



Exploring Social Media Study Project 2005-2006

Media and Design Focus Area of the MA in New Media, Media Lab
University of Art and Design Helsinki

Exploring Social Media

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Exploring social media

By: Andrea Botero, Kari-Hans Kommonen and Sanna Marttila

Digital convergence is changing our media environment. As various media become digital, they also change shape and gain new functionality. The changes are driven by the special nature of the digital device, the computer, because it is a metamedium – it can be programmed to function like all other media. This makes it possible for a single device and architecture to perform in the roles of all media, thus creating a new uniform environment for all media to co-habit: the mediaspace.

The mediaspace introduces several new characteristics for media systems that are changing the social reality of media. In the mediaspace, channels are not rigid and static but flexible and dynamic; digital media devices can be tools for both consumption and production; the network is not just a means for one-to-many broadcast but for a many-to-many web of interactions; and the programmability of the computer introduces the potential of software powered functionality for new media formats.

The media are often considered only to consist of the public and mass communications systems, even when tools for production, such as pen and paper, cameras and recorders, have long been available also in the private sphere. In the digital mediaspace, the private and the intimate media production and distribution have become part of the mainstream, living on the same infrastructure, and have quickly gained momentum as the most rapidly growing and evolving areas of activity in the media environment.

The evolution of our everyday devices and digital infrastructures has made it natural for ordinary people to produce, process and communicate vast quantities of digital media, almost as a side effect of normal life. Facilitated by this development, new private media phenomena (such as blogs) have become mainstream sources for news, opinions and information for both users as well as for the media industry.

These emerging social media applications form one of the major new trends in the evolution of the media environment, creating new spaces for negotiation and interaction, and new repositories for information and knowledge, where new kinds of practices of creating, using and revising can evolve. Social media applications have a great potential to be important instruments of change and provide novel meaningful communicative structures that deliver new value to people.



The study project

Our objective was to support reflection on the role of Design in this development and find ways to comprehend, understand and test its limits and possibilities from a Design perspective. For this purpose the media and design research focus area (MDR) hosted by Arki Research Group in the Media Lab UIAH organized a study project during the study year 2005-2006. The study project was an organized whole that took students through a research, design and development (RD&D) process, while offering also taught modular activities that contain lectures, assignments and hands-on workshops. Each of the participants developed a topic of their interest through engagement with diverse community groups and by reflecting their design ideas with relevant conversations both in literature, media and in society. We experimented with a design process that will include different media types (video and audio reportages, as well as written research papers) and encourage students to find ways to engage and co-design with the world around them.

The proposed starting points for exploration were: 1) made@home: design for new media practices in our private everyday life and 2) Mediaspace Design: designing new journalistic/non-fiction media formats and practices for a converged digital mediaspace.

In this publication the MDR study project students introduce their social application concepts with illustrations and scenarios that shed light on their explorative design and research process, throughout the academic year.

The applications and the focus of interest developed by the students are wide and diverse, which reaffirms the fertile ground that exists for innovative and responsible design practice. In his work Sven introduces a series of considerations for features and production practices that could empower Deaf people to create more media in their own language, live signing. Viki explores the potentials of the blogosphere by proposing a visualization tool that helps citizen journalists and their readers follow the reliability of the blog conversations. Brenda looks at supporting learning communities in visual fields through facilitating documentation and sharing of artworks through the ubiquity of mobile devices. Eirik explores conversation and negotiation features that would make an online democratic deliberative process in society more meaningful. As part of their MA thesis works, Richard and Zeenath propose the mobile phones as a medium for the exchange and production of everyday sounds, and Ida an environment in which words are playful building blocks.

We would like to thank everybody for the hard work, interesting discussions and inspiring results.

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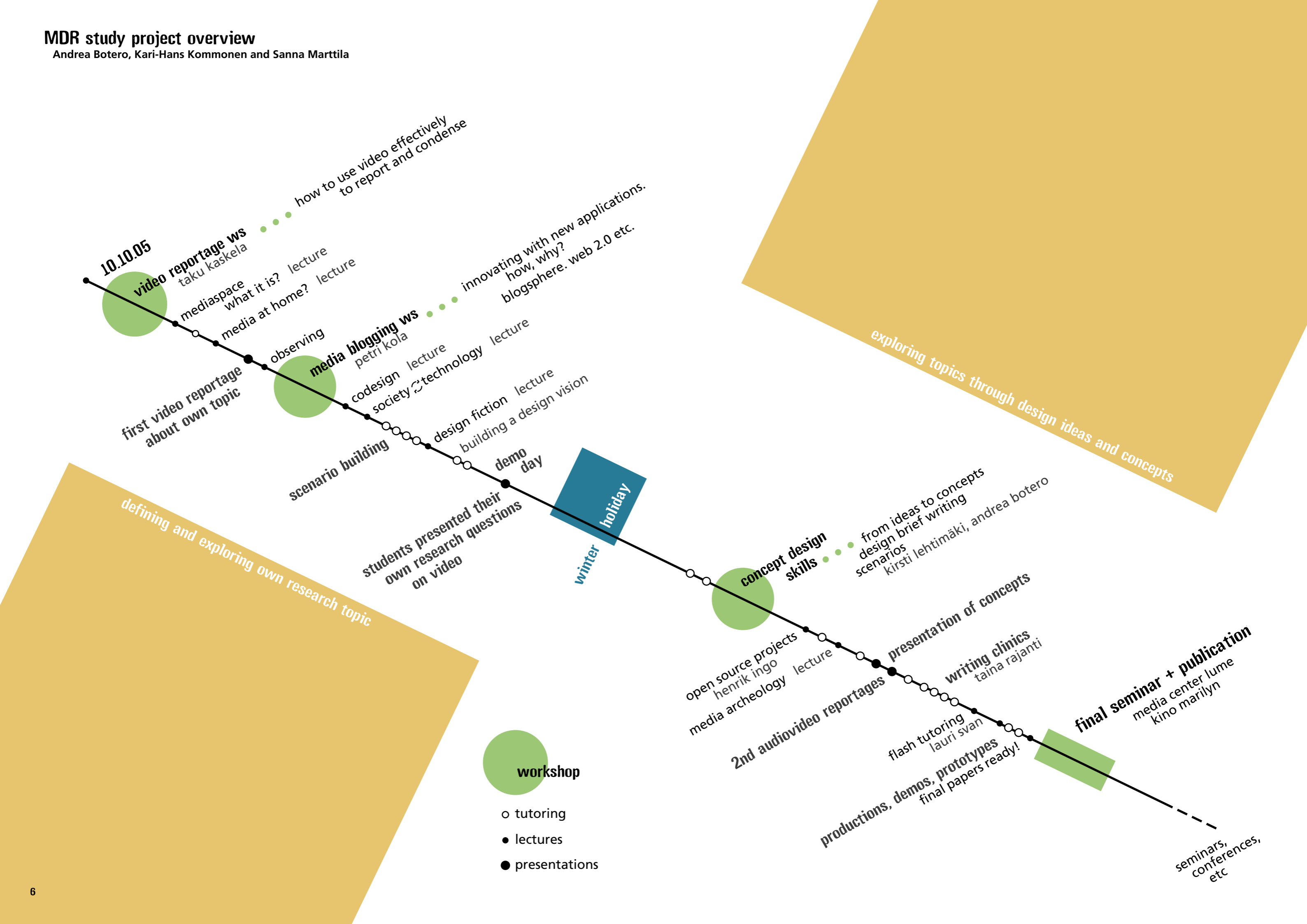
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Innovating in the blogosphere workshop: Petri Kola
Concept Desing workshop: Kirsti Lehtimäki
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MDR study project overview

Andrea Botero, Kari-Hans Kommonen and Sanna Marttila





• Reading and writing on video with sign languages

By Sven Noben
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Lauri Svan – flash programming support
Tuija Aalto – inspiration
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• Collaborative Artwork System CAS

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Interviewees: Satu Huttunen, Kirsti Lehtimäki, Jouko Pullinen, Martti Raevaara, Elissa Erikson, Liisa-Maija Nokkala, Petteri Hertto, Annina Wallinsalo.
Users: Elissa Erikson and Fanny Vilmila.

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Helmi Järviluoma, Kaarina Kilpio - Soundscape Researchers: Informants
Timo Antilla, Kirsti Lehtimäki, Mariana Salgado: Opponents
pixelACHE Festival for Electronic Arts 2006, Helsinki: Demo forum
Jurgen Scheible: Coordinator, Mobile Hub
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Rapid Prototyping Workshop
Andrei Smirnov Sound Winter Workshop
MDR Study Project tutors and lecturers

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• Dictria, An ongoing process

By: Ida Blekeli
(with Arto Kellokoski)

Heli Rantavuo, Rasmus Vouri and Heidi Tikka
MDR study project tutors

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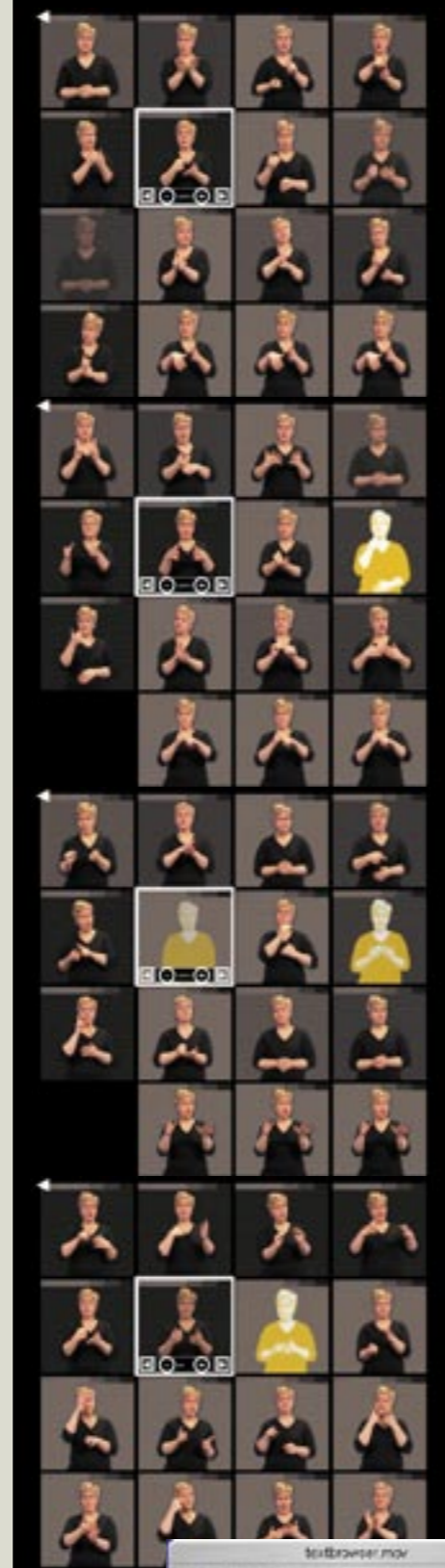
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concepts





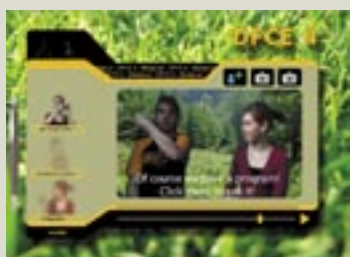
Screenshot of "The Power of Media for the Deaf" Video Reportage, 7'17" by Sven Noben.



A video page with zoom framing.



Exploration: Mockup of a video studybook, illustrating some of the features and interface challenges of video browsing in sing language.



Exploration: www.dfce.be is a website I produced, here a visual interface is mixed up with international sign.



Exploration: In the interface of www.signfuse.com I have explore some aspects of video browsing and sign languages.



Reading text in video with ordinary audiovisual media controls. A comparison with the ordinary way sign language users have to consult information every day.

Reading and writing on video with sign languages

By Sven Noben

It is possible to consider that the first revolution in media for sign language users has been the invention of the motion pictures. Through motion pictures Deaf people can "write" down their thoughts in their own language for the first time in history. However video and film have been so far navigable only through a set of simple command buttons: play, pause, fast-forward, rewind and stop. This "buttons" allow sign language users to create and access straightforward linear narratives (fictions, TV news, etc) but pose limitations when creating the type of content that needs to be easily browsable (like newspapers, recipe collections, study books, etc)

The purpose of my project is to explore solutions that could make sign language in video, as navigable, as printed text. My concept introduces a series of modular solutions that, if developed in conjunction with video production practices, allow the creation of non-linear media for and by sign language users.

<http://www.signfuse.com/>



scenario

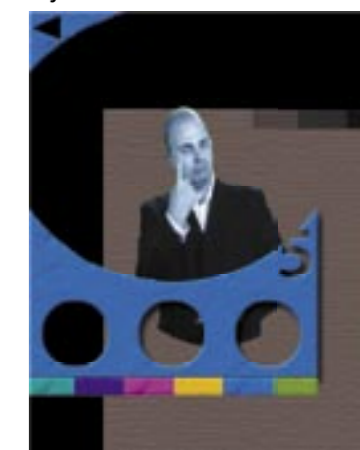
8:45 am, at the home of a Finnish Sign Language using family.

Liina, a 12 year old girl chats with her mother about new toys for their dog Miro, whilst her father browses his favorite topics of the international sign language news at breakfast on a mobile device. Liina hugs mom goodbye as she takes off to school.

While she is on the bus, Liina checks her shedule for today on her video-organiser. She sees the sign for "biology" as the first lesson. Liina is happy to see her classmates as they go into class. While the teacher is telling about bloodstreams in the heart, Liina browses her "biology - part I" book in sign language on her tablet PC. She reads that not all animals are warm-blooded. She is surprised and marks the alinea as interesting and watches the teacher again. Liina is lucky, the teacher catches up at bloodstreams in the heart of cold-blooded animals. Liina points her webcam on him and records a part of his speech in Finnish sign as a note into her studybook.

During the break, friends call Liina into the internet room as she walks by. "Joanna is having a new dog this weekend!" they shout. Liina is excited and while they go through a website about different dog breeds in sign, Liina tells Joanna in full colour about her dog Miro. She shows some heart warming moments with Miro on her vlog. Then the school bell flashes and everyone rushes out. Miro barks

Layers.



BLink - Mapping citizen journalism in the blogosphere

By Viki Ølgod

During my research regarding citizen journalism on the web I have concentrated on (upon) the possibilities offered by the blogosphere. The public non-physical space of blogs can be idealised as a flat democratic structure allowing a voice to everybody willing to participate. As the number of people actively participating in the writing of news increases, the interlinking of blogs and blog posts turns into a labyrinth. From a journalistic point of view the lack of possibilities for tracing sources, and various paths the information has travelled in the blogosphere, is one of the medium's major problems. We are facing a many-to-many communication structure where the sender of some given information is not always visible.

BLink is a demo tool created to provide the users a visual representation of how information travels among blogs. The demo tool provides the user a visualisation of the interlinks while browsing the blogosphere, and allows hereby the user to discover connections between blog posts while reading them. In order to provide a snapshot of the multiple compositions of the interlinked information the visualisation tool maps both backtracks to and from the blog post and the links displayed within it. Furthermore a sub function in the system allows users to search for possible connections between blog entries.

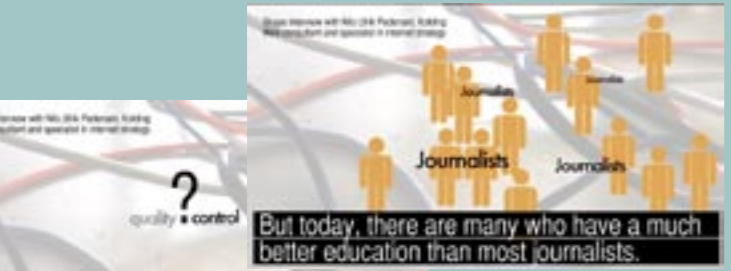
By giving the users the possibility to trace down the root(s) of a news article or to display the hidden connections between different blog posts, the main purpose of the tool is to create awareness of the information flow within the blogosphere. This provides the users with a possibility to evaluate information as reliable or not.



Close and close_up: Early interface sketches and experiments displaying relative time.



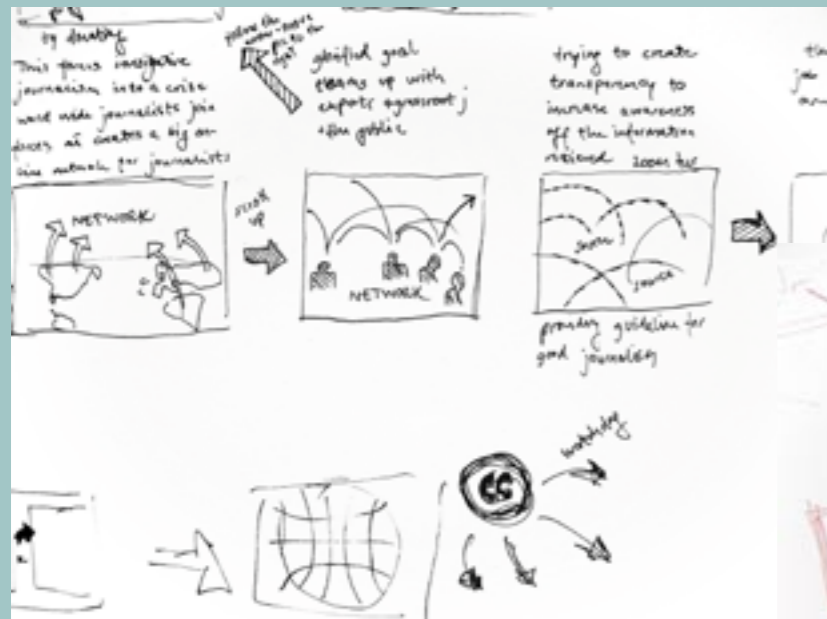
Screenshots of the mapping tool BLink.



Screen-shoots from interviews regarding Danish future scenarios (audio reportage).

And a lot of blogs do not match the quality control or

But today, there are many who have a much better education than most journalists.



Storyboard and ideas for the research.



Sketches mapping out the different needs of a potential visualization tool.

scenario

Blink: A fishy story

Anita was bored. Again she was sitting in front of the computer and was supposed to work on her thesis: One month to the deadline. Instead of opening up her document, she decided to do a detour on the web and check if something interesting is happening on her favourite blogs.

One of the blogs she had recently started to follow was maintained by a group of citizen journalists from her city. They mostly covered local news, but did a decent job in creating parallels to similar situations around the country. It was mainly their ability to put the local, and often trivial news into a broader perspective, which had caught her eye and made her curious. Today a long entry about increasing pollution in the bay area had been posted. It looked quite horrifying: Apparently local fishermen had caught some very ill looking fish during the last month and as the summer approach the heat could worsen the situation.

Anita was puzzled, just this afternoon she had passed by her local fisherman to buy some trout and had not noticed anything. She decided to abandon her studies for another 15 minutes and opened up BLink, the tool that she normally used for investigating articles in the blogosphere. She typed in the URL of the blog post and waited for the engine to trawl the net for possible links. The search only displayed two background

links within the blog post, one leading to a newspaper and one to some kind of report. Several backtracks were also included and at first glance everything seemed to be all right. Randomly, she started clicking the different backtracks from the post in order to see where the information came from. Quite fast she discovered that, three of the backtracks lead to the same blog post and she got suspicious. Upon a closer look at the report she found out that it was written in 98'. After having spend ten minutes tracing down the roots of the background information she concluded that the bases upon which the blog post was written were poor: One old report, and a story about a child who had got skin rashes after dabbling in the water this spring. There were no sustainable sources about sick fishes what so ever. She decided to post a blog entry on her own blog describing the case and linked it to the original blog entry. Now others using BLink could easily see the incoherence of the sources.

After having posted her findings she decided to go for walk along the harbour front. She passed by the marine and could not help but look for the fisherman who had sold her the trout – no signs of him. Back home she found an auto reply from the blog maintained by the local citizen journalists: "Happy fool's day" it said "keep up the good work we need people like YOU! Yours Sincerely"



Early concept design -sketch.



Collaborative Artwork System CAS

By Brenda Castro

My project aims at analyzing the strategies that have to be followed for motivating groups on (e-)learning processes and generating more collaborative learning practices. Through research and concept development I have explored the opportunities given by mobility and ubiquity, the implications of encouraging sharing of audio-visual material and the way these ideas relate to alternative pedagogical methods. For the concept development I focused on learning in visual fields, especially in the experiences of art education students on distance learning modality, where I see a fertile ground for creative approaches.

My proposal for CAS - "Collaborative Artwork System" is a concept for an educational tool that is accessible either from a mobile device or by a personal computer, which provides elements for sharing artwork, experiences, and opinions in the way of (still or moving) pictures, audio, and text. CAS aims to motivate student communities to work in a participatory and collaborative environment and will provide me with a better insight of the context and the opportunity of contributing with innovative solutions.

http://mlab.uiah.fi/~bcastro/collaborative_artwork_system

Sketching the interface into a paper prototype.



Prototype testing session



Screenshot from video scenario.

scenario

"Designing digital tools for encouraging collaborative environments in visual studies"

Hanna studies a degree in art education; she is working in her studio in a watercolor painting for the course "traditional art techniques". After long hard work, she feels quite happy with her art piece and wants to show it to the group.

She is very excited of her results as she enjoyed a lot working on it. Using her mobile phone she takes a picture of the finished work and adds it to her sharing space; immediately after she posts it, she can see the works of her classmates that had already completed the "water-color" exercise. After a fast review of the other works she finds happily identified with one work so she decides to let her pal know about it. As she is using her mobile phone she finds very practical to leave an audio message, and thus records her reflections about the work.

Later, after all the works from that task have been shared in the network and seen by the professor, he decides to review the skills practiced in that exercise. The professor uses his mobile phone also to record a small video where he explains certain techniques and correct some general mistakes.



Depicting the final concept structure.

WebTing Design proposals for asynchronous online deliberation tools

By Eirik Fatland



WebTing is a proposed set of features for software facilitating online deliberation. The features are designed to encourage an environment of open, fair and informed discussion around the authoring of normative documents such as laws or contracts. Deliberation is a component of most types of governance, but is especially important to the theory of deliberative democracy. The development of online deliberation has the potential to improve existing democratic practices, and vastly expand citizen participation in public decision-making. Online deliberation tools may also prove to be useful for geographically dispersed groups in need of making collective decisions, thereby enabling new kinds of organizations and political processes.

The WebTing proposals are not an application design, but a set of ideas from which applications might be built. To explain the concept I have created different scenarios as examples of how patterns from the WebTing pattern language can be combined to design applications for specific purposes.

scenario

WebTing Scenarios of possible applications

1. A Contract Negotiator: A web application for the negotiation of contracts between two parties

Patterns: Editable text, proposition, resolution, Human identification of disputes, Process freeze, dispute unfreeze.

Description: The contract negotiator is a simple tool for writing contracts. At its core is an editable text (the contract). If the parties enter a revert war over its contents, a dispute is automatically triggered and the contract freezes. Only when both parties agree on a compromise can the text move forwards to become a final contract.

2. Advocacy Forum: A web application for an online advocacy group which needs to coordinate their member's opinions to make effective statements about their special interest

Patterns: Editable text, proposition, resolution, community vote (consensus), comment system, automatic dispute identification, dispute unfreeze, user unfreeze, argument archive, fact archive.

Description: The "Advocacy Forum" is a tool for groups of fairly like-minded individuals who need to collaboratively author statements such as press releases and position documents. In the advocacy forum, any user can initiate a proposition other users can edit and comment on the proposition. An argument archive and a fact archive are primarily used to contain facts and arguments that the community agrees upon - for future reference. If disputes arise, they are detected automatically and the document is frozen. If the disputing users do not resolve their differences, a threshold of 50% of logged-in users over 48 hours can unlock the dispute.

Propositions are brought to a consensus-minus-one vote when any user requests it. Rejected propositions can be brought up for new votes later on.

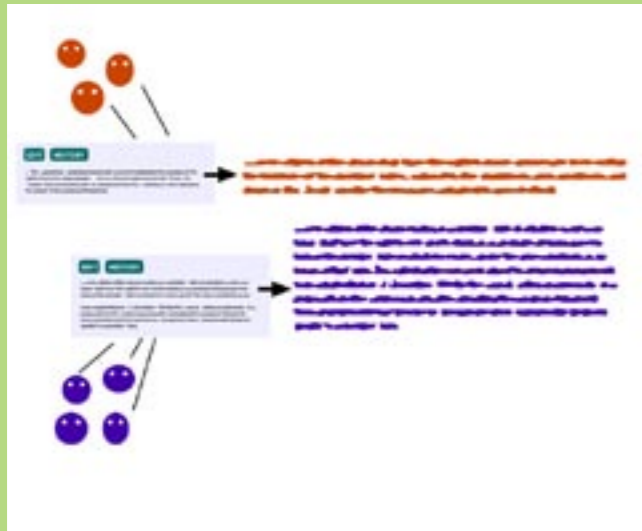
3. National organizer: An application that coordinates the deliberations of a large organisation with several chapters

Patterns: Editable text, proposition, resolution, community vote (plurality), comment system, automatic dispute identification, user unfreeze, argument archive, fact archive, moderator role, facilitator role, speaker role, faction discussion.

Description: The National Organizer is a tool for large organisations with several chapters, such as a political party or large NGO. Members can be expected to both agree and to disagree on a number of issues.

The application comes in two different flavours: the Chapter Organizer and the Main Organizer. A chapter organizer is similar to the advocacy forum, but with the added features of a moderator and facilitator (in order to ensure that aggressive members do not bully the "silent majority"). The argument archive will be used to store arguments frequently used by particular factions of users.

The main organizer has similar functionality, and all chapter members are automatically members of the main organizer. However, only elected speakers from the chapters are permitted to edit propositions in the main organizer, and discussions occur only as faction discussions. This allows the voices of the different chapters to be heard, and all chapters to participate in the deliberation, without flooding the Main Organizer with messages.



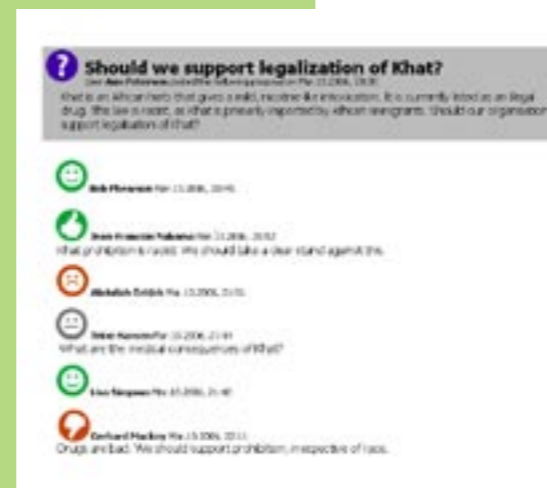
Faction Discussion: users collaborate on debate statements through a wiki-style interface. When users sign off on the message, it is published to the wider debate.



Automated Dispute Identification: The software detects when users overturn each others changes to an editable text, and marks the text as being in dispute.



Massive Deliberation Model: Users from different chapters or sub-deliberations are represented in the top-level discussion through faction discussion only. This allows large groups of users to participate in deliberations without flooding the discussion.



Iconic Reply: Users can reply with an icon alone, or use an icon together with text in order to indicate their general stance. Iconic replies allow the general attitude towards a proposal to be reviewed at a glance, and allow users to express degrees of approval/disapproval.

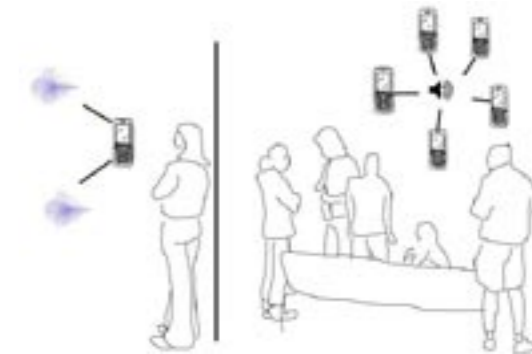


A sonic improvisation session during ImproMasters at Sibelius Academy. This is how trained musicians do it.

IMPROVe: The mobile phone as a medium for heightened sonic awareness

By Richard Widerberg and Zeenath Hasan

The everyday sounds that we experience are produced outside of our own volition. The capacity to capture sounds, however, was not possible till the invention of electro-magnetic recording devices in the early twentieth century. Since then, the separation of sound from its source, and the capability to play it back, has made it possible to listen to sounds outside of their original context. The mobile phone is also a medium through which sounds are heard outside of their original context. However, the normative definition of the mobile phone as a medium for communication has restricted its potential as a medium for sounds that exist outside of the immediate tele-communication. In this design and research project, we explore the potential of the mobile phone as a medium of communication beyond its currently dominant role as a transmitter of sounds. The design space for exploration is the mobile phone as a digital networked medium that is appropriated by social networks to communicate across boundaries of time, space and context. We thus propose the design of the mobile phone as a medium for the exchange of everyday sounds within communities and across socio-cultural contexts by mobilizing the potential of the mobile phone as a tool for the re-production of everyday sounds.



Second attempt at a schematic of the proposed tool. Putting people in it seemed to clear matters a bit, but not so much.



A public performance with IMPROVe at the Helsinki Central Railway Station during the pixelACHE Festival of Electronic Arts 2006. This is how the public does it. Photo by: Antti Ahonen.

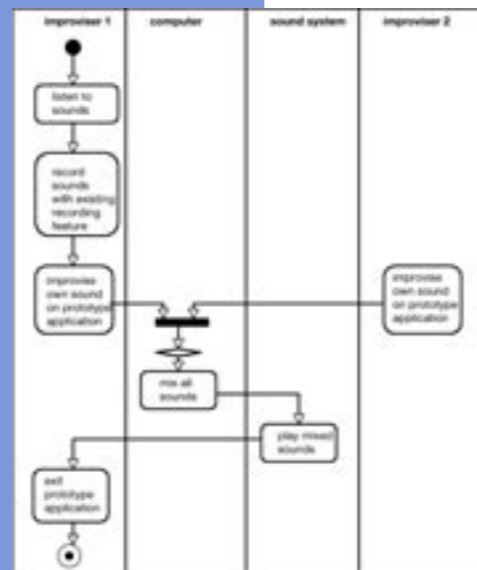


Diagram showing flow of activity in the working system prototype. At last we have some substance for detail level tweaking.

The project adopts a collaborative design approach. Participants are gathered around the immediate design objective and introduced to an initial design concept in the form of a working prototype in order to have a common point of reference for dialog. The emergent design concept is a result of interactions with the participants and of the observations made by the project team.

mlab.uiah.fi/IMPROVe

scenario

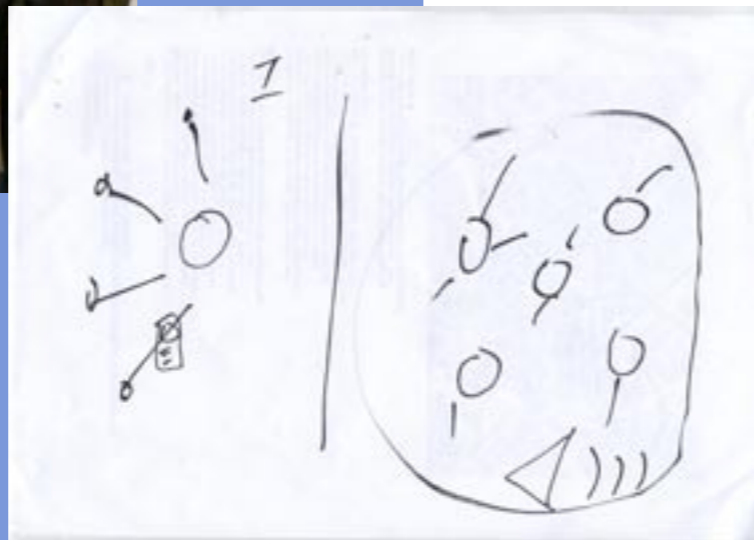
This scenario is inspired from interactions with participants during the field activity phase of the IMPROVe project. Participants were invited to record audio samples on mobile phones. They were allotted four weeks for this exercise. The task of what to record was left to the participants' own choice, so long as they shared the reason why they chose to record that sound sample with the project team at the end of the four week exercise. Although the option of not recording anything was also given, all participants chose to nevertheless record some aspect of their daily lives. A consistent motivation that the participants reported for recording sounds was its connection to memories of moments and their feelings attached to those moments. This scenario draws from this connection to sound that was reported by the participants. The setting used in this scenario is based on an anecdote shared by a participant.

Christmas at her student house in the city where she studies. She has brought them over to Arno's family home to be opened on Christmas night. The gifts lie unpacked, under the brightly lit tree that Arno's parents have spent the evening decorating together with the couple. Amy is snuggling with the family cat after a heavy repast prepared by Arno's mother. Amy's thoughts go to her family as her eyes wonder over to the yet unwrapped gifts lying under the Christmas tree. She hopes that her parents will like the gifts that she has got for them. She had knitted a handmade woollen mug holder for her mother and stitched a velvet cushion cover for her father. With the thought to call her parents, she picks up her mobile phone lying next to her, but since she does not have anything specific to talk to them at that moment, she keeps the phone back on the couch, and goes back to nuzzling the cat.

Amy and Arno have been seeing each other for the last two years. They met just before Amy had to move to the city for her studies. Arno's workplace is in his hometown, which is located quite close to where Amy herself comes from. Arno's work involves a lot of travel and he stays away for many days at a stretch. The couple have taken decided steps to make sure that they meet regularly on weekends. Arno does not take up any work that involves traveling on the weekends and Amy completes her college assignments during the weekdays. The couple meet at either Amy's or Arno's hometown at their respective parents' place. This allows them to spend time with each others' families too. Besides the weekends, Amy and Arno plan their holiday time-spend with their families so that both sides get a fare share of quality time with the couple.

She hears the laughter of Arno and his parents from the dining area and looks over that way to see Arno regaling them with stories from his work over warm cups of glög. She wants to share this moment with her parents and so reaches out for her phone again and records the faint voice of Arno and the gurgling laughter of his parents. Just when she is about to hit the 'Stop' button to cut the recording, the cat lets out a long meow. Amy laughs to herself. She saves the audio file into the 'I like these moments' folder. She will play it back for her parents when she meets with them on the first weekend of the new year. As for now, Amy thinks to herself as she connects her mobile phone to the family computer via bluetooth, this will make for a soothing audio background in this warm, cozy family get together. Amy plays her recently made recording on the family's music player by putting it on a slow loop. She then picks up the family cat and joins Arno and his parents at the dining table.

This year, the couple are spending their winter vacation at Arno's family home. Amy's parents have already sent their gift to her for



First attempt at a schematic of the proposed tool. This diagram was used within the project team and showed to anyone who needed to know about how the proposed tool would work.



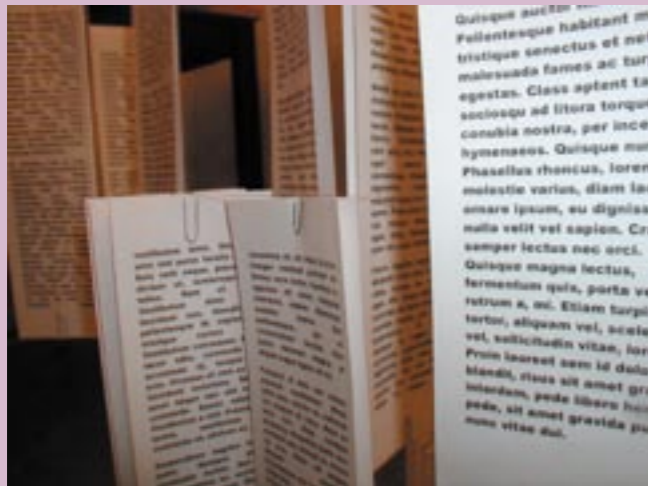
Second version of the IMPROVe interface. Photo by: Antti Ahonen.



Observing media usage, from Helsinki metro.
Photo by Ida Blekeli



One attempt to map different keywords.
Sketch by Ida Blekeli



A paper muck-up of the different text-areas with in Dictria.
Photo by Ida Blekeli.



Video interviews: Reflections on changing and mixing roles in media related practices, after a one day self observation.



Analog and physical test of the core mechanic in Dictria.
Photo by Ida Blekeli.



A screenshot of a flash mock-up of Dictria.

Dictria, An ongoing process

By: Ida Blekeli
(with Arto Kellokoski)

During the study project I have looked at different representations of one-self and the social practices related to them by conducting personal observations of media use and asking people with high media literacy to observe their own roles when using media. One of the main insights gained from these reflections was in locating a common need to feel connected, to have a feeling of coexistence. These became a motivation for the concept development of Dictria. What started as an attempt to investigate people's perception of different roles within the media space turned out into an exploration of a space in which roles can be mixed or switched (producer, consumer, passive, active).

Dictria is an online multi-user environment, where people can drag and replace words to construct sentences jointly. The environment consists of numerous text-areas, placed in a three-dimensional movable space. These entire text-areas can be activated one at the time by clicking on them. The words within Dictria are taken from RSS feeds. Either from Splogs (Spam web logs) RSS feeds, or from RSS feeds assigned by users. The feeds are converted into moveable separate words, displayed without destroying the order of the original feed's structure and meaning.

We imagine the people using Dictria, to be frequent internet users that already are taking part in it's content production. They might use Flickr, have a blog, play online games and be members of discussion forums. They are active in forming and thinking about information, content production and its meaning.

Dictria seeks to provide people with one common task; move words to construct sentences. Changing the original texts into new meanings. The moving words represent the activity of people. Dictria enables collaboration and a feeling of coexistence within a playful collaborative and textual context.



A sketch of user movement with a three dimensional space.
Sketch by Ida Blekeli.

<http://mlab.uiah.fi/dictria>

scenario

Dictria: Enjoying Spam

Mike Fernickel is following the development of the Internet closely by exploring new phenomena. He is exited about the development, trying and testing a lot of the new web applications and games available. Further more he follows the web 2.0 discussions critically, and with great interest. He has a flicker account, writes Blogs, uses IM applications, discussion boards and other social software to communicate with a large group of friends. Mike misses a more subtle way of communicating with people. Although he has instant contact with friends, he thinks it could be nice to have a meeting place where they can share a common task.

During one of his daily explorations of different online information, Mike finds a blog post describing Dictria. The comment is a description of the bloggers experience from Dictria, explaining how he composed a set of sentences in collaboration with other people. Some screenshots of the actual edit are displayed showing the final result. Mike is intrigued by this and googles the name Dictria to get a better idea. After seeing that Dictria is mentioned in a few other places, he decides to take some minutes to check out what it is. He looks up the URL and via the intro page, goes directly into Dictria following the guest link, without reading the documentation, expecting the interaction to be self-explanatory. Mike enters Dictria thinking that he can always visit the documentation later if there is something he does not understands.

He experiments with the navigation finding ways to manoeuvre around in the space. Using a combination of mouse and keys,

it reminds him of other special applications and games that he has played. He quickly understands how to manoeuvre within the space and he can fully concentrate on the experience. Mike is fascinated by how the space is full of numerous text-areas and taking a closer look at them, he can see words moving within them. He wanders past many different text-fields before deciding to click on one of them. Seeing and trying how it is to move the different words, he starts constructing sentences. New sentences appear and Mike finds some sections that are especially interesting. He wants to save the development of the sentence, but he suddenly understands that to save it, he has to be logged in as a user. In panic he takes a quick screenshot just to at least have the last version saved. Now he clearly understands that the guest login have some restriction, and decides to register as a user.

Entering Dictria as a register user Mike has now access to all the features available. By looking at the menu, he understands that the words within it are text feeds from Splogs. Mike reads: "6 Viagra car signed by Martin, he said, "I'm just happy to be here. We're having a great time." "He laughs and saves the word "happy" in his word-palette, thinking that it could be a nice word to use later. When he looks back at the sentence, someone has moved the word "signed" in-front of "just" so the sentence now reads: "I'm just signed to be here". This reminds Mike of a blog entry he made some weeks ago, and he get the idea to see how his blogs text could change, letting other people reconstruct it. He enters his blogs RSS feed's URL into the menu. This redirects the blogs RSS feed and a new text-area is created. His blogs texts are converted into moveable separate words. The text-area that Mike has created becomes one of all the other text-areas in Dictria, open for all.



Exploring Social Media – Seminar and debate
 Media centre Lume, Kino Marilyn
 17.5.2006

Program

- 10.00 Opening of the seminar, Kari-Hans Kommonen
- 10.05 Introduction to Social Media and MDR study project, Andrea Botero and Sanna Marttila
- 10.20 BLink - Mapping citizen journalism in the blogosphere, Viki Ølgod
 Commentator: Teemu Arina - Dicole Oy (<http://tarina.blogging.fi>)
- 11.00 Reading and writing on video with sign languages, Sven Noben
 Commentator: Antti Raike - Media Lab TAIK (University for All project)
- 11.40 Collaborative Artwork System CAS, Brenda Castro
 Commentator: Teemu Leinonen - Media Lab TAIK (learning environments Research group)

Lunch break

- 13.00 Design proposals for asynchronous online deliberation tools, Eirik Fatland
 Commentator: Tommi Raivio - Media Lab TAIK (Arki research group)
- 13.40 IMPROVe: The mobile phone as a medium for heightened sonic awareness, Richard Widerberg and Zeenath Hasan
 Commentator: Alan Prohm - Visual Culture TAIK (Environmental Art)
- 14.20 Dictria, Ida Blekeli
 Commentator: Riikka Maria Pelo - Media Lab TAIK (Crucible studio)
- 15.00 Closing words

Refreshments



