



IBM Ireland Center for Advanced Studies

# Dimensions of Computer Mediated Networks where People are Involved

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# Agenda

- Before proceeding to R&D in the SoNet group, let us first think about “dimensions” of computer mediated networks where people are involved
  - Web and other computer mediated networks are evolving extremely fast.
  - Getting dimensions right will help us to see trends and outline a multidisciplinary approach for the SoNet Research group.

# Three dimensions of human life



# Three pillars and one fastening ring of networks

## ■ Semantics

- After all, we call ourselves “***homo sapiens***” meaning “Man the Wise”
- Semantics
  - Semantic web technologies
  - Traditional AI, including Natural Language Understanding

## ■ Social

- We are social beings as well as individuals / “To live in a society and be free from it is impossible” / Sometimes we want to be “***homo ludens***” (the “playing man”)

## ■ Activities management

- “***Homo faber***” (Latin for “Man the Smith” or “Man the Maker”)
- This is about evocation, “getting things done”, action management, etc

## ■ Human Computer Interaction (HCI)

- The proliferation of Web 2.0 has led to the emergence of massive *networks connecting people and various digital artefacts*. The efficiency of human navigation in such networks depends on the availability of suitable user interfaces powered by an “intelligent” backend which provides guidance and recommendations.
- As not all of us all the time are knowledge workers, we’ll probably need to move beyond the desktop metaphor.

Computer mediated networks are based on



**Human Computer Interaction**

# Dimensions of human beings!

↔ Dimensions of software?

- In the past: **Distinct research fields**
  - SE = Software Engineering (dimensions of software *technology*)
  - HCI = Human Computer Interaction (dimensions of software *use*)

# Dimensions of human beings!

↔ Dimensions of software?

- In the past: Distinct research fields (e.g. SE and HCI)
- Now: The Web is THE example for a joint venture of technology *and* its use
  - Enterprise social software (also known as Enterprise 2.0) tends to encourage use prior to providing structure.
  - ‘Pillars’ of computer mediated networks are dimensions of social software

# Dimensions of human beings!

## ↔ Dimensions of software?

- In the past: Distinct research fields (e.g. SE and HCI)
- Now: The Web is THE example for a joint venture of technology *and* its use.
  - 'Pillars' of computer mediated networks are dimensions of social software
- Beyond: All of the dimensions of human beings concern software
  - Its production is influenced by the weight of the dimension under which it was developed, therefore 'semantics', 'socialness', or 'activities' in software represent the implementation result (=means) of the undercurrent dimension.
  - But: Means might overtake the dimension, e.g., we can do collaboration, so the 'social' dimension is easily reduced to 'collaborative'.
  - But also: Without semantic and social means the dimension 'Getting things done' couldn't prosper at all.
- Cooperation of research fields
  - Dimensions and means interdepend strongly, so the boundaries between Software Engineering and HCI are blurred!

# Dimensions of human beings!

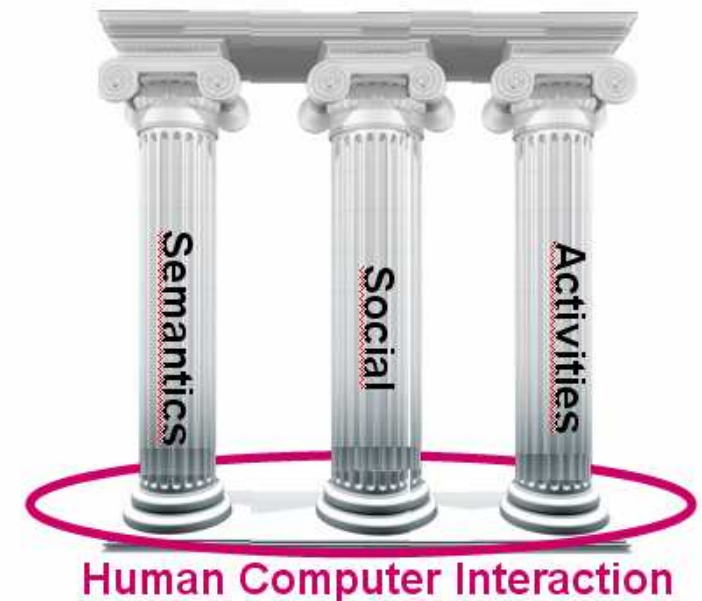
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  - Beyond: All of the dimensions of human beings concern software
- Cooperation of research fields
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# How to make SoNet an interdisciplinary group

- SoNet might focus on mining multidimensional networks
- and have extensive collaboration in the following areas:
  - Semantics
    - traditional AI, including Natural Language Understanding
    - Semantic web technologies
      - Nepomuk Partners
  - Social
    - IBM experts for social network analysis
  - Activities management
    - IBM expertise might be useful
  - Human Computer Interaction
    - KTH, DFKI

Computer mediated networks are based on



## Conclusion

This cooperation will bring UCE close to the centre of European academic life!