CLEMSON
College of ENGINEERING, COMPUTING AND APPLIED SCIENCES

Social

9/18/18

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Facebook and Twitter

How have these changed social interaction?

Used in everyday life for communication, entertainment…

Used in emergencies, demos, etc.,

- e.g., users spread up-to-the minute info and retweet about how a wildfire or gas plume is moving
- but can also start or fuel rumours, by adding news that is old or incorrect
- more confusing than helpful

Instagram and Snapchat

How have these changed social interaction?

Activity: Online Face Management

How do you represent yourself on Facebook, Twitter, Instagram, Snapchat?

Do you use your real name? Are photos realistic? Is information valid and accurate?

If yes to these, why? If no, why?

Telepresence

New technologies designed to allow a person to feel as if they were present in the other location

- projecting their body movements, actions, voice and facial expressions to the other location or person
- e.g. superimpose images of the other person on a workspace

Hypermirror (Morikawa and Maesako, 1998)

- allows people to feel as if they are in the same virtual place even though in physically different spaces

People in different places are superimposed on the same screen to make them appear as if in same space

(woman in white sweater is in a different room to the other three)

Creating personal space in Hypermirror

2) Two in this room are invading
the ‘virtual’ personal space
of the other person by appearing to be
physically on top of woman in white sweater

3) Two in the room move
apart to allow person
in other space more
‘virtual’
personal space

Everyone happy

(a)

(b)

(c)

(d)

Figure 4.7 BiReality: (a) a surrogate robot at a meeting 'sitting' between two physically present people; (b) the remote user's view of the meeting while controlling the surrogate; (c) an early version of the surrogate on the move; and (d) a second-generation surrogate designed to preserve the height and sitting/standing posture of the user (Jouppi, 2002). See also www.hpl.hp.com/personal/Norman_Jouppi/BiReality240x180v1.3.mov

Source: N. P. Jouppie (2002) "First steps towards mutually-immersive mobile telepresence". In: *Proceedings of the 2002 ACM Conference on Computer Supported Cooperative Work, CSCW '02*. pp. 354–363 ©2002 Association for Computing Machinery, Inc. Reprinted by permission.

The People's Bot attending CHI

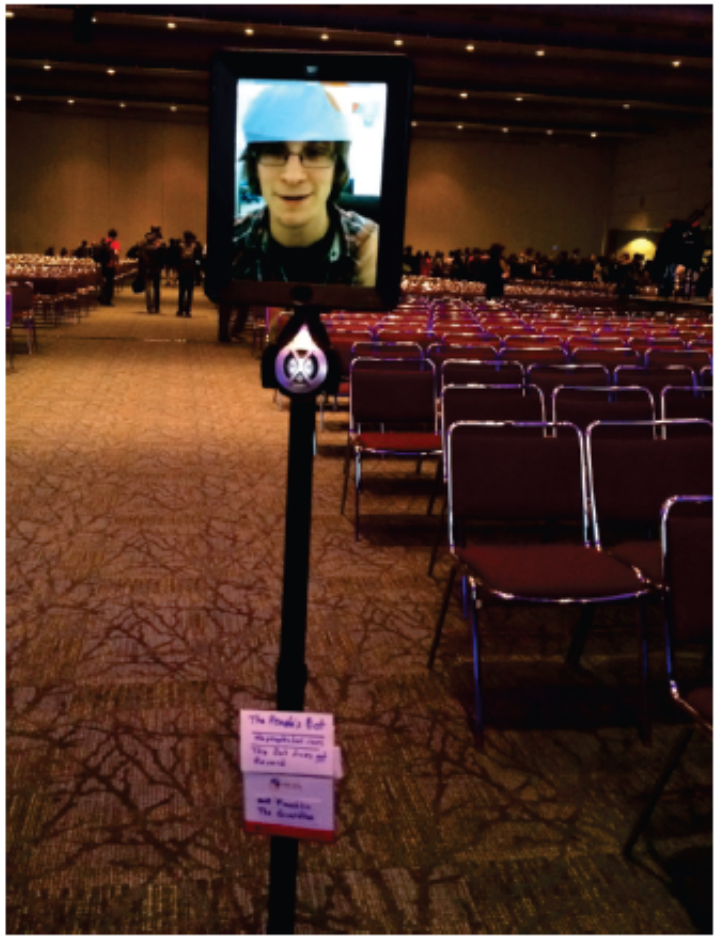

Figure 4.9 The People's Bot attending CHI 2014

A telepresence room

Figure 4.8 A telepresence room

Source: Cisco Systems, Inc with permission.

How much realism?

Is needed in telepresence to make it compelling?

Telepresence rooms try make the remote people appear to be life-like by using multiple high def cameras with eye-tracking features and directional microphones

Is Skype just as good?

Coordination mechanisms

When a group of people act or interact together they need to coordinate themselves

- e.g., playing football, navigating a ship

They use:

- verbal and non-verbal communication
- schedules, rules, and conventions
- shared external representations

Co-presence

Technologies that enable co-located groups to collaborate more effectively

- when working, learning and socializing

Examples: Smartboards, Surfaces, Wii and Kinect

F2F coordinating mechanisms

Talk is central

Non-verbal also used to emphasize and as substitute

- e.g. nods, shakes, winks, glances, gestures and hand-raising

Formal meetings

- explicit structures such as agendas, memos, and minutes are employed to coordinate the activity

Awareness mechanisms

Involves knowing who is around, what is happening, and who is talking with whom

Peripheral awareness

- keeping an eye on things happening in the periphery of vision
- Overhearing and overseeing - allows tracking of what others are doing without explicit cues

Designing technologies to support awareness

Provide awareness of others who are in different locations

Workspace awareness: “the up-to-the-moment understanding of another person’s interaction with the shared workspace” (Gutwin and Greenberg, 2002)

Examples: ReacTable and Reflect Table

Notification systems

Users notify others as opposed to being constantly monitored

Provide information about shared objects and progress of collaborative tasks

- example: Babble

Sococo – shows who is where and who is meeting with whom

Figure 4.15 Sococo floor plan of a virtual office, showing who is where and who is meeting with whom https://www.sococo.com/

Source: Courtesy of Leeann Brumby.

What next?

Besides perpetual sharing and broadcasting of information, knowledge, and personal content?

Lifelogging

- recording everything in one's life and sharing

Micro-chatting

- beyond twitter and snapchat?

Summary

Social mechanisms, like turn-taking, conventions, etc., enable us to collaborate and coordinate our activities

Keeping aware of what others are doing and letting others know what you are doing are important aspects of collaborative working and socialising

Many technologies systems have been built to support telepresence and co-presence

Reading for next class…

Chapter on Emotion