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CSE440: Project Proposal

Problem:

Due to the sensitive rules of socializing and relationships, people who lack in social grace are constantly in danger of unwittingly hurting others' feelings due to their ignorance. What people like these need is timely advice on how react to any social situation in a way that is socially acceptable.

Someone with less grace:

Analysis:

Untold numbers of social relationships are unnecessarily strained every day by thoughtless and ignorant participants. Common sense tells us that when someone is sad, making loud jokes around is not very considerate of their feelings. Similarly, when someone is angry, confronting them aggressively may only escalate the situation. In order to prevent people from causing real damage to their social relationships in situations such as these, people need a reminder of the most appropriate reaction applicable to a situation at hand.

A relationship strained:

Solution:

In order to be applicable in any situation, the delivery system must be able to effectively determine the context of the situation to offer the best advice. Additionally, the system must be able to present advice to the user in a non-obtrusive way so that other people don't notice. Therefore, a natural choice is to build an app for use with Google Glasses. Using the built-in

camera and microphone, the app can determine the context of the social situation. For example, if the camera detects strained facial features while the microphone detects raised voices, then the app would reason that someone is angry. In response, it can covertly present via Google Glasses' mounted display screen appropriate responses such as 'Respond Slowly and Calmly', 'Stay Silent', or 'Run Away, Quickly'. A user can then use these responses as a guide for how to respond to the situation at hand in a socially acceptable manner, thereby saving both parties from unnecessary awkwardness or hurt feelings.

An example user experience:
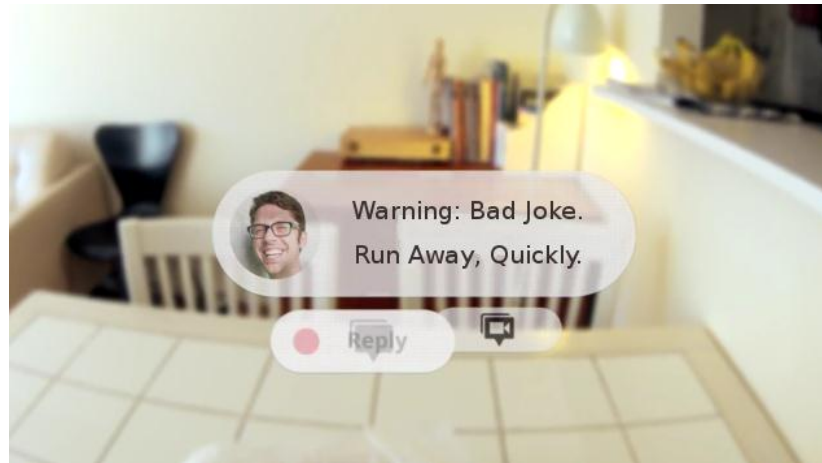
Experiment:

In order to test the effectiveness of this system, we first need a group of people who lack in social grace. Taking this group of people, we will split them into two groups: one group armed with Google Glasses loaded with or app, and the other group unarmed. We will then introduce the subjects into various simulated social situations (e.g. having a good friend come running to the subject in tears) with the expressed purpose of forcing each subject to respond to the situation (e.g. how the subject attempts to comfort their friend). We will subjectively determine how well the subjects' respond to each situation and survey the participants for how positively or negatively the situation was resolved.

Independent variable: whether a person is armed with our system or not.
Dependent variables: how positively or negatively a subject responds to a given social situation.
Participants: people who lack in social grace.
Method: have subjects respond to simulated social situations.
Predicted Results: the subjects armed with our system will consistently respond to situations in ways that are more positive than subjects without our system.
Discussion: these results would imply that our system of context-aware socializing hints aides users in responding positively to all manner of social situations.