# EXPLORING HOMOPHILY IN FRESHMEN

SUTD HASS 02.210TS: Who Gets Ahead? Sociology of Social Networks and Social Capital CH02 Group 1: <u>Azfar, Benjamin Chan, Chavi Mangla, James Tiovalen</u>

Why do we choose the groups that we choose?



### **HYPOTHESIS**

We expect <u>high retention rates (>70%)</u> in groups going from 03.007 in Term 2 to 10.009 in Term 3.

Based on the concepts of <u>Networking and</u> <u>Homophily</u>, we believe that people would choose to group together across terms for projects.

<u>Socio-centric networks</u> create common goals in students and fosters connections.

"Basically, homophilous relations help friendships survive other structural challenges. This pattern parallels the findings among adults that <a href="https://www.homophilybecomes.org/">homophily becomes more important to tie activation during times of crisis or trouble."</a>

# DATA COLLECTION

Each <u>person is considered to be a node/vertex</u> in the 2 group composition graphs, each representing each module. If two persons are in the same group for either subject, they would then be <u>connected by an undirected edge</u>.

Analysis was done using methods involving the **Graph Edit Distance** between the two graphs formed. This measure is then normalized into a percentage form to give a more intuitive and concrete measure on how similar these two graphs are.

To get <u>teammate retention rate</u>, we compare against two types of graph candidates: the respective empty graphs and the corresponding complement graphs.

## **RESULTS**

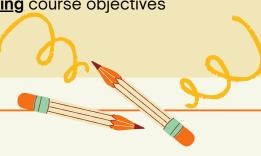
Based on the results people could either choose to stay in the same group or choose to not stay in the group.

Reasons why people <u>stay</u> in the same group

- Common goals arise from a group project
- Familiarity with group members
- <u>High Grades</u> may be a motivator for resultoriented people

Reasons why people <u>do not stay</u> in the same group

- Imbalance between leaders and followers
- **Problem** with like-minded people
- Surface homophily
- <u>Differing</u> course objectives



# **ANALYSIS**

# **Teammate Retention Rate**

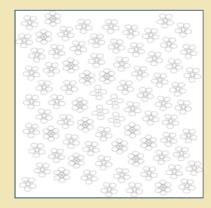
Benchmark	03.007 Groupings Graph	10.009 Groupings Graph	Average Similarity Rate
Empty Graph	75.9%	76.3%	76.1%
Complement Graph	48.9%	50.5%	49.7%

Average: (76.1% + 49.7%) / 2 = 62.9%

# **Grouping Graphs**



03.007 Introduction to Design 2019 Groups



10.009 The Digital World 2020 Groups

# CONCLUSION

- Our networks help us to find connections and that it is these <u>connections that give us the abilities to</u> <u>gain access to certain opportunities</u> to be socially mobile.
- Kadushin's <u>concept of mutuality</u>, which implies that "relations are reciprocal, that is, they involve a give and take between the two parties"
- A need within 3.007 to find differing skill sets, and by the time 10.009 came around <u>people already knew</u> <u>which familiar faces to look for</u> in creating groups even when the need to network was still present for a fundamentally different project

### References

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