

SI 699 003 FA 2018

SI 699.003: Developing Social Computing Applications

Fall 2018 – Thurs. 5:30-8:30, NQ 2245

Overview

A mastery course is a special type of course that gives you the opportunity to synthesize the theories, methods, and skills that you've developed at UMSI. Our goal is to guide you through the process of putting together what you've learned so far as you design a new social computing product or service, and to provide you with a generous amount of feedback and calibration along the way. This course is different than other course you've taken at UMSI. The structure, cadence, role of the instructor, and your role in the course will feel unfamiliar and maybe uncomfortable, but are designed to provide you with the best opportunity possible to demonstrate and improve what you can do.

Course Description

The mastery course provides students in opportunity to develop and demonstrate mastery in user research, application design, and system implementation by creating novel social computing applications. This course will challenge students to build on prior coursework in human-computer interaction and programming to apply and adapt their existing skill sets to identify and solve the problems that arise in the design of a new social computing systems, including the areas of user experience, technical implementation, and stakeholder communication. It is intended for students who want to go beyond prototypes to understand the full experience of creating and launching a new system.

This course is intended to be very advanced in nature, and assumes that students will approach the course with a solid design, user research, and technical foundation. This course will result in at least 3-4 items for a student's portfolio.

Learning Objectives

After completing this course, students will be able to

- Identify common types of social computing systems, understand the key features of each, and highlight contemporary issues in the design of social computing systems.
- Understand different ways that designers think about social computing systems and be able to analyze the role that these metaphors play in shaping the systems.
- Be able to build and deploy social computing systems with open source and commercial technologies
- Develop novel design and user research techniques that are specific to social computing.
- Lead design exercises within a multifunctional team.
- Understand how a set of capabilities that underlie social computing systems work.
- Effectively present design and explain design choices.

Course topics and Schedule

Note: A significant component of this course is instructor-led and peer-led studio time, during which we'll work on our projects and participate in critique. In addition, we'll cover other topics to supplement areas of perceived weakness or to provide opportunities for further growth depending on what you, your peers, and your projects need. We don't know what these will be now, but will populate them quickly.

Week 1 : Introduction to Social Computing Development

Week 2 : Running a good critique

Week 3 :

Week 4 :

Week 5 :

Week 6 :

Week 7 :

Week 8 :

Week 9 : Peer critique session

Week 10:

Week 11:

Week 12:

Week 13: Final Presentations

Assignments and grading

Final grades will be based on performance throughout the term, determined by the following items:

- Project – 45%
- Individual reflection on project – 5%
- Up to 3 individual assignments – 30%
- Class participation – 10%
- Completion of 10 Liked, Learned, Longed for reflections - 10%

Final grades will be based on the following scale:

98-100 = A+ 84-86 = B 70-73 = C-
94-97 = A 80-83 = B- 60-69 = D
90-93 = A- 77-79 = C+ 59 or below = :-(
87-89 = B+ 74-76 = C

Late policy: Assignments may be turned in up to two days late, with a 10% penalty each day they are late. After two days, assignments will not be accepted.

Office Hours

Office hours are held in 3440 North Quad. Please reserve a time at least a day in advance using [this tool. \(Links to an external site.\)](#)[Links to an external site.](#)

Contacting me

I do my best to respond within 24 hours to all emails, if you do not hear back from me about a course related issue within 24 hours, feel free to send me a follow up message.

Student Mental Health and Wellbeing

The University of Michigan is committed to advancing the mental health and wellbeing of its students, while acknowledging that a variety of issues, such as strained relationships, increased anxiety, alcohol/drug problems, and depression, directly impacts students' academic performance.

If you or someone you know is feeling overwhelmed, depressed, and/or in need of support, services are available. For help, contact Counseling and Psychological Services (CAPS) at (734) 764-8312 and <https://caps.umich.edu/> during and after hours, on weekends and holidays or through its counselors physically located in schools on both North and Central Campus. You may also consult University Health Service (UHS) at (732) 764-8320 and <https://www.uhs.umich.edu/mentalhealthsvcs>, or for alcohol or drug concerns, see www.uhs.umich.edu/aodresources.

Academic Integrity

Collaboration

UMSI strongly encourages collaboration while working on some assignments, such as homework problems and interpreting reading assignments as a general practice. Active learning is effective. Collaboration with other students in the course will be especially valuable in summarizing the reading materials and picking out the key concepts. You must, however, write your homework submission on your own, in your own words, before turning it in. If you worked with someone on the homework before writing it, you must list any and all collaborators on your written submission. Each course and each instructor may place restrictions on collaboration for any or all assignments. Read the instructions carefully and request clarification about collaboration when in doubt. Collaboration is almost always forbidden for take-home and in class exams.

Plagiarism

All written submissions must be your own, original work. Original work for narrative questions is not mere paraphrasing of someone else's completed answer: you must not share written answers with each other at all. At most, you should be working from notes you took while participating in a study session. Largely duplicate copies of the same

assignment will receive an equal division of the total point score from the one piece of work.

You may incorporate selected excerpts, statements or phrases from publications by other authors, but they must be clearly marked as quotations and must be attributed. If you build on the ideas of prior authors, you must cite their work. You may obtain copy editing assistance, and you may discuss your ideas with others, but all substantive writing and ideas must be your own, or be explicitly attributed to another. See the (Doctoral, MSI, BSI) student handbooks available on the UMSI intranet for the definition of plagiarism, resources to help you avoid it, and the consequences for intentional or unintentional plagiarism.

Accommodations for students with disabilities

If you think you need an accommodation for a disability, please let me know at your earliest convenience. Some aspects of this course, the assignments, the in-class activities, and the way we teach may be modified to facilitate your participation and progress. As soon as you make me aware of your needs, we can work with the Office of Services for Students with Disabilities (SSD) to help us determine appropriate accommodations. SSD (734-763-3000; ssd.umich.edu/) ([Links to an external site.](#)) [Links to an external site.](#) typically recommends accommodations through a Verified Individualized Services and Accommodations (VISA) form. I will treat any information that you provide in as confidential a manner as possible.