Social Translucence
– Designing Social Infrastructures That Make Collective Activity Visible

I think this paper was the most interesting visualization tool article that I ever read in this class. This article does not only visualize communication through online but also visualizes communication outside the world that can possibly implemented in future; yes we do online auction and watch online lectures but there was no tool that actually visualized these (at least I couldn’t see any).

Honestly, I liked all of it, and I think all visualizations introduced in this paper can possibly be very popular if some of the items are added to implement these tools. The very first tool introduced as babble was quite interesting because it showed how actively the chat room is by having circles moving around the big circle. I liked the notion of moving small circles representing users participated in chat room, but moving circles in correspondence to click and scroll (listen) seems a little violating privacy. There is sometimes a case that the person doesn’t want to reply to message but want to see the message; but in this case, the person can be in trouble because the another guy will notice whether the person saw the message or not. I think moving circle in correspondence to typing seems quite good enough for visualizing activity of each chat room.

The lecture one was quite impressive because I think this visualization will be needed in future. Lots of people are taking courses through online even though almost all of them are already recorded before by lecturer. However, if the network speed in this nation becomes much faster than before, I think this kind of online lecture can be possibly occur in college or some towns that can’t get any education because of the location or something. In order to make this lecture model more realistic, interactions among students look quite necessary to this model; there is some case that students want to discuss themselves about the lecture and this can be represented by circles that are students who are discussing themselves shivering as they talk to one another. And professor who is teaching this lecture can see the visualization and see those shivering circles; if those circles shiver too long, professor actually can interrupt and say, “What is going on guys?”

I think some additional possible implementations issued by the author of this paper about online lines look quite interesting to me and I agree to most of them. However, allowing someone in a hurry to go first looks quite annoying and I argue this thing should be eliminated; in real case, people sometimes ask for help showing their faces, but in online this will make such a hazard by bunch of people seeking cheat on lines. I think this issue should be considered in real deep thought.