelty papers have higher impact than low tail novelty papers at (i) any level of conventionality and (ii) regardless of authorship structure. Second, increasing median conventionality is associated with higher impact up to the

85th to 95th percentile of median conventionality, after which the relationship reverses. Third, larger teams obtain higher impact given the right mix of tail novelty and median conventionality. Nonetheless, at low levels of median conventionality and tail novelty, even teams have low impact, further emphasizing the fundamental relationship between novelty, conventionality, and impact in science.

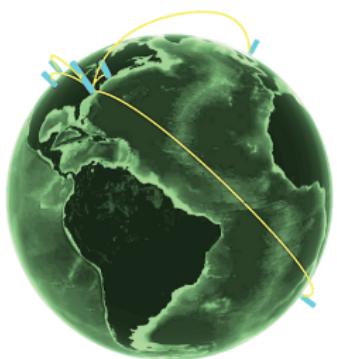
[https://link.springer.com/chapter/10.1007/978-3-319-45023-0\\_12](https://link.springer.com/chapter/10.1007/978-3-319-45023-0_12)

# Goal 3: reach a broad audience



# Goal 3: reach a broad audience

# SICSS



# SICSS

June 16 to June 29, 2019 | Princeton University

SICSS  
**MONTERREY**

Summer Institute in Computational Social Science Partner Site

SICSS  
**ZURICH, SWITZERLAND**

Summer Institute in Computational Social Science Partner Site

SICSS  
**BAMBERG**

Summer Institute in Computational Social Science Partner Site

SICSS  
**UNIVERSITY OF CAPE TOWN**

Summer Institute in Computational Social Science Partner Site

SICSS  
**ISTANBUL**

Summer Institute in Computational Social Science Partner Site

SICSS  
**RESEARCH TRIANGLE PARK, NC**

Summer Institute in Computational Social Science Partner Site

SICSS  
**LOS ANGELES**

Summer Institute in Computational Social Science Partner Site

SICSS  
**SILBERMAN SCHOOL OF SOCIAL WORK,  
HUNTER COLLEGE AT THE CITY  
UNIVERSITY OF NEW YORK**

Summer Institute in Computational Social Science Partner Site

SICSS  
**CHICAGO**

Summer Institute in Computational Social Science Partner Site

SICSS  
**OXFORD**

Summer Institute in Computational Social Science Partner Site

## Goal 4: open-source

All materials for lectures and group activities (slides, images, R Markdown files, data) will be available on Github:

[https://github.com/compsocialscience/  
summer-institute/tree/master/2019/bamberg/  
materials](https://github.com/compsocialscience/summer-institute/tree/master/2019/bamberg/materials)

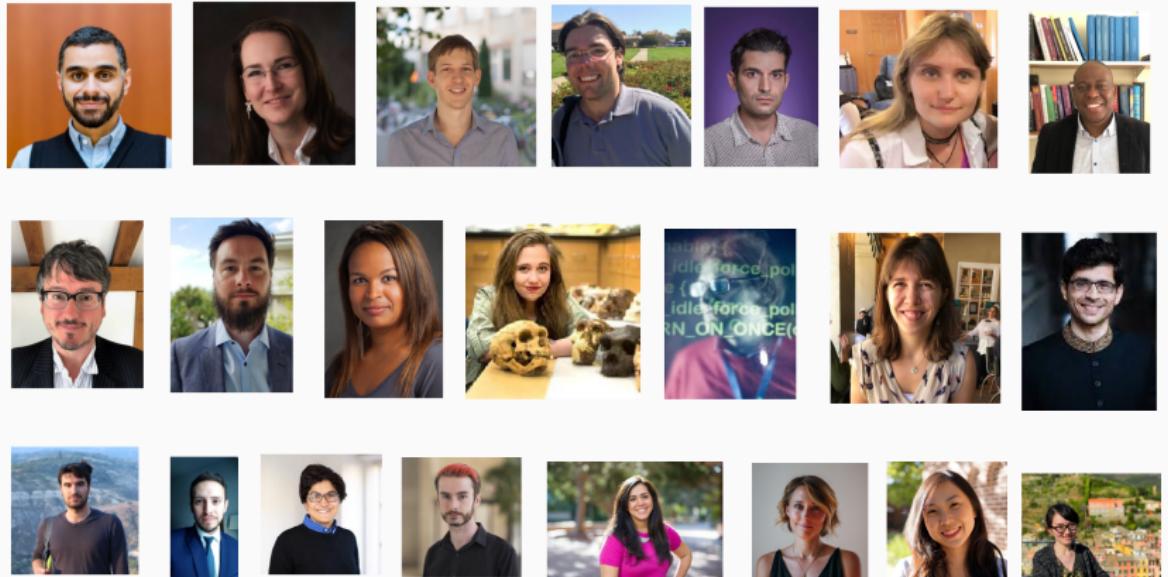


Summer Institute in Computational Social Science Partner Site

July 28 - August 09, 2019 | University of Bamberg

Partner location for SICSS organised at Princeton University

# Goal 5: teach the teachers



## Goal 6: create a diverse community



## How SICSS works

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# Schedule

Morning	Lectures by Matt/Chris/Site Leaders	Research Speed Dating	Group Research Projects	
Afternoon	Group Exercises			Presentations
Week #1		Week #2		
Lunch/ Dinner	Lectures by Guest Speakers (or Informal Socialization Activities)			

# Lectures

Day	Topic	Lecturer
Monday	Intro/Ethics	Carsten
Tuesday	Collecting Digital Trace Data	Carsten
Wednesday	Social Network Analysis	Oliver Posegga
Thursday	Automated Text Analysis	Carsten
Friday	Surveys in the Digital Age	Matt (video lecture)
Saturday	Field Experiments	Matt (video lecture)

## Accessing materials

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Go to this site:

[https://compsocialscience.github.io/  
summer-institute/2019/bamberg/#schedule](https://compsocialscience.github.io/summer-institute/2019/bamberg/#schedule)

# Guest speakers

Day	Mode	Speaker
Monday (week 1)	Local	Andreas Jungherr
Tuesday (week )	Video	Deen Freelon
Wednesday (week 1)	Local	Fariba Karimi
<u>Thursday (week 1)</u>	<u>Video</u>	<u>Justin Grimmer</u>
Friday (week 1)	Local	Ridhi Kashyap
Monday (week 2)	Local	Martijn Schoonvelde
Tuesday (week 2)	Local	Milena Tsvetkova

All of our local guest speakers will be available for office hours  
(see programme booklet)

# Group projects



A screenshot of the Empirica website. The header features the Empirica logo and navigation links for "Docs", "API", and "Help". The main title is "Empirica: Easy Multiplayer Interactive Experiments in the Browser". Below the title is a "GETTING STARTED" button. The page content is currently empty.

Two screenshots of the Trulia website. The left screenshot shows a map of Iowa with numerous red dots representing data points. A legend indicates a scale from 0 to 20. Text on the left says "Iowa as a pilot" and lists facts about highway exits and driving times. The right screenshot shows a search results page for "Des Moines, IA" with a map overlay showing house prices. Text on the right says "People make choices based on these data".

Iowa as a pilot

- Highway exits from OpenStreetMap (includes nearby exits outside of Iowa)
- 946 incorporated cities in Iowa, excluding Des Moines
- Driving time to highway ranges from 2 to 83 min (median of 20 min)

People make choices based on these data

Figure 3: Trulia Screenshot 2

# Your responsibilities

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- openness
- patience
- togetherness
- generosity

## Feedback

Link to a general SICSS feedback form (shared among partner institutes) <https://forms.gle/kZsrPrmu66LPqQME9>

For the first week, we will also have daily feedback forms specific to SICSS Bamberg

Questions?