

The Web Now: Social

Luke Wroblewski

Principal Designer, Yahoo! Inc.



IxD Symposium IA Summit 2006 03-23-2006

Definitions

- What is Community?
- In 1999...
 - Discussion boards, email newsletters
- In 2006...
 - Tags, ratings, reviews, comments, trackbacks, RSS, sharing (email, IM), distribution, blogs, wikis
- Always...
 - People united by shared interests or goals





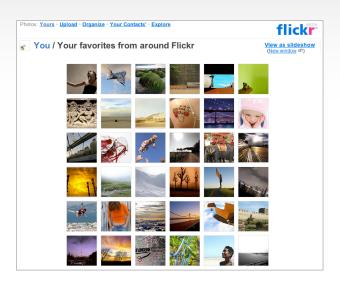
What makes up a community?

Content is King

- Great products create community
- Great actions (useful features & functions)
- Great interest (compelling content)

Social Behaviors

- Reputation & Identity
- One to One, One to many, many to many communication
- Sequences, Rituals, Groups





Who's In a Community?

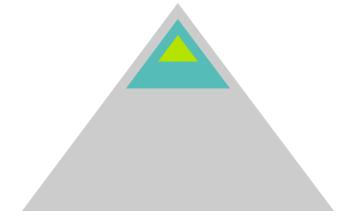
Yahoo! Groups Example

Creators

 1% of the user population might start a group (or a thread within a group)

Synthesizers

 10% of the user population might participate actively, and actually author content whether starting a thread or responding to a thread-in-progress

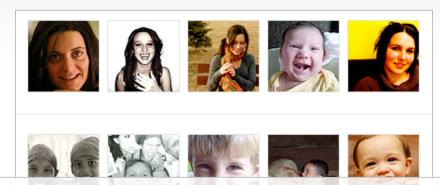


Consumers

 100% of the user population benefits from the activities of the above groups

^{*} Bradley Horowitz, Yahoo! Research

Why Enable Community?



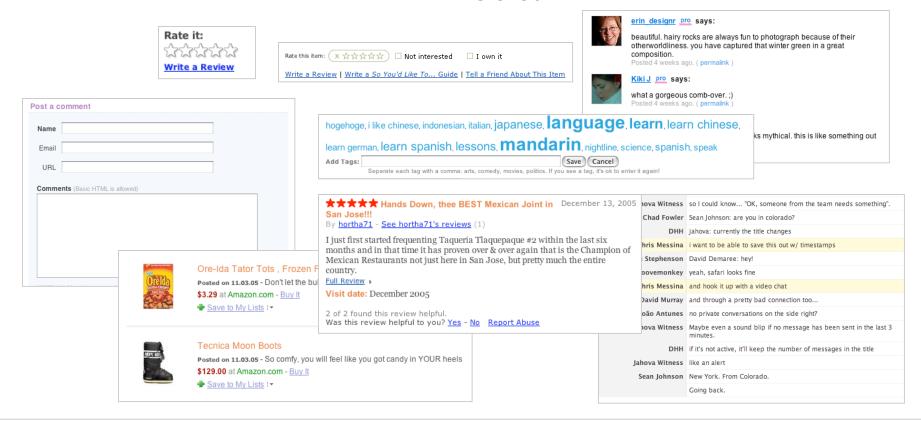
Value from human to human interactions



Contribute

Ratings reviews favorites wikis calendars comments tags discussion boards

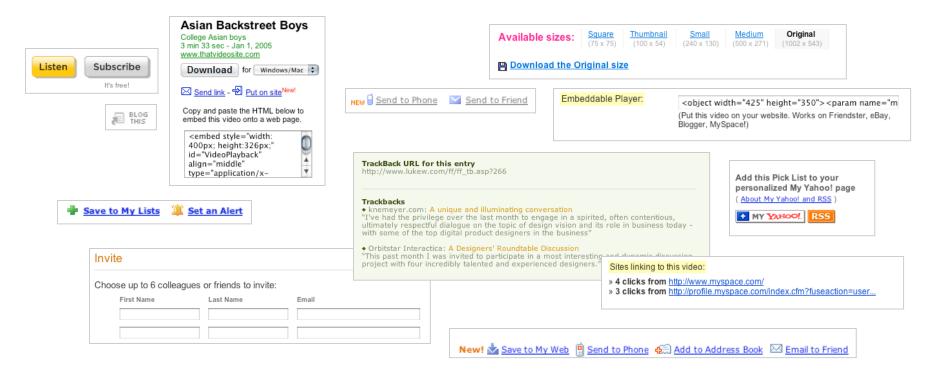
inline chat





Share

Email to friend save to list send via IM add to my site download trackbacks add to blog playlists subscribe invite



Implications: Good

- Filter
 - Provide Information about information
 - Organic Popularity
- Original content creation
 - Flickr
- Increased Engagement
 - Yahoo! Answers
- Invested Customers
 - eBay
- Collaborative Innovation
 - eBay & PayPal
- Inclusion
 - Lego Mindstorms



Implications: Bad

Too many "social" features can distract

Blur the focus of the product

Quality

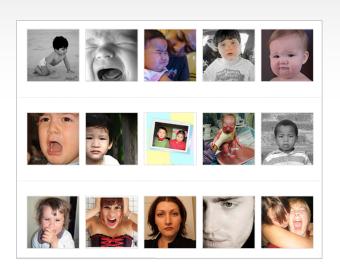
- Splogs, spratings, spags, comment spam, trackback spam
- Lightweight interactions = lightweight content

Power Laws

- Power participants can become a dominant force in the direction of a product
- Power can be abused
- The vocal minority: potential innovation hurdle
- Factions vs. Tribes

Privacy & Exposure

Safety



Best Practices















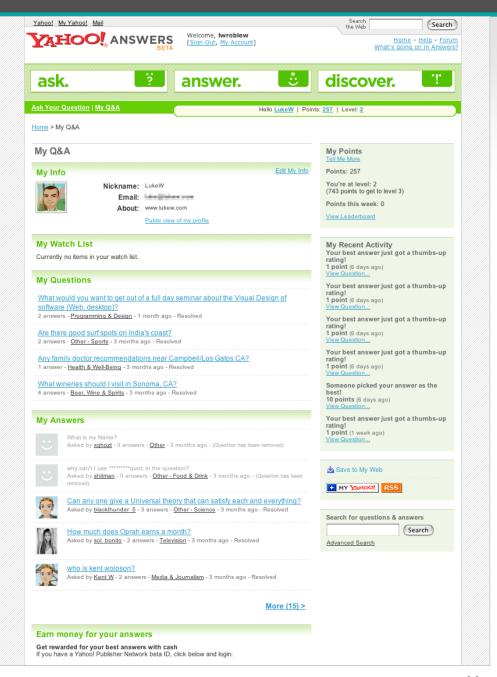




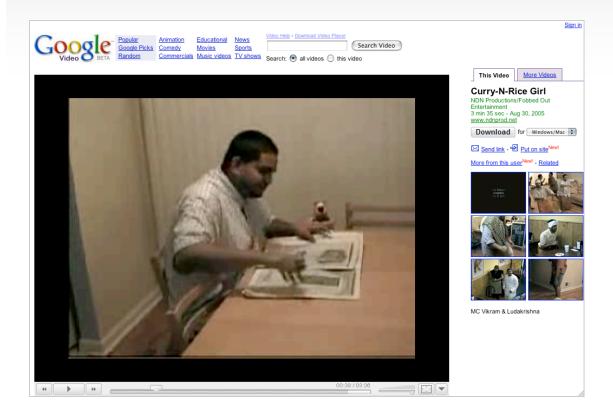


Enable Identity

- Welcome
 - Pay attention to people
 - Flickr, MySpace
- Anonymity can be a death sentence
 - Lack of accountability & reputation
- **Personal Branding**
 - Nickname
 - About/URL
 - **Images**
- **Accomplishments**
 - Stuff I've Done
 - Rewards
- **Social Incentive**
 - "You've got mail!"



Focus on the Epicenter

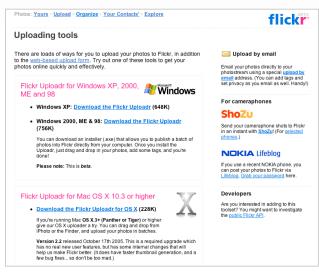


Don't lose sight of primary content and goals



VS.

Provide for Creators, Synthesizers, & Consumers







Creators Synthesizers Consumers

- CSC personality types do not easily migrate between groups
 - Scaling engagement is hard and often inappropriate
- Leverage differences to maintain balance

Design Systems

Extensible

- Social applications grow organically
- Define flexibility upfront
- Define rules early on

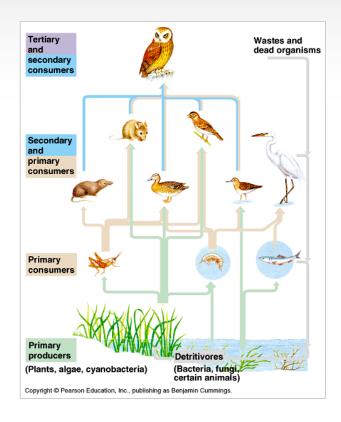
Think "Ecosystem"

- Movement of content
- Cycles

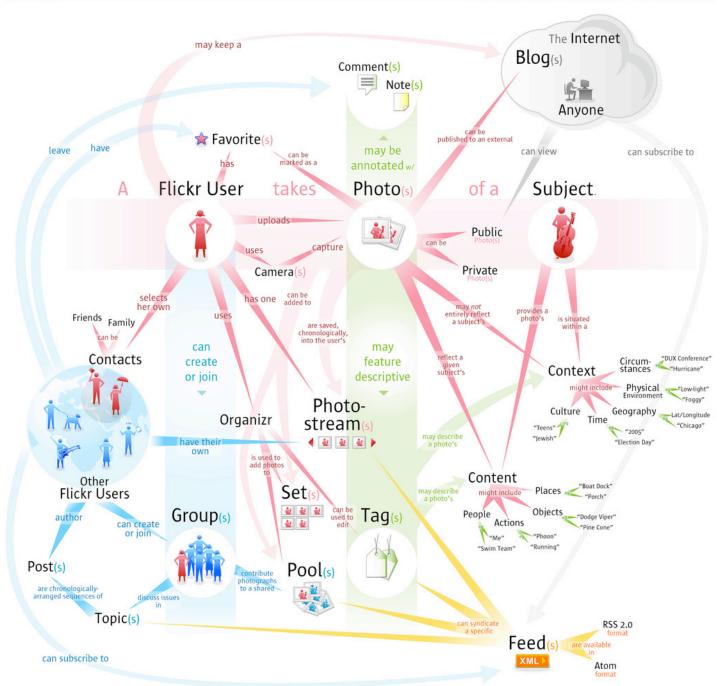
Structured

 Interaction design establishes how a community can engage with each other and beyond

Objects & Actions



Titals: User Model Diagram



Constraints Balance Systems

Quality Control

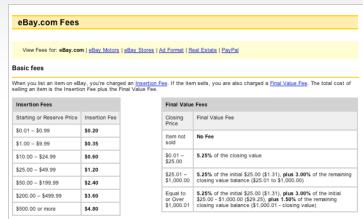
- Lightweight interactions = lightweight content
- "Burying the submit button [in community Web sites] encourages fewer, but better posts." -Derek Powazek, Design for Community, 2001

Barriers to Entry

 "The best check on bad behavior is identity." -Mark Zuckerburg, Facebook Founder

Game Design

Embrace Constraints



The <u>Insertion Fee</u> for **Multiple Item Dutch Auction and Fixed Price** listings is based upon the opening value of your items. The opening value is the starting or the fixed item price multiplied by the quantity of your items. The maximum Insertion Fee for any Multiple Item Listing is



Questions?





















luke@lukew.com