NVHA Innovations Conference Social Network Media February 28, 2005

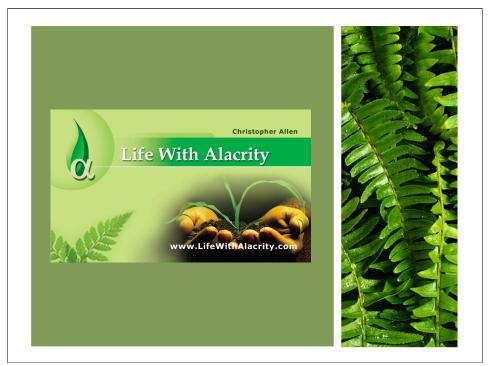


Innovation & Social Software

Christopher Allen



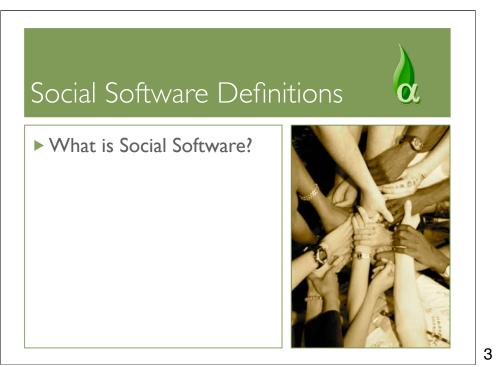
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Good morning. My name is Chris Allen and I am an entrepreneur, investor, and technologist based in Berkeley, CA. My blog is "Life With Alacrity" where I write about social software, collaboration and internet tools.

I've been asked today to introduce to you "social software", give you some history, some examples, and offer some concepts that you will find useful as you listen to other sessions here at this conference.

Please forgive me in advance if I race this presentation a little fast — there is a lot of territory to cover, but I want to give you a least high level overview on social software. And I'd like to have lots of time for Q&A. I will make a copy of this presentation available online — check the MVHA blog website later today.



First, what is Social Software?

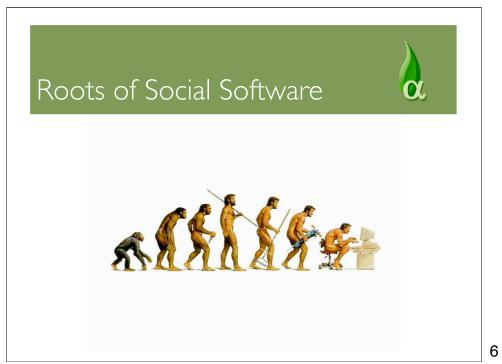


The first use of the term "Social Software" that I've been able to find was back in 1987, by Eric Drexler. However, Clay Shirky is credited for popularizing the term "Social Software" starting in about 2002. His definition: "Social Software is software that supports group interaction".

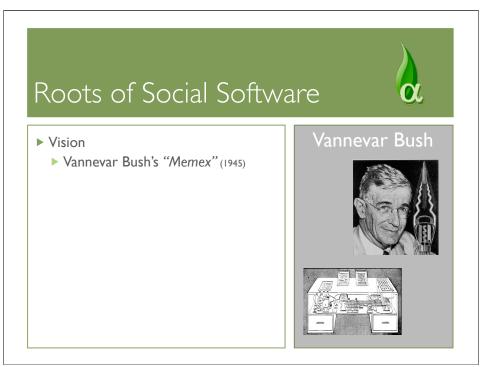
I asked him one day, why did he choose "Social Software"? He said that he was looking for a phrase that included all uses of software that supported interacting groups. The old term "Groupware" was an obvious choice, but it had become horribly polluted by enterprise software such as Microsoft Exchange. Clay also wanted to call to attention the explosion of new software for groups that fell outside of traditional online communities, such as dating, online games, and other other "fun" group activities.



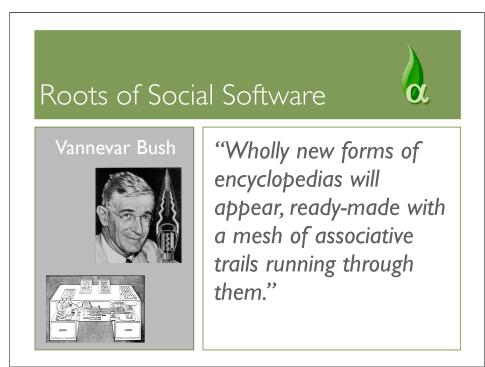
My current favorite definition of 'social software' is from blogger Tom Coates: "Social Software is software that supports, extends, or derives value from human social behavior". I think this last point is imporant — "derives value from human social behavior", because not all Social Software obviously supports or extends group processes. For instance, at first glance blogs might not be considered Social Software. However, as you examine how they function you understand that the are so effective because they take advantage of normal human social behaviors.



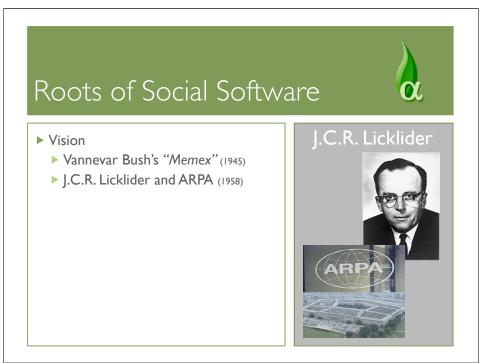
The roots of Social Software goes a long ways back.



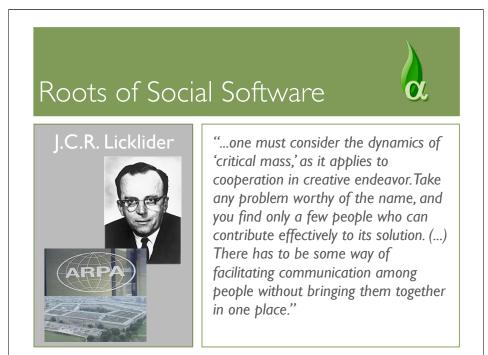
Vannevar Bush was an early visionary of computing. He was never directly involved with the creation of the Internet. Yet many consider Vannevar Bush to be the "Godfather of the Web" because of his 1945 essay, "As We May Think." In this article, he described a theoretical machine he called a "memex," which allowed the user to store and retrieve documents linked by associations.



I find this quote from "As We May Think" quite remarkable. Here he speaks of online encyclopedia with meshes of associative trails — this is amazingly close to the Wikipedia that we have available today on the web.



If Vannevar Bush was the "Godfather of the Web", then Dr. J.C.R. Licklider should be considered the "Grandfather of the Web". In the late 60's he took over the ARPA, the Advance Research Projects Agency at the Department of Defence, and funded of the initial development of ARPAnet, which later evolved to become today's Internet.



In Licklider's writings I find the first mentions of group process, with usage of terms like "critical mass", "creative endeavor", and "facilitating communications". In this quote you also see his desire to allow people to collaborate over a distance.



Another visionary is Doug Englebart. He is the man credited for inventing hypertext as well the first mouse. He also wrote about collaborating online.



From this quote you can see that Engelbart desired to integrate psychology and organizational development into advances in computing technology.

These visionaries inspired the next generation of social software thinkers, the people who actually will implement the first "social software" applications, although in those days it was called "Office Augmentation" or "Groupware" or "Computer-Supported Cooperative Work".



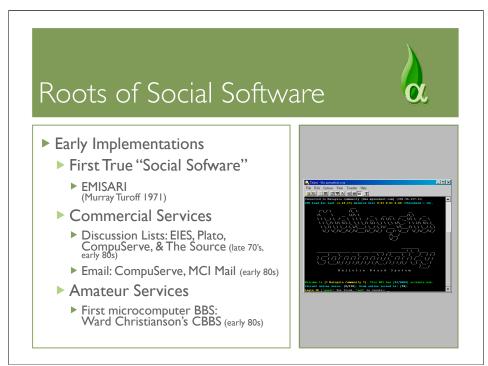
The first "true" Social Software that I've been able to identify is EMISARI (the Emergency Management Information Systems And Reference Index) developed by Murray Turoff in 1971 for the US Office of Emergency Preparedness (OEP).

It had many community features that we'd recognize today. It had email, it had the first known chat room (called the "Party Line"), and it had the first known discussion boards. But it also had many advanced features rarely seen today, such as real-time polls, delphic polls (a technique where you can change your vote on a poll "today" based on how people voted "yesterday"), and discussion lists associated with database elements. EMISARI was used by Nixon administration in the early 70's for decision making on the price control programs to prevent inflation.

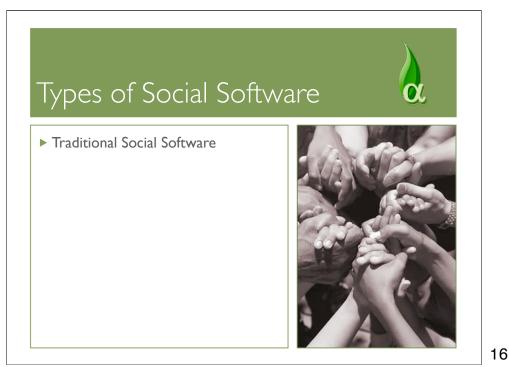


All of this initial social software was developed on commercial timesharing systems, before the existence of the internet -- each resided on big mainframes with many dumb terminals connected by slow speed modems.

Over time EMISARI evolved into EIES. EIES is now considered the foundation that most subsequent implementations of chat and discussion boards came from. These would eventual include such commercial products as Plato, CompuServe, the Source, and MCI Mail.

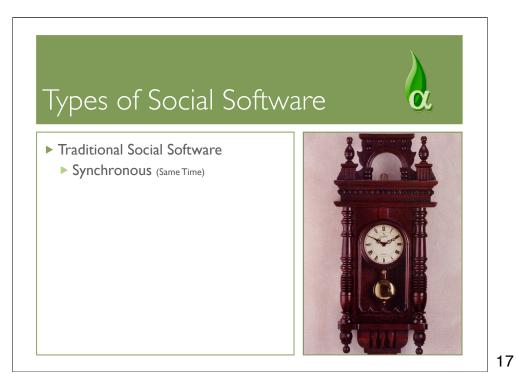


These services then inspired an explosion of amateur communities in the 80's using discussion software called Bulletin Board Systems, or BBSes, the first of which was CBBS by Ward Christianson.



So "social software" has a long history. Let's take a closer look at some of the different types of social software.

I will begin with what I call "Traditional Social Software", as these all existed in some form before the internet was even created. Many of them should be already familiar to you.



Within Traditional Social Software, I divide the categories into two broad types, the first being "synchronous", meaning that the users are communicating together at the same time.

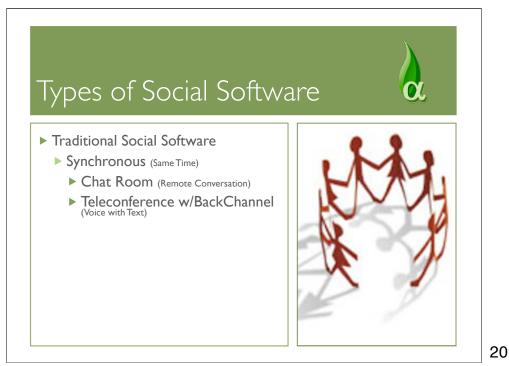


The initial category of "synchronous social software" I call "Chat Rooms". The first popular chat rooms were offered by CompuServe — they called them "CB Channels" in the early 80s. Like the popular CB radio fad at the time, there were many different chat "channels", some devoted to serious discussions like politics and business, but most devoted to casual chat. In the late 80's, America Online arrived with a much better user–interface to chat, and by 1990 almost half of AOL's bandwidth was used by various chat rooms. Then finally, in 1988, the first internet–based chat service, called IRC, was released, and is still in use today.

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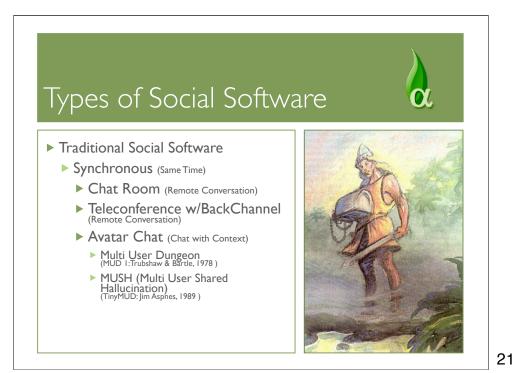


All of these chat rooms had three things in common. They had a display area where you could see the chat in progress and enter text. They displayed a list of the current users participating in the chat, and they provided a way for you to enter into a more private discussion or a one-on-one conversation with individual participants.



The next type of synchronous social software is what I call "Teleconference w/ BackChannel". This really uses the same "chat room" software that I just described, but it is operated differently by the participants.

Instead of using the text exclusively, the participants use voice teleconferencing, either by telephone, or by the internet. But while they are speaking, the chat room is used as "back channel" for defining the agenda, asking questions, passing detailed info like phone numbers or addresses, and finally the transcript of the chat can turned into meeting minutes.



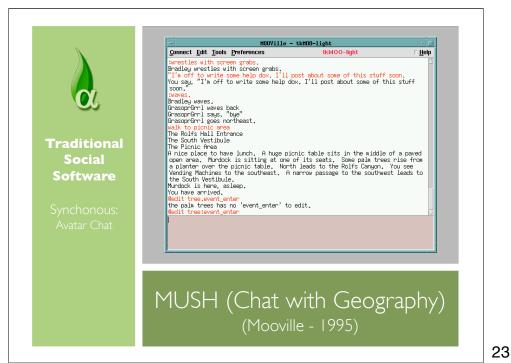
The next type of traditional synchronous social software is what I call "Avatar Chat". The innovation that it has over a Chat Room is that the participants have a context -- they are located in an imaginary place, which might be a pub, an office, or a dungeon; they also have an identity (which may or may not be their own); and they have props to play with.

Roy Trubshaw and Richard Bartle at Essex University in England created the first MUD, or multi-user dimension, back in in 1978, which was named simply MUD 1. Modeled on single-player adventure games like Colossal Cave and Zork, these games rapidly grew communities of hundreds of players.

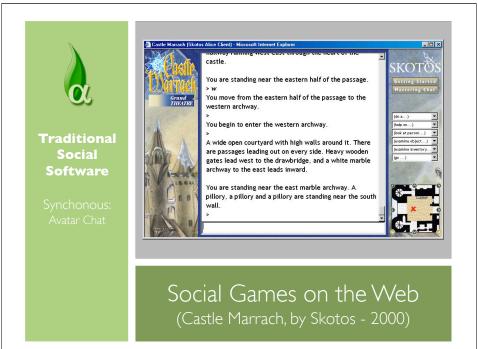


Later, this MUD 1 was ported to the commercial service CompuServe and renamed British Legends, and sustained thousands of simultaneous users. During this period I understand that some of these first online services made as much as half of their revenues off of these early text-based online games.

MUD 1, and some it's early brothers, are considered to be root of modern online games such as Everquest, Star Wars Online, and Worlds of Wonder -- each today with hundreds of thousand of users.



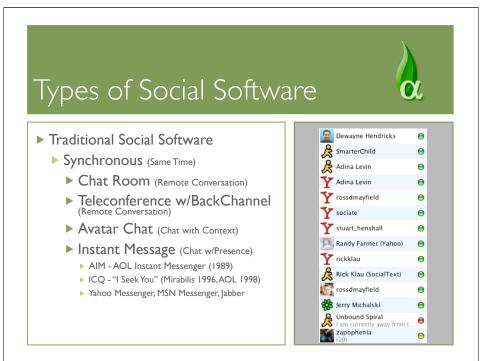
In 1989, Jim Aspnes wrote the first MUSH, or multi-user shared hallucination. These avatar chats focused less on adventure or combat, and more on virtual problem solving, user cooperation, social interaction and shared stories.



This social focus, together with the fact that MUSHes ran on a wide variety of Unix systems, have resulted in many thousands of MUSHes available today. Some now use hybrid text and web user-interfaces, for instance this one has a map and you can enter commands using web menus.



Now that we have more powerful computers and high-speed online connections, avatar chat is going 3D. Here we see a town hall meeting in the online community Second Life, with over 70 people participating.

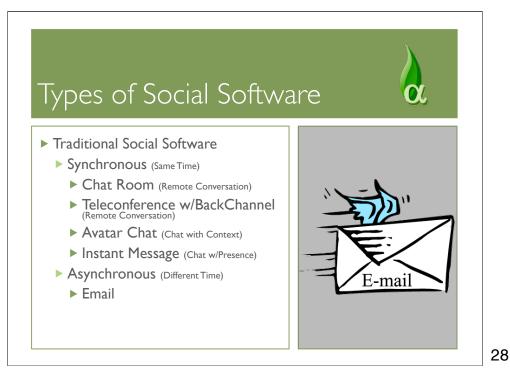


The last type of traditional synchronous social software is the Instant Message. Popularized in 1989 by AOL, and reaching critical mass with ICQ in 1998, Instant Messages differed from Chat Room in that the chat requests come to you, rather then you going to the chat room. This is because the innovation of the client maintaining "presence" information about you — are you here? or how long you've been idle, are you away from your computer, etc. This presence information acts as a virtual water-cooler — instant message users can see when other users are online and available for chat.

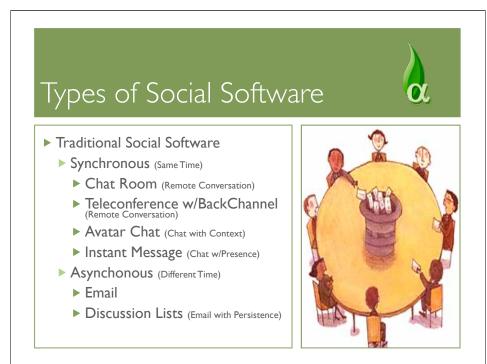
Here you can see a list of people that are available for chat in green, those that have been idle for some time in yellow, and those that are away in red.



Those were the traditional synchronous applications. The next are asynchronous, that is, the users are communicating at different times.

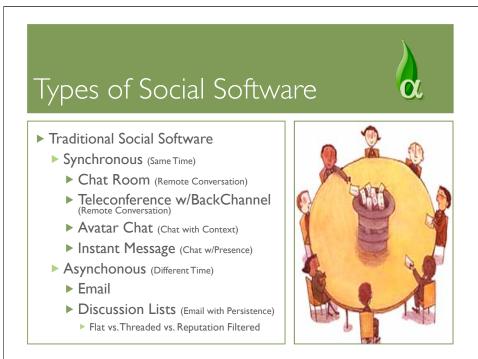


First of course, is email, which became social software with the invention of Carbon Copy and Blind Carbon Copy. This is one social software that you are all familiar with.



Discussion lists resemble email, but the innovation that it adds is persistence, as anyone can go back and review the past history of a discussion. This means that a topic that would have died using traditional email, potentially can be viable for a longer time when done on a discussion list.

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There appear to be three broad styles of discussion list, flat, where all the messages are displayed and archived chronologically; threaded, where the display and archives are arranged by topic first, then by date. Finally, recently there has emerged a third kind of discussion list which is reputation filtered. These are used by giant discussion groups where poor quality or irrelevant posts are filtered out by members, so that the information flow isn't overwhelming. One of the best examples of this is SlashDot.

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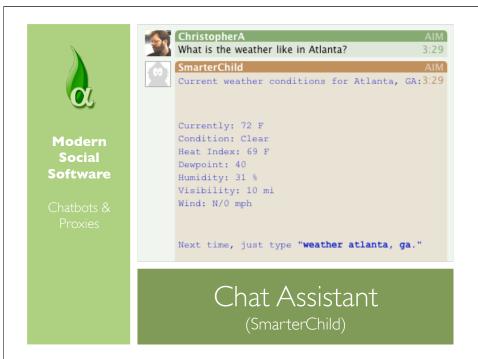
Before the internet, there were many variations of these chat, email, and discussion lists. The following software is new, and was made possible only because of the innovations brought by the modern Internet.



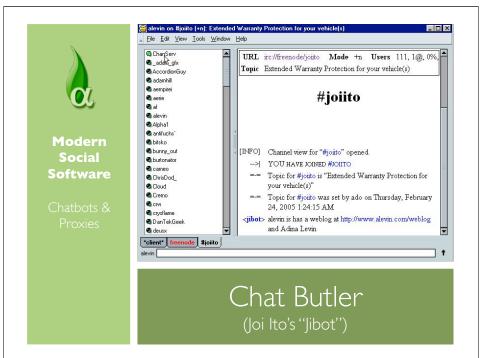
Like before, I divide them up into Synchronous and Asynchronous. The synchronous first.



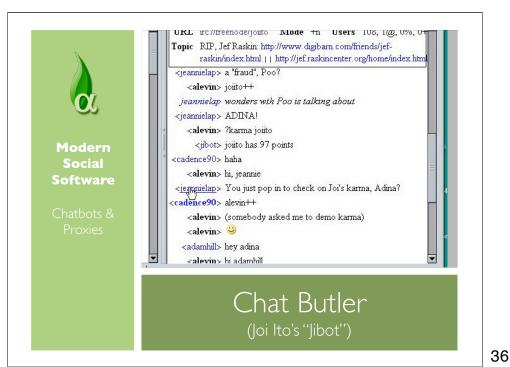
The first category of modern synchronous social software I call "Chatbots & Proxies". A chatbot is a computer program that resides in the same chatroom as real people. The innovation that it a chatbot in a chat offers is that a Chatbot acts as an assistant, or a "butler" for that chat room.



Here is a Chat Bot called SmarterChild. You can ask it natural language questions, like "What is the weather in Atlanta?" and it will answer.



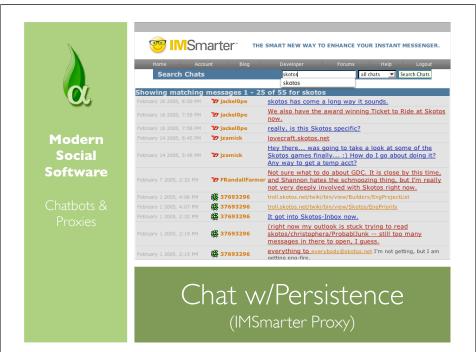
This is Jibot, a Chatbot for a 24-hour IRC chat room run by Japanese Venture Capitalist Joi Ito. Since there are so many people using this channel, each coming from different time zones, the JiBot serves as a persistent memory of people and events. For instance, in the above example Adina just logged in, and the JiBot announced to everyone that she has arrived and who she is.



The JiBot can also store persistent information, such as kudos called karma that participants can give to other participants for good efforts. It can tell you how long it has been since certain people had used the chat room, store and forward information for future participants, and it has many other features. JiBot is still sort of a toy, but I think there is some real future here.



Here is an example of a Chat Proxy -- instead of residing in the chatroom, the innovation of the Proxy is that it resides between you and the Chat Room, and act as your personal secretary. Here is IMSmarter, a Chat Proxy that watches your Instant Message traffic. It keeps track of who and when you've spoken to various people last, and also keeps track of phone numbers, emails, and links that you've sent or received.

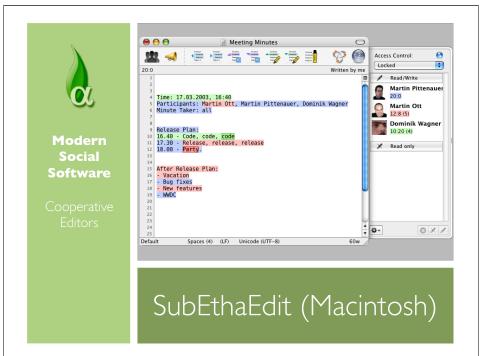


It also serves as a searchable archive for your personal instant message traffic. Here you can see a number of conversations that I had with different people about a company called Skotos.

Like JiBot, this social software is in it's infancy, but I see some great promise here.



The next type of synchronous social software are what I call Cooperative Editors.



This one is called SubEthaEdit, which is available for the Macintosh. Here you see three users, each of whom can simultaneously edit this page, everyone at the same time. The colors you see, blue, green, and pink, show who wrote what. I've used SubEthaEdit during teleconferences and at big conventions to keep running notes about the current discussion, making it even better then a chat backchannel, as you can correct your notes, and collaboratively create a final document.



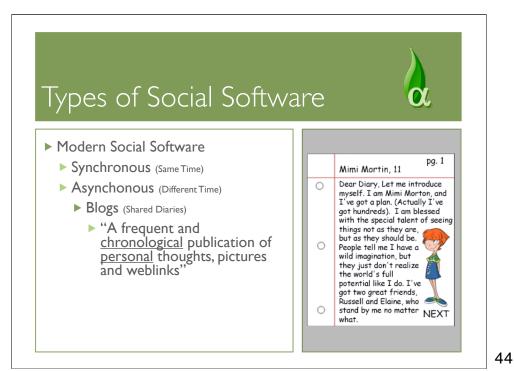
This is a similar product called MoonEdit, which works on Windows and Linux.



Those were the synchronous modern social software, here are the asynchronous ones:



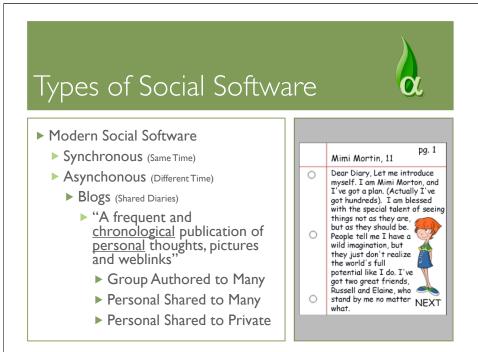
I'm sure everyone here has heard of blogs, even if you don't understand them. At the simplest level that are a shared online diary.



My personal favorite definition of a blog is "A frequent and chronological publication of personal thoughts, pictures and weblinks".

The key words for me in this definition are chronological and personal -- both seem to be an essential element of what makes up a blog.

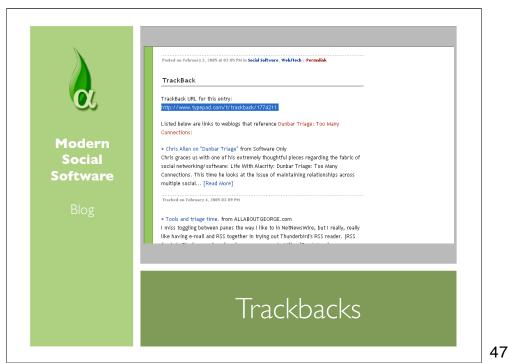
Other speakers will be telling you a lot more about blogs in the next few days, but I'd like to introduce you to a few key concepts as to how they are "Social Software".



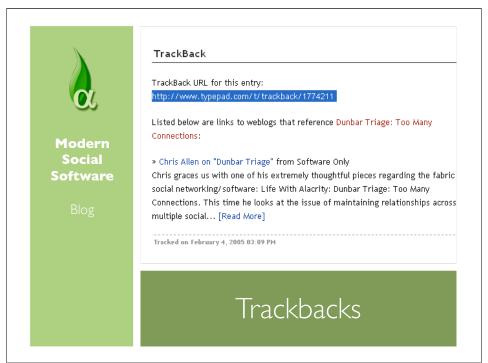
There appear to be three broad kinds of social interaction in blogs. First, there are the group blogs — these are written by multiple people, with a common interest, who create postings and share then with others. The second is the most common type of blog — a personal blog, written with the voice and opinions of a single individual, which are shared with the public. Last are personal blogs that are shared only with a small number of people, say a few friends, or just professional colleagues behind a corporate firewall.



Lets take a look at one blog and how it works socially. I write a blog called "Life With Alacrity", which is largely read only by the community of people interested in social software. Here is my most recent post, which, like in most blogs, will be at the top until replaced by a new post.



After posting my blog, a number of people read it, and some decided to write something about it either in comments of my blog, or by postings in their own blog. So how do I know that they've written something in their own blog? I know this though a feature called trackback.

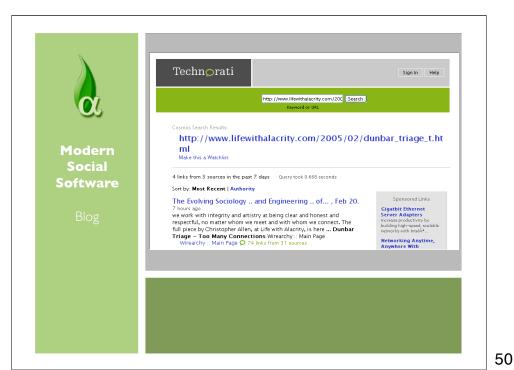


Here you can see my post's "Trackback URL". When someone else wrote about my post in their blog, their blog software notified my blog that there is a connection between the two posts. I can click on the trackback, and see...



...someone else's opinion on my posting. This fast feedback is incredibly gratifying, and part of the reason why writing blogs is so addictive.

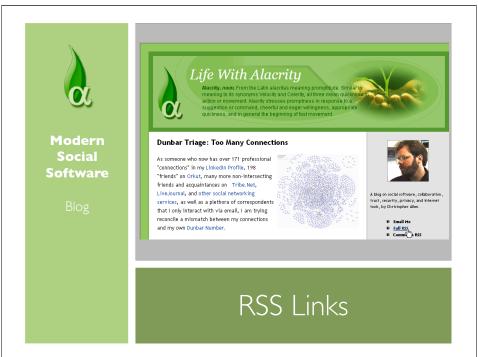
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There are also a number of online services that take advantage of this trackback mechanism to watch blogs postings as they are posted. Here is one, Technorati, which notes that this particular blog post has had 4 new links in the last 7 days.

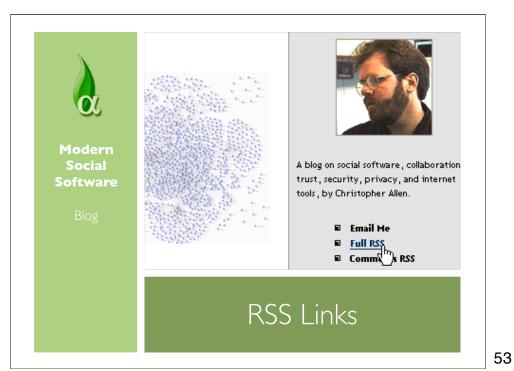


This is another tracking service, called "Feedster", which shows that since I wrote my post, 29 posts have been written referring to it.

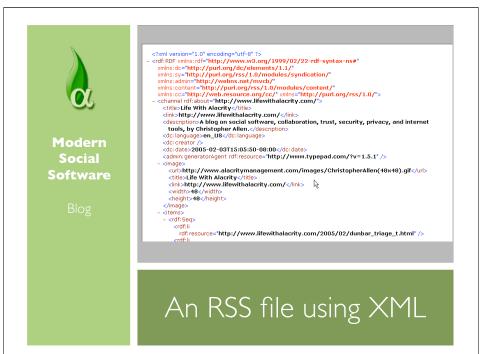


So how is all this interconnection possible? Through something called RSS, or Real Simple Syndication.

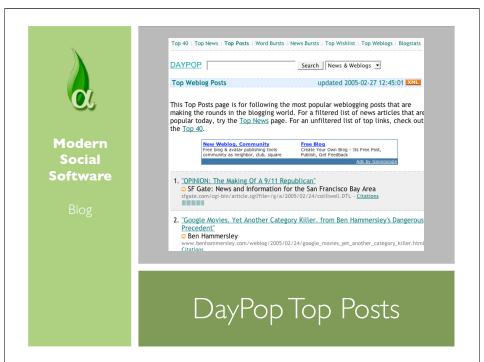
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On almost every blog page, and now many other types of online content, you will see a link to "RSS". If you click on this link...

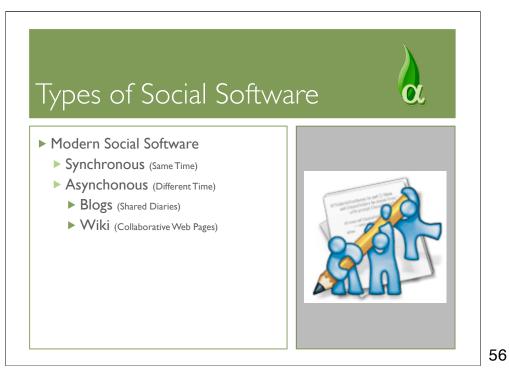


... you will see computer readable XML data that represents the semantic data about your blog posting, including the text of your post, date, keywords, links, etc. It is this RSS information that ties what is known as the "blogosphere" together.



For instance, Daypop is a service that uses this RSS information to tell you which posts are the most popular today, what interesting new words and news are being talked about today, and who the top webloggers are.

Each of these services, Technorati, Feedster, Daypop, and many more, help people navigate the blogosphere. I can subscribe to specific blogs, or subscribe to specific topics, or subscribe to postings that are of interest to different communities. I get to choose what I want to meet my needs.

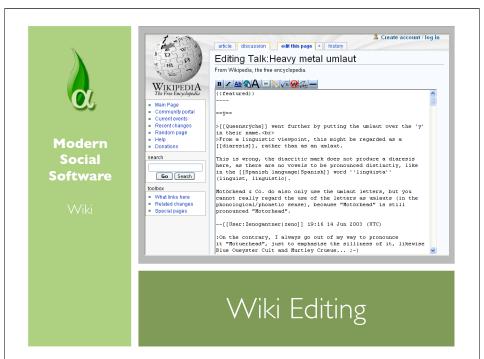


I showed you some synchronous collaborative editing tools earlier. Wikis are the asynchronous equivalent.



Here is Wikipedia, a wonderful free encyclopedia on the internet, completely written by internet users at large. This encyclopedia already has more entries in it then the Encyclopedia Britannica.

Here is a very obscure entry, on the use, by heavy metal rock bands, of a germanic character resembling an umlaut. This entry goes into the detail of what is an umlaut, the history of use and misuse of the umlaut by rock bands, and how the idea of using special characters in band logos has spread. It is quite a deep scholarly entry about a very obscure topic.



If I were a heavy metal fan, I might have noticed an error in this article -- maybe the date of the founding of a rock band was wrong, or if I was a germanic language specialist I might know something different about the historical use of the umlaut. So all I have to do to correct this article is to click on "Edit this Page", and the raw text of this article is available for me to edit. Anyone can do it -- you don't need permission.



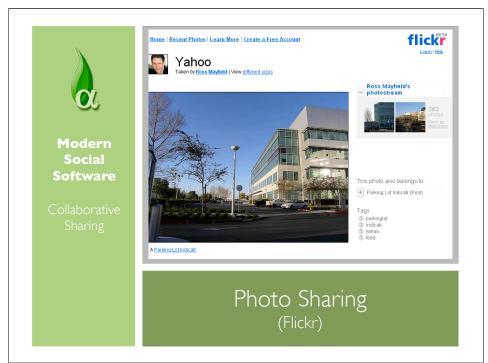
So how is this possible? Wouldn't bad information be put into the Wiki? Part of the reason that this doesn't happen is because Wikis keep track of history. Every change that someone makes to a wiki page is tracked, and if someone makes a bad change, the wiki page can be reverted the last known good page.



In addition to being able to edit pages and keep track of page changes, one feature that all wikis have in common is to see the recent changes to all the entries. Here is the list of recent changes in another wiki. You can see all the entries that have changed in the last few days, and if you are member of this wiki's community, you'll keep an eye on these recent changes to ensure that every entry is of high quality.

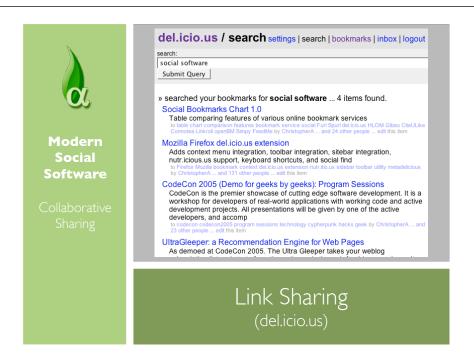


Another type of asynchronous social software is what I call "Collaborative Sharing". These are servers that let you share information with others in a way that adds value to all the other users. In particular, they help you create in your communities a shared language, a "folksonomy" of keywords.



Here is one example, Flickr, a photo sharing site. The ability to upload photos online has been around for some time, but Flickr added a strong social element to this sharing. Here is an example — there is a myth in Silicon Valley that you can see what companies are getting ready to release a new product by looking at the number of cars in the parking lot during weekends. If there are lots of cars, the company is crunching to finish a new product. Using Flickr, a number of people are each uploading their own photographs of various company parking lots on weekends, sharing them together, and discussing them online. There are now thousands of different groups sharing images for fun using Flickr.

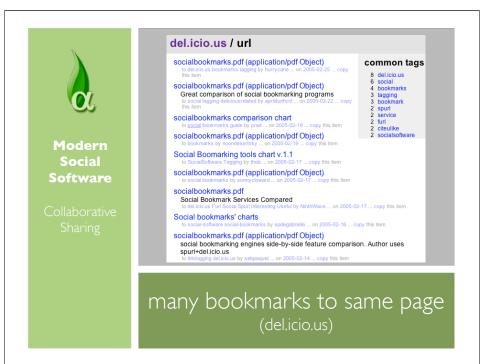
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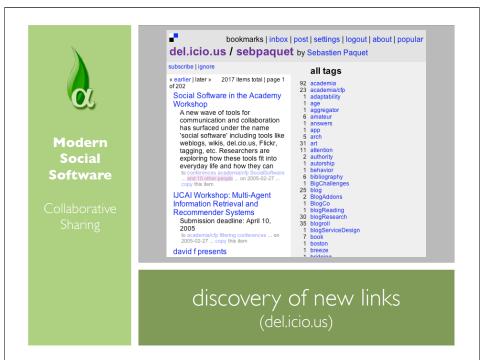
Here is another example of collaborative sharing, delicious. This service allows me to post bookmarks to share with others. The real power of delicious is when collectively we can see what other people, in particular friends and colleagues, have bookmarked on related topics.

Here we see a few of my own delicious bookmarks on the topic of social software. The first one was also bookmarked by 24 other people. I click on that link:

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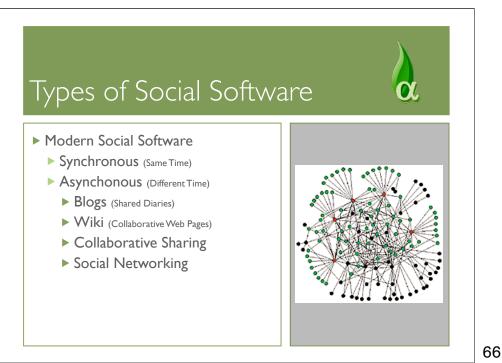


Here we see all of the various bookmarks to this specific URL by different users. I can click on sebpaquet to see what else he has bookmarked recently....

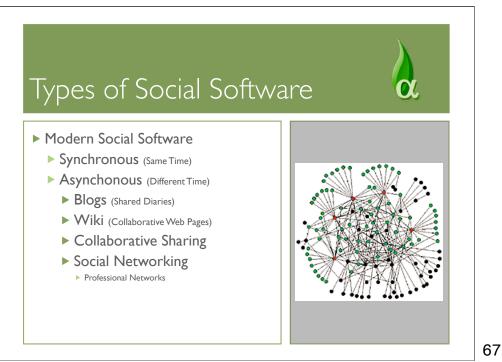


And here I see an interesting bookmark on Social Software that I've not seen before.

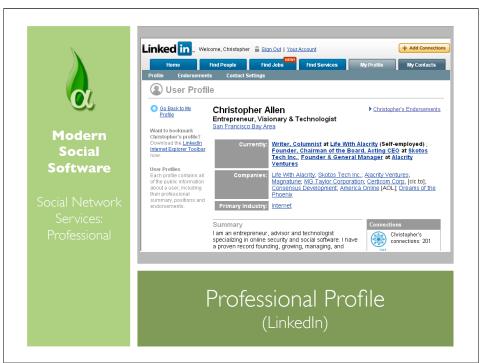
This ability to shared and discover bookmarks is a very different experience then google. Not only do you know that someone else thinks this document is important, but you also can communicate with the bookmark author to see what they thought of the bookmarked document.



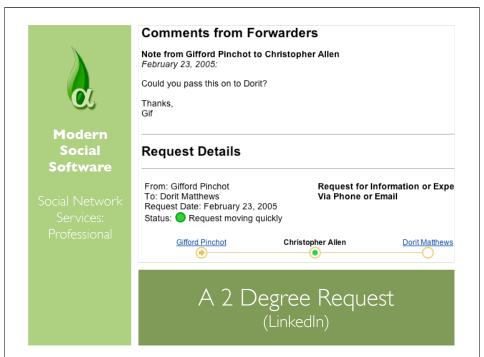
The next category of asynchronous social software is known as "Social Networking". These all work on the principle of "six degrees of separation", a theory that everyone in the world can be reached through a link of six friends.



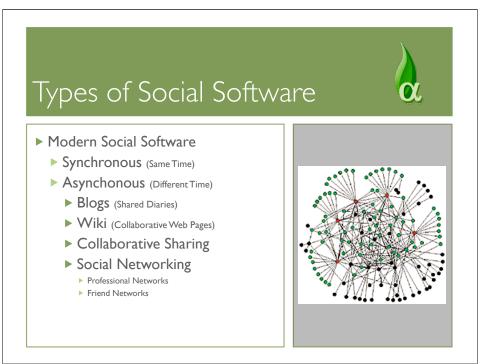
Social Networking has become recently a very popular social software category, with over 380 different services that have social networking features, and more on the way. They do appear to fit into a number of broad sub-categories. The first is social networking for professional networks.



Here is LinkedIn, a professional introduction network. Here we see my professional profile, along with a summary of who I am, my interests, and my professional work history. Also you can see that I have many connections, some of which may be people you know or want to know.



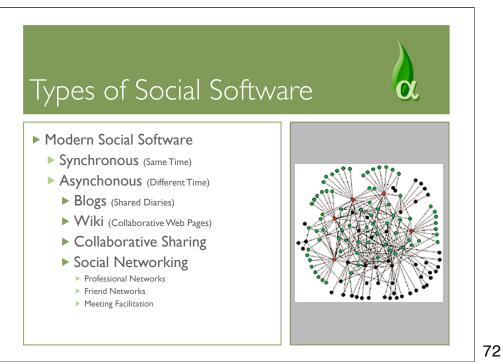
Using LinkedIn, you can forward requests between these connections. Here is a second degree request, where one of my connections has requested contact with different one of my connections. LinkedIn supports not only these simple 2 degree requests, but also supports 3 and 4 degree requests. These may pass through as many as 3 intermediaries before reaching the final recipient.



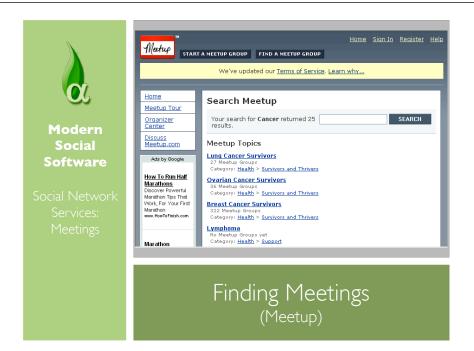
Another popular subtype of social networking software is the friends network.



Here is one of the more popular friends networks, Orkut, which is in beta from Google. We can see that it is different from the professional social network software — the information you share is much more casual, it emphasizes photos of your friends, and most notably different from professional social networks, you list various communities that you belong to and share interests with.



Another sub-category are social networks for meeting facilitation.

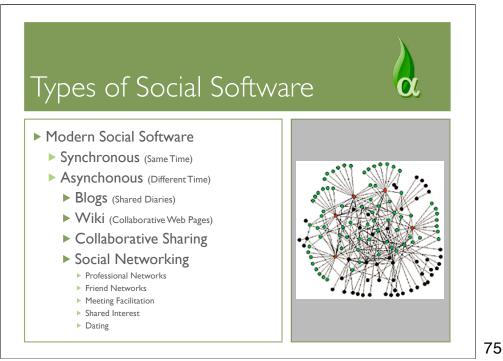


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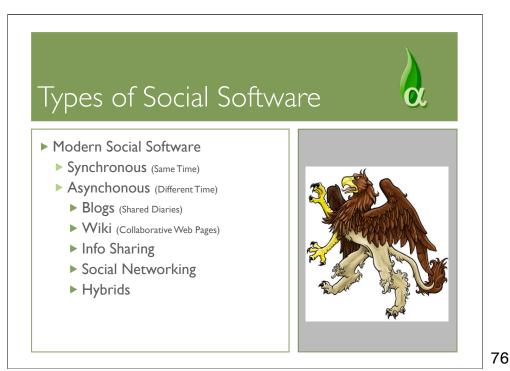
Here is Meetup, which became very popular during the last election season, used by both Democrats and Republicans. This software allows you to find people of common interests and meet with them in person. Here we see a search for groups meeting on the topic of various kinds of cancer — you can see 27 groups meeting in person to talk about lung cancer, 36 on ovarian cancer, and 322 groups for breast cancer survivors. Likely one of those will located be near you.



Here is another example - eVite. This software facilitates the meeting invitation process, including negotiation about time and place, managing RSVPs, and helping to make sure that all 20 of your potluck guests don't decide to bring just bread.



Finally, there are a number of dating services that are adding social networking capabilities to their software. The basic idea being that you'd be more interested in dating someone that was referred by a friend, or by a friend of a friend, then a stranger.



My last category of asynchronous social software are the hybrids, those that are incorporating more then one style of social software in one product.



For instance, this is LiveJournal. It is a popular blogging service, but also offers strong social network features —— like social networks, you can create a profile of yourself and your interests, and you can limit blog postings to only be available to friends, to specific groups of friends, or block commenting unless you are a friend.

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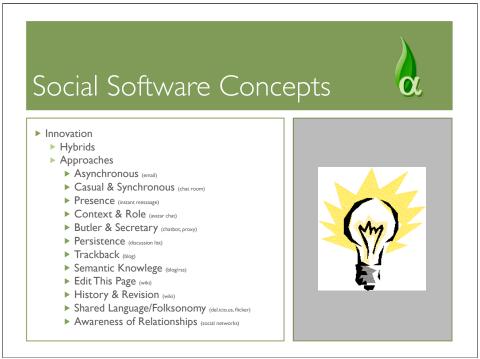


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This is dodgeball, which combines a ChatBot for SMS cell phone messages and social networking. You can send a message like "@ace bar" and all of your friends who are not "off" for the night will be notified on their cell phones that you are now located at the ace bar and are available to meet.



So that was my overview of a number of social software products, now I'd like to introduce some social software concepts. These will I believe help inform you in the next two days as you look deeper into social software.

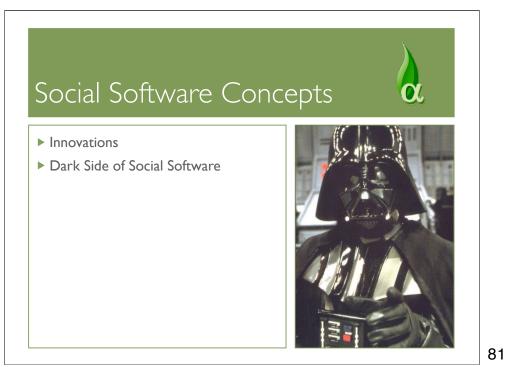


I feel that there are going to be more and more products in the future that are hybrids of the various forms of social software. For instance, what are the possibilities of a chatbot that can post to wiki? Or using social networking to filter email spam? Or combine the synchronous collaborative editor with an asynchronous wiki.

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In addition to combining these different forms, I also believe that learning from the approaches that made each them innovative is quite valuable. For instance, there are lessons to learn from the "presence" information that the Instant Message category uses, and from the Avatar Chat category we have much to learn about the use of "roles" and "context".

Looking at approaches allows us to think of out-of-the-box ideas of what might happens when you add presence information to a blog, or what what might be possible if we add trackback to a wiki.



Next, let's take a look at the "Dark Side" of Social Software.



Remember those definitions of social software that I gave earlier? Well, here are three more.

Clay Shirky's alternative definition for 'social software' is "software that gets spammed". This turns out to be quite true, as almost all social software is vulnerable to inappropriate postings, advertisements, etc. When you are evaluating social software you should take a look at how they handle issues of spam.



Related, Sunir Shah notes that social software is "software that gets trolls". Trolls are people that are socially inept, are looking for attention, or enjoy using these social tools to annoy or disturb people. All social software needs methods of managing or avoiding trolls, else the communities they support may devolve into flame wars.

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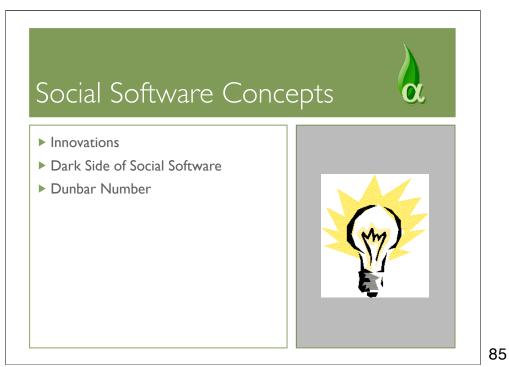


- ► Alternative Social Software Definitions
 - ► Software that gets spammed -- clay shirky
 - Software that gets trolls
 -- sunir shah
 - Software that gets you laid
 -- jamie zawinski

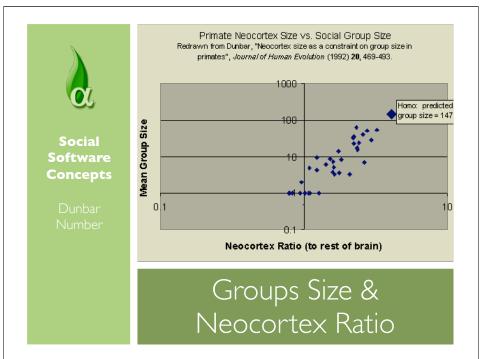


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Last, Jamie notes that social software is "software that gets you laid". This dark side of social software comes from the pseudo-anonymous and remote nature of this medium. Social Software often serves as a place for flirtation and other inappropriate discussions that would not happen in a more public environment. The answer to this is just like relationships in the office — our communities must establish community standards encourage the participants to be subtle or take their relationships elsewhere.

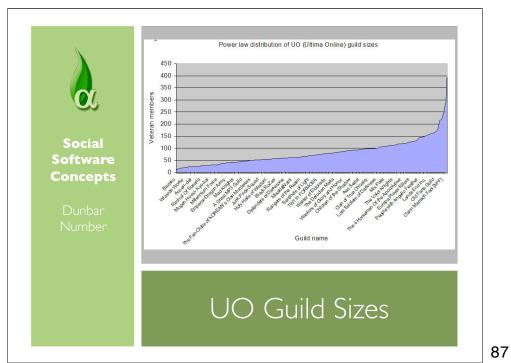


Another concept that is useful to consider when looking at social software is the "Dunbar Number".

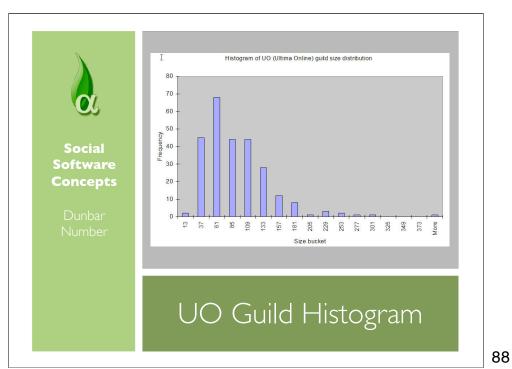


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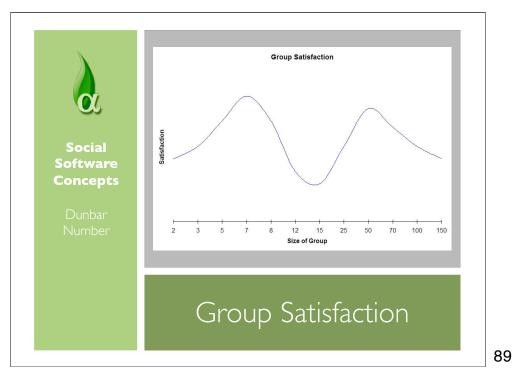
Robin Dunbar is an anthropologist in England who studies the social relationships of the primates, ranging from monkeys and up through the apes on to humans. Based on field studies that compared the mean group sizes of various primates to their brain sizes, he discovered a strong correlation between these two values. Based on this correlation, he predicated that the "mean group size" for humans should be about 147. He then demonstrated that this data matched the group sizes of various villages and tribes in many cultures. Since the release of this hypothesis, there has been further evidence to show that this "dunbar number" applies to a broad number of groups, mainly those that require strong unstructured trust, including sizes of command structures in armies, the size of mafia and terrorist organizations, and even the size of certain kinds of businesses.



In my own research of groups in online games, I have also found the existence of a limit on group sizes. Here is a chart showing the sizes of various guilds in an online game called "Ultima Online". You see that there are very few guilds that exceed 150 members.



Furthermore, if you look at this histogram of guilds, you'll find that most guilds average between 37 and 109 members.

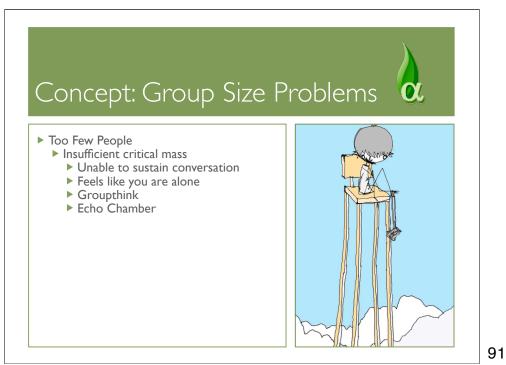


My own personal hypothesis, based on anecdotal evidence from 20 years of working with online communities, is that the size of groups can have a profound impact on the satisfaction that the group members have with the group process.

There appear to be at least two nodal sizes of groups, a small group that seems to work best at about 5–9 active members, and a larger group size that seems to work best with a minimum of 25 people, peaks around 50 active members, and falls off as the number of active members grows. In fact, there appear to be two valleys of dissatisfaction, one with groups around 15 in size, where on one hand the casual processes that work so well with a small group fail, yet there is insufficient requisite variety to make the larger group processes worthwhile. The other valley is near the Dunbar number, where unstructured trust begins to fail, and more formal procedures are required to maintain trust.



So given the different sizes of groups, how do you know when your group is experiencing size problems?

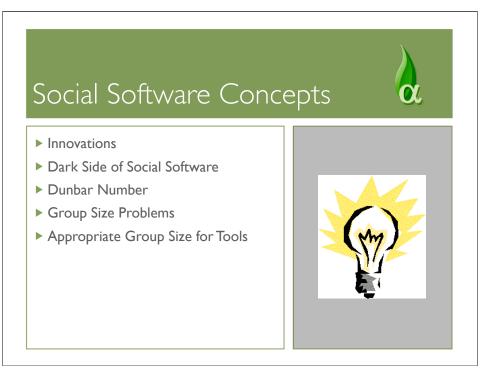


The symptoms of a group with too few people are all symptoms related to critical mass — do you have enough people to sustain the conversation? Do the participants feel that they are alone? Does the group fall into Groupthink, or reinforce possibly incorrect perceptions through what bloggers call the "Echo Chamber".



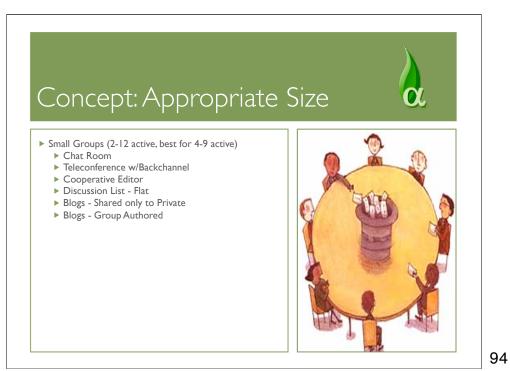
The symptoms of a group with too many people vary. The most obvious is that the signal-to-noise ratio fails, i.e. the interactions of the group are far too noisy. Less obvious signs are a lack of trust in the group process, or that all of the participants are not equally trusted. Another sign is the growth of cliques and bad gossip — playing politics will always be part of the group process, but not all politics is appropriate. Finally, other signs of a too many people are social contract failures, which may include flames, trolls, or other tragedy of the commons.

An example of this is a small online MUSH called "Castle Marrach" that occilates between 150 and 200 active members. As the group size grows toward 200, cliques form, people begin to flame each other, and the group process begins to fail. Eventually people will get frustrated or quit, or violaters of the social contract will be be shunned or forced out. Over time the group size will shrink closer to 150 members, and everyone finds that they enjoy the MUSH more, until the next time the group membership grows.



Another concept is that different social software tools seem to work best for different sizes of groups.

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Here is a list of many of the types of tools that I showed earlier, broken into different sizes of groups.

Concept: Appropriate Size



- ► Small Groups (2-12 active, best for 4-9 active)
 - ► Chat Room
 - ► Teleconference w/Backchannel
 - ► Cooperative Editor
 - Discussion List Flat
 - ▶ Blogs Shared only to Private
 - ▶ Blogs Group Authored
- ▶ Medium Groups (13-150 active, best for 25-80 active)
 - ► Instant Message ► Avatar Chat

 - ► Discussion List Threaded
 - ▶ Wiki Single Workspace

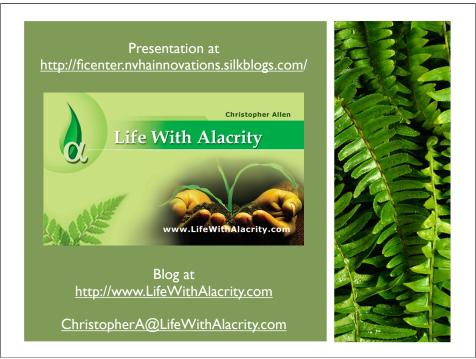


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 - ► Instant Message
 - ► Avatar Chat
 - ► Discussion List Threaded
 - ▶ Wiki Single Workspace
- ▶ Large Groups (150+ active)
 - Discussion List Reputation Filterered (i.e. SlashDot)
 - ► Wiki Multiple Workspaces
 - ▶ Blog Public
 - ▶ Social Network





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So I hope that this overview of Social Software has been a useful introduction for you. I wiil also made available a copy of this presentation online -- check the MVHA blog at http://ficenter.nvhainnovations.silkblogs.com/

If you would like to read more about what I have written about social software, you may enjoy my blog at www.LifeWithAlacrity.com, or you can write me at ChristopherA@LifeWithAlacrity.com

So, we have ((((xxx)))) minutes for questions.

Other Concepts



- ► Other Social Software Concepts
 - Discussed in my Blog
 - Conversation vs Communication
 - ► Requisite variety
 - ▶ Weak links
 - ▶ Progressive trust
 - Intimacy gradient
 - Four kinds of privacy
 - ► To be Discussed in my Blog
 - ► Negativity easier then Positivity
 - ► Meme
 - ► Time Economy
 - ► Group life cycle
 - Cognitive dissonance
 - Groupthink
 - ► Gazes and grooming
 - Social emotions:
 - ► Amusement (public laughter)
 - ► Naches / Kvell (pride from mentorship)
 - ► Schadenfreude (gloat over misfortune of others)