Lec 12

Social Technologies

Remote Collaboration, Co-Presence, Social Games
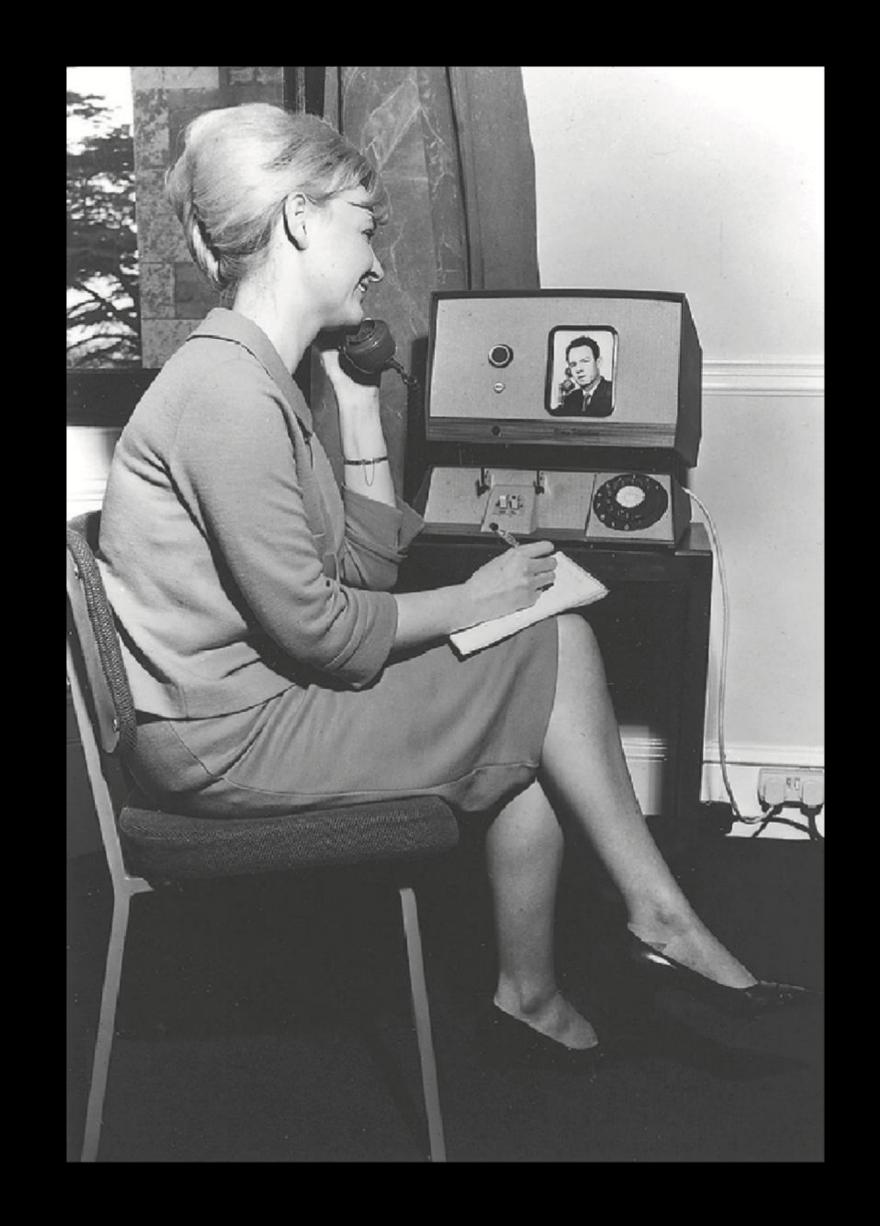
Omar Hammad

Try this new Social Platform 10.........

While designing remote collaboration tools, shall we try to mimic face-to-face or not?

- How is that different than face-to-face collaboration?
- How is that different than discussing this on twitter?
- How is it different than discussing it through WhatsApp?
- What are the components of any communication?

Remote Collaboration

**Video Conferencing
Since 1960s**

F2F vs video conferencing beh

- interrupting less
- take longer conversational turns
- talk lowder.
- differnt level of confdence
- level of understandabiliy/clarity
- contnous self facial expression feedback

Video conferencing extended our basic communication

- whiteborads
- reactions
- AI recorder
- background blur
- voice isolation
- Summarization using AI
- No space limits
- Time flexibility
- Sharing screen
- Live caption
- Translation
- Record the session
- ..

BUT, it was found to be exhausting

- Zoom Fatigue (Bailenson, 2021)
  - Close up gaze
  - Cognitive load
  - Self evaluation
  - Same place for hours

Tele-Presence

https://www.youtube.com/watch?v=DX6-WNw5VtM

Socail Presence vs Tele-Presence

What do you think composes a high quality social presence experience?

Social presence affected by

- awareness,
- feeling and
- reaction to other people

Co-Presense

Give me examples of technologies that can enhance our in-person collaboration/ communication

Social Games