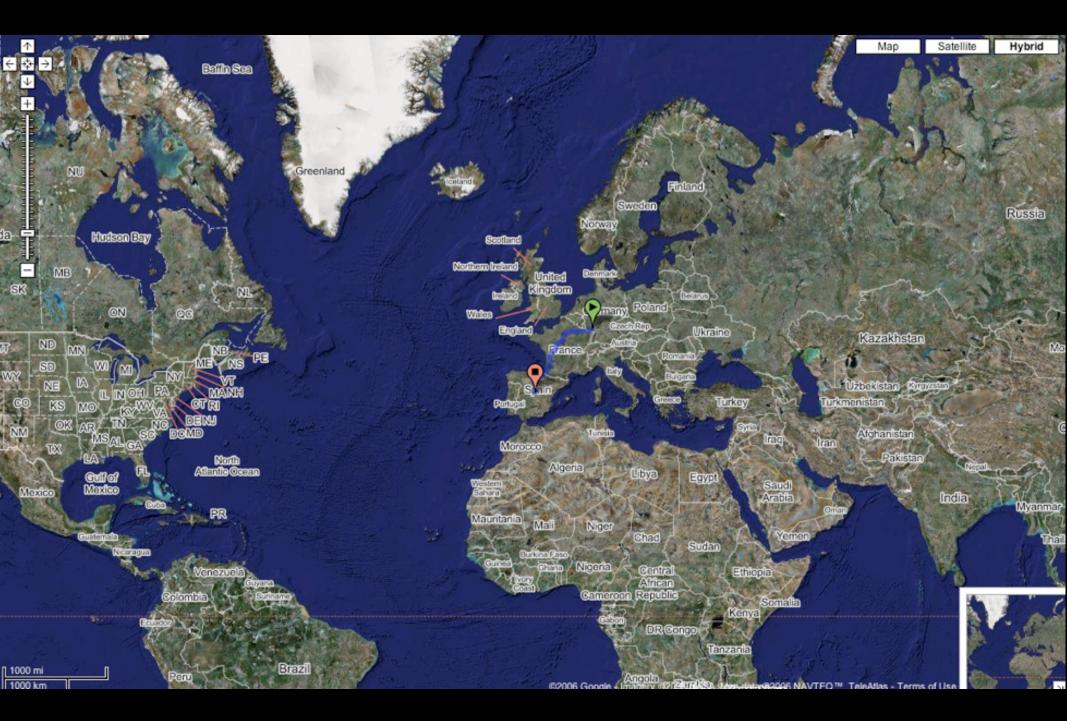


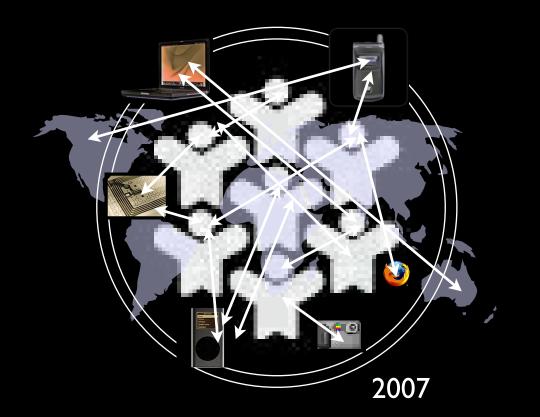


Social Web! ... and now?

The Fifth Summer School on Ontological Engineering and the Semantic Web (SSSW'07)

Stephan Baumann Competence Center Computational Culture German Research Center for AI Prologue





overwhelming

too many copycats

Semantic Web Ph.Ds MUST help!

Setting the scene (I)

Devices

- More computing power
- More storage capacity
- Less size
- Connectivity, always-on, ad-hoc networks
- Software
 - Open Source, freeware, even frameworks
 - I-click-away, even advanced academic stuff

Setting the scene (2)

People

- Digital Natives
- Free-time programmers
- Coding as hobby
- Coding as art



- Powerful communities (sourceforge, processing, generator-x, etc.)
- APIs of the powerhouses (Google, Ebay, etc.)

Setting the scene (3)

- ... and as a result?!
 - ripping
 - sharing
 - remixing
 - mashing
 - always
 - everywhere

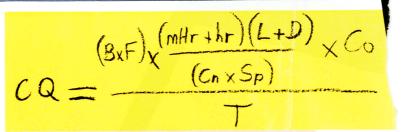
US MOVIES GAMES BLOGS

• transmedia: from evil ringtones to Web2.0 mash-ups



http://metaatem.net/words.php





HOW TO HAVE A SUMMER HIT THERE'S A SCIENCE TO IT. WE'VE GOT THE FORMULA

For many years, musicians have made records aimed at being summer hits, writes Dr Rupert Till. The Beach Boys realised that music which combines talk of summer, the beach and sunshine was a winning formula.

But for the first time, this formula has been scientifically expressed. The 'catchiness quotient' (outlined above) quantifies how likely we are to fall for a summer song, despite the fact they are mostly terrible.

First popularised in the 1970s, when British holiday-makers began travelling abroad on package deals, these hits all follow the same formula. From classics such as 'Una Paloma Blanca' to Kaoma's 'Lambada' – by way of Demis Roussos's

 ave
 'Happy to Be on an Island in the

 g
 Sun' – they each comprise a

 t
 mixture of holiday and foreign

 language references: exotic beats

 and simple sing-along lyncs. The

 incompa yincutariem sume

 ula.

 another important act (i) is

 another mportant act (i) is

'The Ketchup Song' scores high (84,240), as it has a well known dance and generous amounts of flesh in the video – a phenomenon in its infancy when 'Y Viva España' (score: 7,083) was released.

Dr Rupert Till is a tutor at the Unversity of Huddersfield, specialising in postmodernity in music. He is also a member of electronica group, the Chillage People Chart topping: Las Ketchup's 'Ketchup Seng' and 'Agadoo' were summer hits. Top: our equation will find a song's Catchiness Quotient

WORKING OUT THE HIT FORMULA

CQ (catchiness quotient) The higher the figure, the more irresistible the summer hit. B (budget) Amount in sterling the record company has to spend on marketing, record pluggers and PR companies. F (fleshtone percentage) Amount of flesh flashed in the video, on CD covers, flyposters and other publicity material. The video to Las Ketchup's 'Asereje' (which scores a total of 84240)



references) Number of times the song uses elements of musical styles associated by British holidaymakers with holidaying, such as Spanish guitars, castanets and salsa rhythms. hr (holiday references) Number of holiday-related references to holiday, sun, heat, pool, water, bikini, beach etc.

L (foreign lyrics) Number of words sung in a foreign language.

D (dance routine)

Number of steps in the routine. **Co (promo copies)** Number of free corine of the single given to DJs an choliday reps abroad. **Cn (childs)** Holiday songs need only use two chords, usually the tonic and dominant. Any more is usually a distraction.

Sp (chorus span) Distance in semi-tones from the lowest to the highest note. The lesser the range, the more singalongable. T (average UK temperature in °C) The worse the British summer, the more that people want to remember the glorious weather on holiday, and the better a record sells.



[S. Baumann: Artificial Listening Systems, Ph.D Thesis, University of Kaiserslautern, March 2005.]



Would You Download Music From This Man?

WIRED MUSIC

EVERYONE ELSE DOES. MEET THE ONE-STOP SHOP FOR EVERYTHING FROM MP3S TO A BEAUTIFUL MIND AND EVERY GAME BOY TITLE ON THE MARKET. BY JEFFREY M.O'BRIEN PHOTOGRAPH BY MICHELE ASSELIN

so what?!

Exciting area for scientific engagement :-)



[S. Baumann and J. Halloran: An ecological approach to multimodal subjective music similarity perception. (CIM2004), Graz, Austria, April 2004.]







- Freeware supporting common mobile phones
- Sources at Sourceforge (join in!)
- Import of Last.fm profiles
 - Last.fm ,,scrobbles" 15 mio times daily
 - CBS acquired Last.fm for \$280 million

bluetuna.opendfki.de

[S. Baumann, A. Bassoli, B.Jung, M. Wisniowski: BluetunA: Let your neighbor know what music you like (CHI2007), San Jose, US, April 2007.]

Person, Context, Artifact, Relation, Network

I. People

User models for music

<user><generalbackground>

<name>John White </name>

<education>MS</education>

<citizenship>US</citizenship>

hdate>9/7/1974</birthdate>

<sex>male</sex>

<occupation>student</occupation> </generalbackground> </user>

<generalpreferences>

<color>blue</color>

<animal>dog</animal>

</generalpreferences>

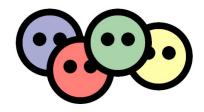
<musicbackground> <education>none</education> <instrument>piano</instrument> <instrument>vocal</instrument> </musicbackground> <musicpreferences> <genre>classical</genre> <genre>blues</genre> <genre>rock/pop</genre> <composer>Mozart</composer> <artist>Beatles</artist> <sample> <title>Yesterday</title> <artist>Beatles</artist> </sample>

</musicpreferences>

<habit> <context>I'm happy <tempo>very fast</tempo> <genre>pop</genre> </context> <pfeature>romantic <tempo>very slow</tempo> <softness>very soft<softness> <title>*love*</title> </pfeature> <context>bedtime <pfeature>romantic</pfeature> </context> </habit>

[Chai, Vercoe: ISMIR2000]

FOAF



- http://www.foaf-project.org
 - FOAF documents describe the characteristics and relationships amongst friends of friends, and their friends, and the stories they tell.
 - "So FOAF is quite pluralistic in its approach to representing relationships between people. FOAF is built on top of a general purpose machine language for representing relationships (ie. RDF), so is quite capable of representing any kinds of relationship we care to add. The problems are generally social rather than technical; deciding on appropriate ways of describing these interconnections is a subtle art."
 - "Perhaps the most important use of **foaf:knows** is, alongside the **rdfs:seeAlso** property, to **connect** FOAF files together. Taken alone, a FOAF file is somewhat dull. But linked in with 1000s of other FOAF files it becomes more interesting, with each FOAF file saying a little more about people, places, documents, things... people they mention, and so on."

[Dan Brickley, Libby Miller: foaf-project.org, 2000-2005]

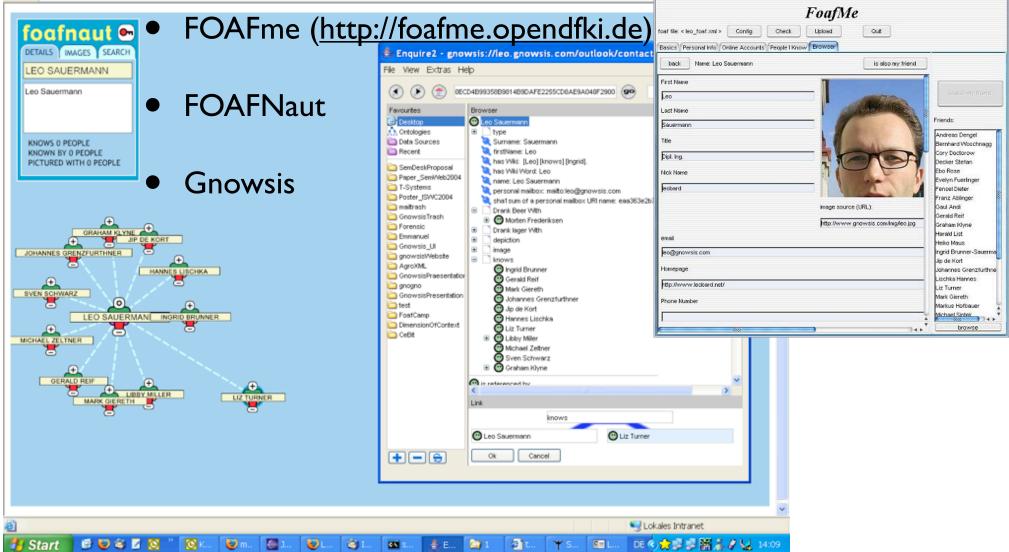
FOAF-related applications

😂 test - Microsoft Internet Explorer 👘

Datel Bearbeiten Ansicht Favoriten Extras ?



Adresse 🕘 http://localhost:8668/foafnaut/index.html

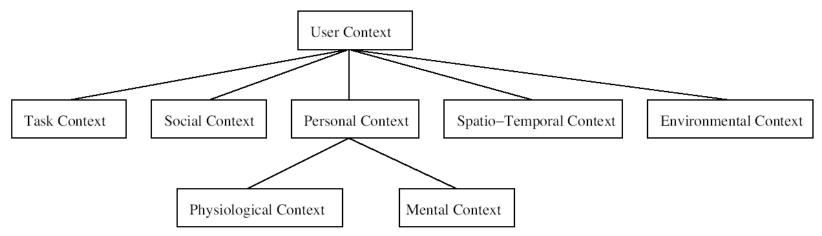


[Sauermann, Lee: foafcamp.asemantics.org 2004]

EoafMe 1.0

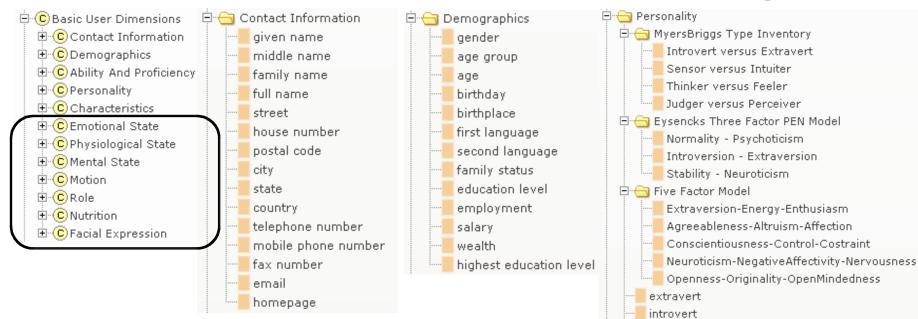
Users & Context

- 1. **Environmental context:** This part captures the users surroundings, such as things, services, light, people, and information accessed by the user.
- 2. **Personal context:** This part describes the mental and tuples physical information about the user, such as mood, expertise, disabilities and weight.
- 3. **Social context:** This describes the social aspects of the user, such as information about friends, relatives and colleagues.
- 4. **Task context:** the task context describe what the user is doing, it can describe the user's goals, tasks, activities, etc.
- 5. **Spatio-temporal context:** This type of context is concerned with attributes like: time, location and movement. The different aspects of the contexts are attribute-value tuples that are associated with the appropriate contexts.



[Kofod-Petersen&Cassens: MRC2005, FLAIRS2006]

www.ubisworld.org



thinking feeling sensing intuiting

judging perceiving

controled optimistic pessimistic tempered

neurotic

agreeable open-minded intelligent excessiv

indulgent

- GUMO General User Model Ontology (OWL)
- UbisOntology (RDF-S)

[Heckmann: MRC2005, Ph.D Thesis DFKI]

II. People–Networks

Friendster and Vizster

- 2003: Friendster, very popular social software
 - descriptive personal profiles
 - + explicit friendship links
 - attracted millions of users -> massive network
- Hard to navigate user-interface
- Boyd & Heer decided to design a visualization system for online social networks [Heer,Boyd:Vizster, InfoVis2005]
 - Danah Boyd: well-known ethnographer, UC Berkeley
 - Jeffrey Heer: user-interface design expert, UC Berkeley

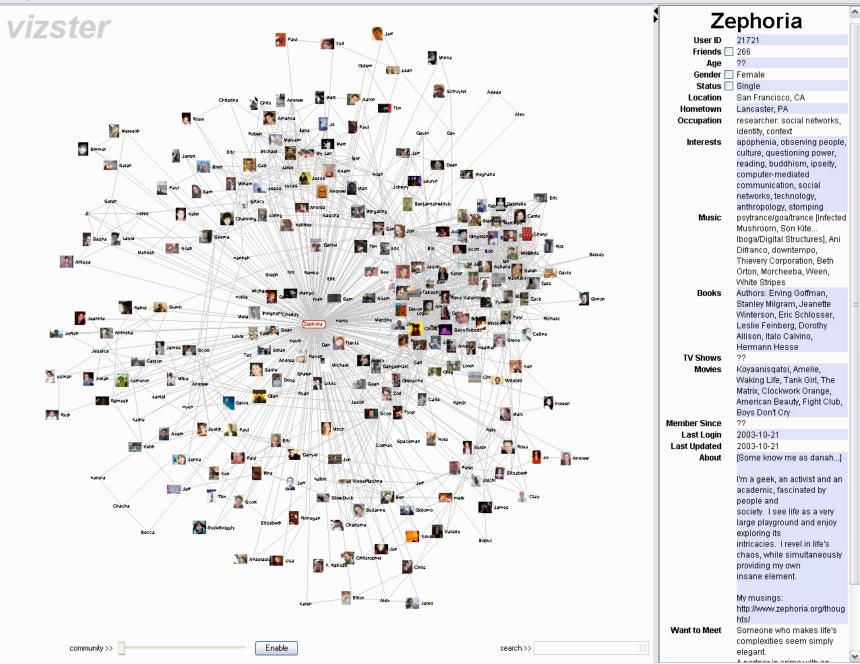


Friendster and Vizster

- Data feed
 - crawl of 1.5 million members
 - storage: mySQL database
- Lucene for keyword search
- [Newman's2004] community identification algorithm
- Custom visualization of diverse network characteristics based on prefuse [<u>http://prefuse.sourceforge.net</u>]
- Several visual interaction modes based on ethnographic findings

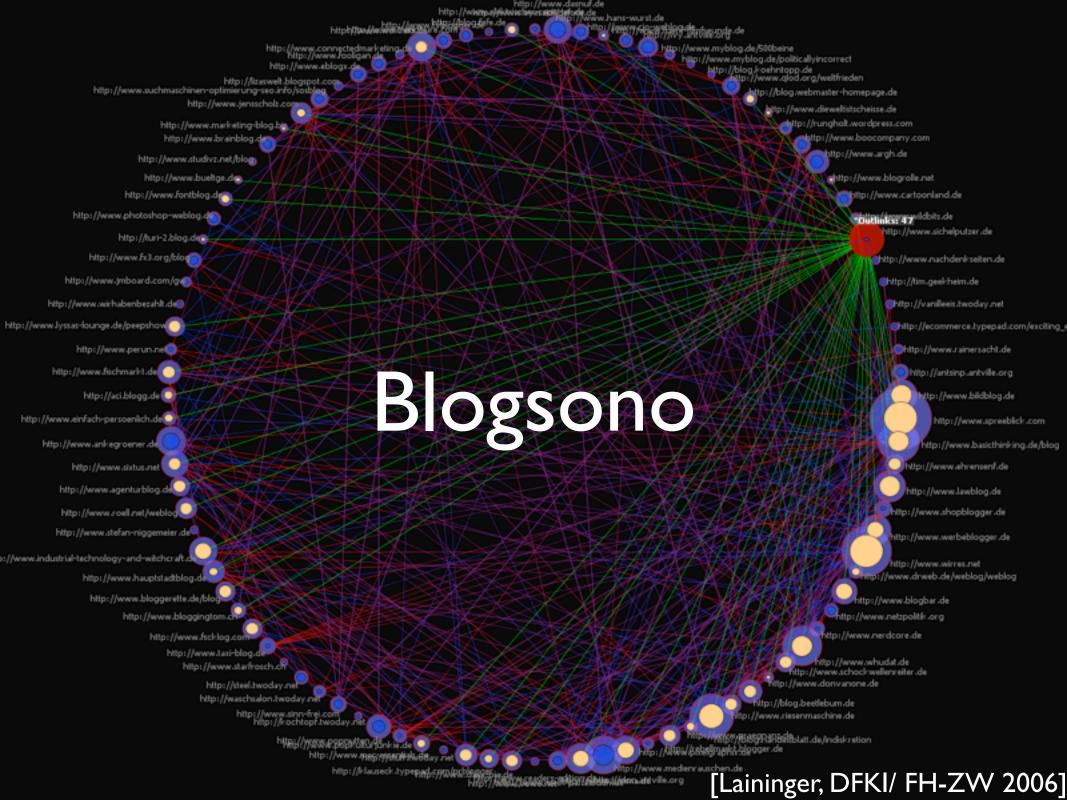
👙 Vizster

File Options Tools



Analysis and Visualization of Popular Networks

- Source: Top 100 Blogs in Germany
 - Analysis of blogroll structure
 - Means for trust, quality?
- Blogsono Student Project: Visualization and Sonification

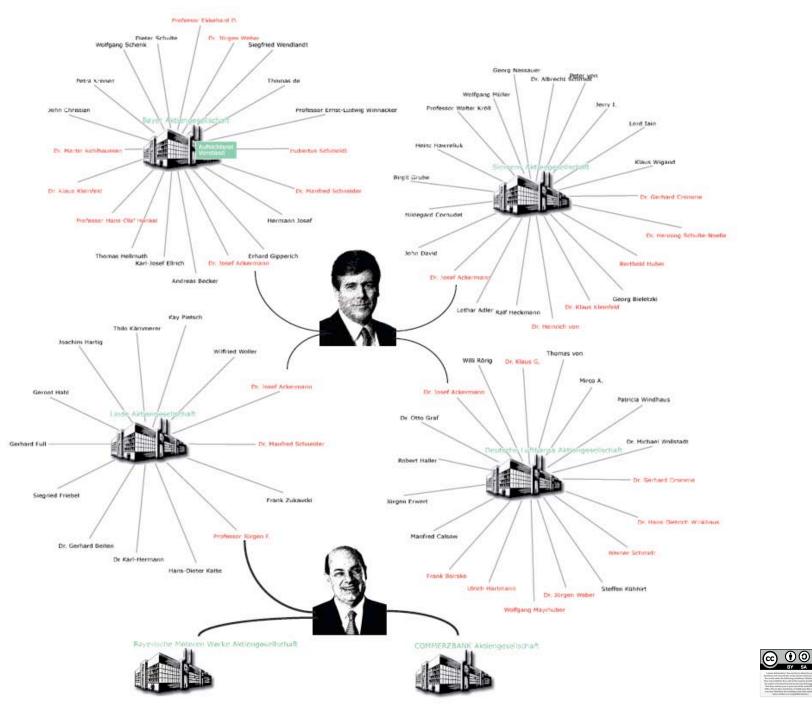


Analysis and Visualization of Popular Networks

- Information Architecture Lab, FH Kaiserslautern, Germany [Prof.Speck et al]
 - Several Student Projects
 - Vinex:Visualization
 - Nepotist Analyzer: Economic Networks Analyzer
 - spamCAN: Spam Analyzer
 - PeerLo: Bittorrent Network Analyzer
 - B.A.S.S: MySpace MusicAnalysis



[Speck, Hendrik and Frédéric Philipp Thiele. Social Network Analysis. Business models, Explanations, Attributes and Features of Social Networks. CeBIT. WeblogCamp@CeBIT. March 18th, 2007, Hanover (Germany)]



[Speck, Hendrik and Frédéric Philipp Thiele. Social Network Analysis. Business models, Explanations, Attributes and Features of Social Networks. CeBIT. WeblogCamp@CeBIT. March 18th, 2007, Hanover (Germany)]

III. People-Artifacts-Networks

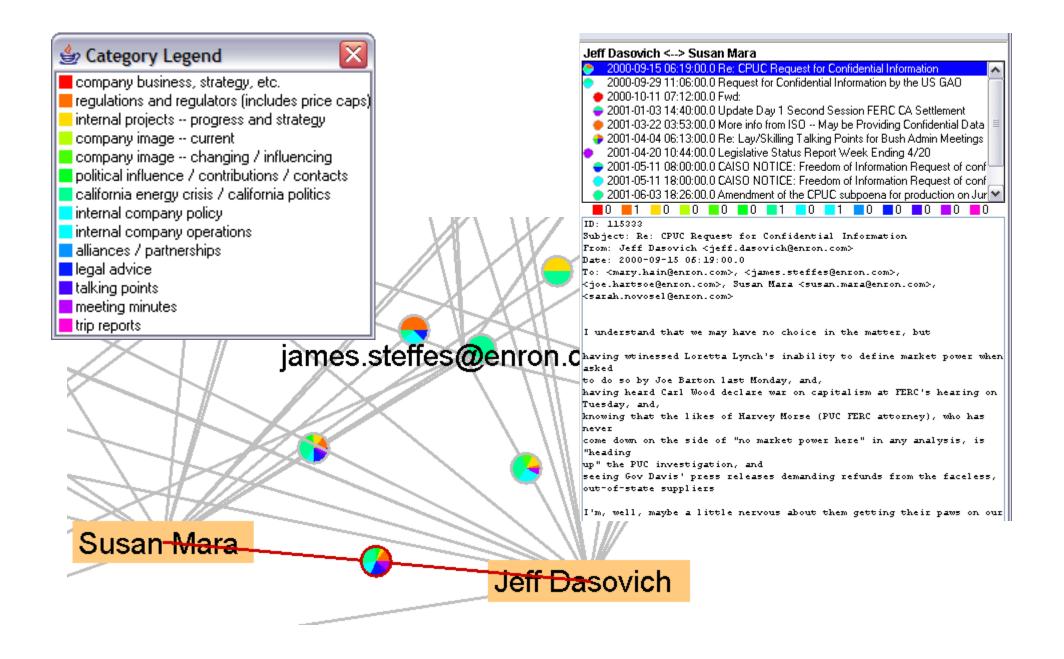
Enronic



- Tuesday, June 7, 2005
- Social network analyzer for Enron's emails
- When Enron was hit with lawsuits, the prosecution required the company to turn over the incriminating emails it had in its database through a legal process called discovery. Usually a company undergoing this kind of discovery carefully combs through its email and publishes only those messages that are relevant to the case, eliminating its employees' private messages and confidential material otherwise not related to the case.
- However, Enron opted to save money by just dumping all of its email online, employee love-letters and all. This was bad for employee privacy, but good for social network researchers.
- Jeffrey Heer at UC Berkeley has produced "enronic," a system for visualizing the relationships between Enron employees based on who emailed whom and how often. It's a Java applet that you can download and mess around with -- you can even take a turn at sleuthing out hidden participants in the scam by trying your own social network analysis.

Enronic

- Mining the social network from the data
 - e.g by using Applied Natural Language Processing
- Email is straightforward
 - sender, recipient
 - direct edge in case of email
 - + existing categorization of email body into a given taxomony (business, strategy, etc.)
 - further aspects of email body could be used for clustering
- Interactive visualization of these properties



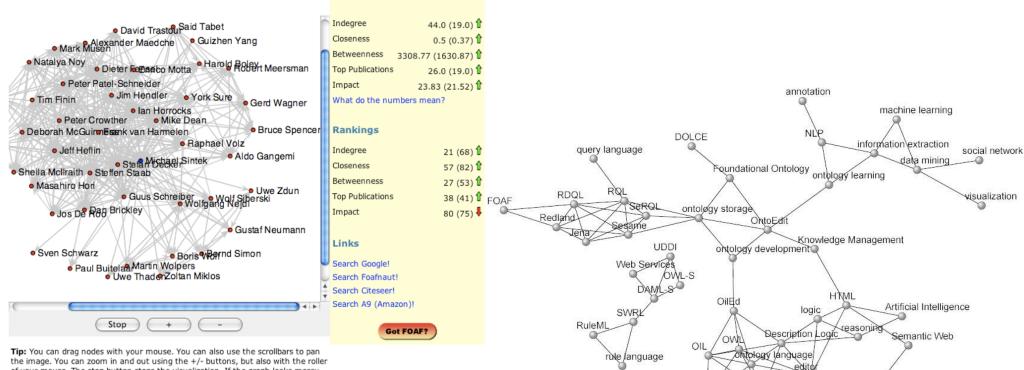
http://jheer.org/enron/

Flink: The Who is Who of the Semantic Web

- Ist prize Semantic Web Challenge 2004
- [Peter Mika: Semantic Web Technology for the Extraction and Analysis of Social Networks, Journal of Web Semantics, July 2005]
- Data feeds:
 - Webpages
 - Emails (8185)
 - Publications (5147)
 - FOAF profiles
- Extraction of underlying social network + generation of an ontology + visualization
 - Co-occurence analysis, inferences, identity reasoning, etc.
 - Social Network Analysis (SNA)

Flink: Online

Statistics



ontology

RD

the image. You can zoom in and out using the +/- buttons, but also with the roller of your mouse. The stop button stops the visualization. If the graph looks messy, reload the page.

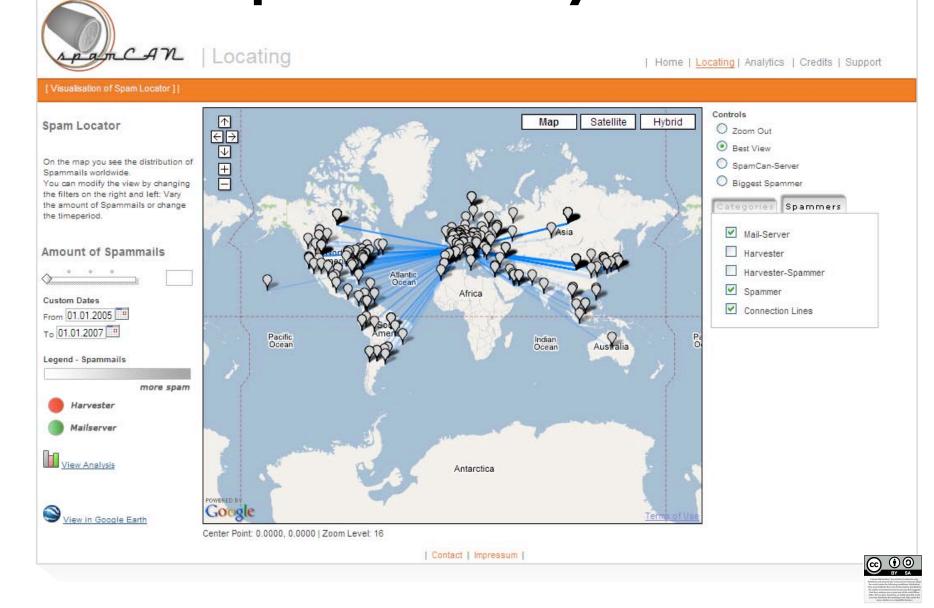
Personal profile

name (1) Michael Sintek homepage (0)mailbox mailto:sintek@db.stanford.edu mailto:sintek@dfki.uni-kl.de (2)

Social Network of Michael Sintek

Spam Analyzer

IPDATI



[Speck, Hendrik and Frédéric Philipp Thiele. Social Network Analysis. Business models, Explanations, Attributes and Features of Social Networks. CeBIT. WeblogCamp@CeBIT. March 18th, 2007, Hanover (Germany)]

IV. Tools

Social Network Analysis

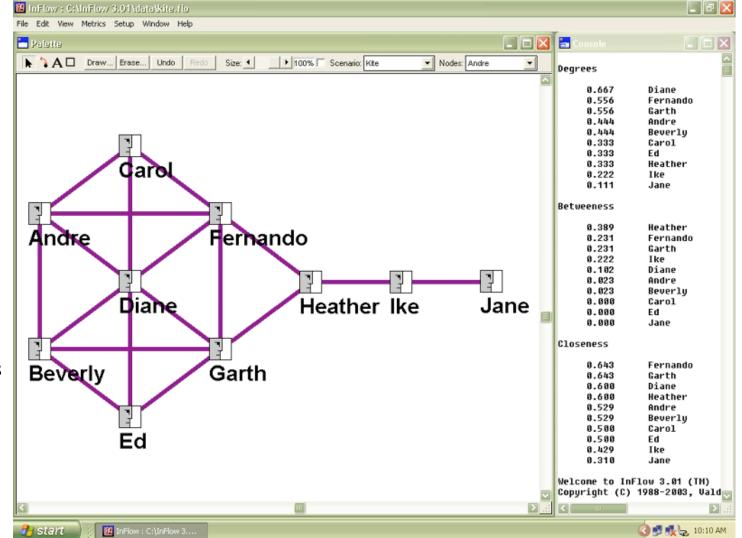
- Specialization of network analysis
- Well-known field (e.g. sociologists, consultants, etc.)

• The network

- Nodes (here people or groups)
- Relations (directed or undirected)
- Properties of relations (name, type, weight, etc.)
- SNA deals with **properties of the network**
 - Performance of subsets
 - Location of actors (implies possibilities and constraints for their actions)

Social Network Analysis

- Most popular measures
 - Degrees
 - Betweeness
 - Closeness
- Further properties
 - Boundary Spanners
 - Peripheral Players
 - Network
 Centralization



Social Network Analysis

- Network analysis packages
 - JUNG [http://jung.sourceforge.net/]
 - Pajek [http://vlado.fmf.uni-lj.si/pub/networks/pajek/]
 - UCINET [http://www.analytictech.com]

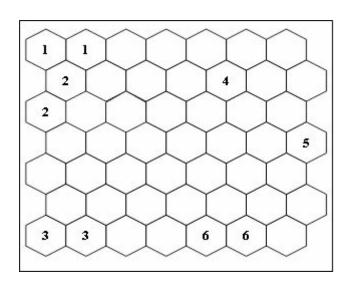
JUNG Java Universal Netw	twork/Graph Framework	
Overview Download Documentation Examples Wiki	Overview JUNG – the Java Universal Network/Graph Frameworkis a software library that provides a comm language for the modeling, analysis, and visualization of data that can be represented as a graph written in Java, which allows JUNG-based applications to make use of the extensive built-in capa	NET 6 etwork Analysis Software
Image Gallery Projects Using JUNG FAQ Support Team Presentations	API, as well as th The JUNG archite directed and und mechanism for a for complex data entity and relation API, as well as th Networks / Pajek Download Upgrades Upgrades Uersions Bugs/FAQs	Description A comprehensive package for the analysis of social network data as well as other 1-mode and 2-mode data. Can read and write a multitude of differently formatted text files, as well as Excel files. Can handle a maximum of 32,767 nodes (with some exceptions) although practically speaking many procedures get too Slow around 5,000 - 10,000 nodes. Social network analysis methods include centrality measures, subgroup identification, role analysis, elementary graph theory, and permutation-based statistical analysis. In addition, the package has strong matrix analysis routines, such as matrix algebra and multivariate statistics. Integrated with UCINET is the <u>NetDraw</u> program for drawing diagrams of social networks. In
Bug Tracker Sourceforge Acknowledgements Links SOURCEFCRGE • Net	Pajek runs on Windows and is free for noncommercial use. Brochure The current distr Test version of Pajek 1.14 for Windows 32 (April 16, 2006, installation pack - run pajek114). and social netwo Data: test networks, GPHs, GEDs, PDB files. statistical analysis, and calculation of network distances, flows, and importance measures (centr etc.).	addition, the program can export data to Mage and Pajek. Availability The full program can be <u>downloaded</u> and used free for 30 days. For longer use, individual students pay \$40, schools & government pay \$150, and corporations pay \$250. In addition, generous volume discounts / site licenses are available. Click <u>here</u> for ordering information.

Self Organizing Map (SOM)

- Unsupervised, self-organized processing of data inspired by cortical maps in the human brain
- Non-linear projection of high dimensional data to low dimensional grid (usually 2D)
- Preservation of input space topology: data points close in input space are close on the map
- In contrast to
 - MultiDimensionalScaling (MDS)
 - PrincipalComponentAnalysis (PCA)
 - the original data space distances can be shown.
 - entangled clusters can be separated.
 - projection and clustering are provided

SOM ... Folksonomies

		iTunes						
Quelle	Titelname	-	Dauer	Interpret		Album	Musikrichtung	Meine Wertun
Bibliothek	Mapoleon Says	0	3:13	Phoenix	0	It's Never Been L 🔘	Alternative & Punk	
Podcasts	S Consolation Prizes	0	3:16	Phoenix	0	It's Never Been L O	Alternative & Punk	
Videos	S Rally	0	3:17	Phoenix	0	It's Never Been L O	Alternative & Punk	
Party-Jukebox	S Long Distance Call	0	3:04	Phoenix	0	It's Never Been L O	Alternative & Punk	
Radio	S One Time Too Many	0	3:40	Phoenix	0	It's Never Been L O	Alternative & Punk	
Music Store	✓ Lost & Found	0	2:56	Phoenix	0	It's Never Been L 🔘	Alternative & Punk	
Music Store	Courtesy Laughs	0	3:14	Phoenix	0	It's Never Been L O	Alternative & Punk	
	S North	0	5:01	Phoenix	0	It's Never Been L O	Alternative & Punk	
Meine Top 25 Musik der 90er	Sometimes In A Fall	0	5:49	Phoenix	0	It's Never Been L O	Alternative & Punk	
	Second To None	0	3:25	Phoenix	0	It's Never Been L O	Alternative & Punk	
Zuletzt gespielt	S Futures	0	3:49	Zero 7	0	The Garden	Alternative & Punk	
Zuletzt hinzugefügt	S Throw It All Away	0	5:20	Zero 7	0	The Garden 🔘	Alternative & Punk	
Front Row Wiedergabel	Seeing Things	0	5:09	Zero 7	0	The Garden 🔘	Alternative & Punk	
	The Pageant Of The Bizarre	0	4:21	Zero 7	0	The Garden 🔘	Alternative & Punk	
	S You're My Flame	0	3:15	Zero 7	0	The Garden O	Alternative & Punk	
	✓ Left Rehind	0	1:15	Zero Z	0	The Garden	Alternative & Punk	



- Artists: 398
- Input: 398 * 3313
- SOM: 49 units (7*7)

Map unit	Labels	Artists
1	Rap-Metal, Funk- Metal	Limp Bizkit, Linkin Park
2	Reggae, Rap	Bob Marley, Shaggy, Police, 311
3	Metal, Heavy	Metallica, Nirvana, Smashing Pumpkins
4	Techno, Remix	Alice Deejay, Prodigy, Moby, Chemical Brothers
5	Spanish, Latin	Ricky Martin, Enrique Iglesias
6	Rock, Roll, Blues	Dire Straits, Queen, Eric Clapton, Bob Dylan

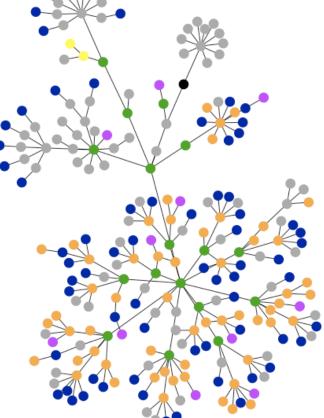
Learning from musicrelated Networks

- Large-scale experiment: AMAZON reviews as feeds
 - 33879 artist reviews
 - 33879 x 242 (dim. reduction PCA)
 - SOM: 3000 units (60 x 50) representing genre/style concepts
- Interactive music station for Netaudio: archive.org MP3 + XMLfeeds
 - (optional audio analysis)
 - 1125 artist reviews
 - 1125 x 1139 features
 - SOM: 180 units (15 x 12) representing genre/style concepts



ANLP + Visualization

- "Decoding the (textual) artifacts"
- JUDGE
 - Just another Java-based
 Text Retrieval & Machine Learning
 Framework
 - automatic feature extraction
 - feature preprocessing and attribute selection methods
 - document classification with several classification methods
 - document clustering with several clustering methods
 - full support of almost all WEKA Algorithms
 - easy usage as a webservice with a special interface
 - http://www3.dfki.uni-kl.de/judge
- DYNAQ: interactive, dynamic queries
- Visualization: processing.org



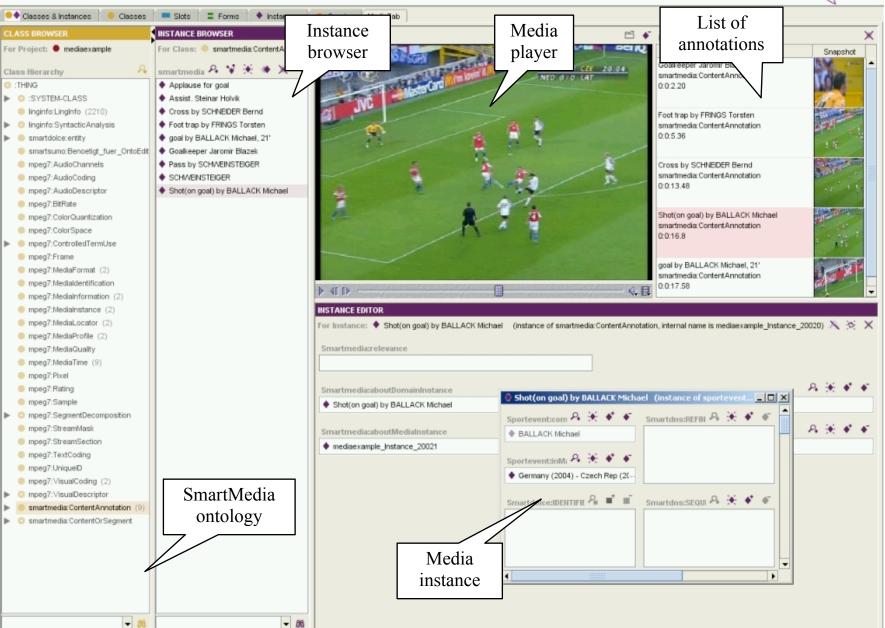


Semantic Media: Tagging

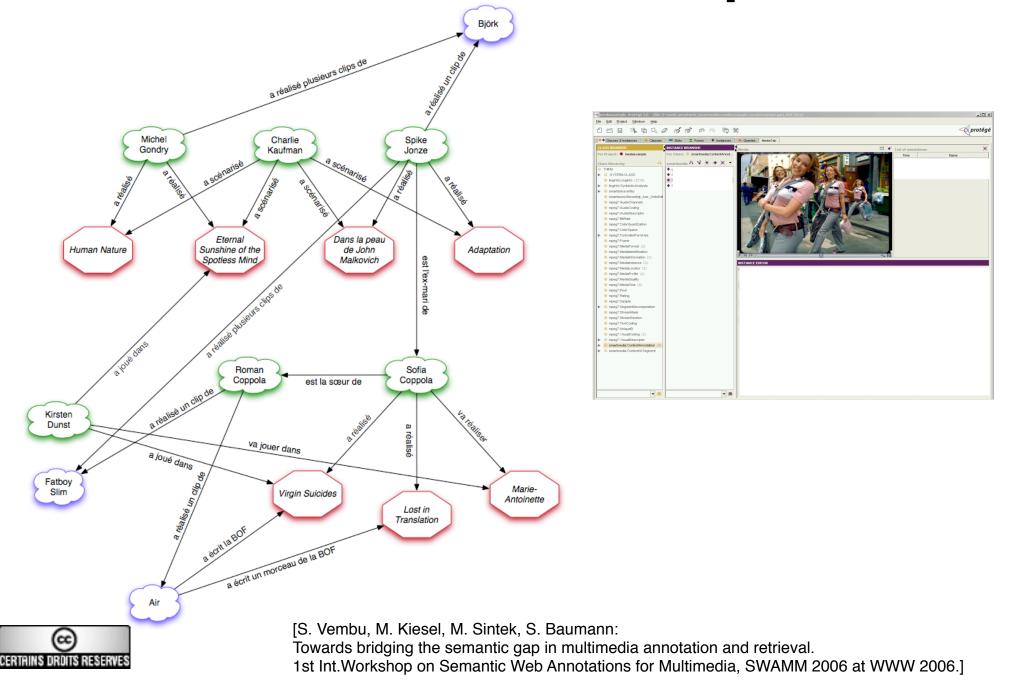
🍕 mediaexample Protégé 3.0 🛛 (file:\F:\work\smartweb\smartmedia\mediaexample\mediaexample.pprj, RDF Fi

Eile Edit Project Window Help

100 % 0 0 0 0 % % % %



Bottom-up meets top-down





V. Networks-Interaction (,,Games, Chats, Tags ... ")

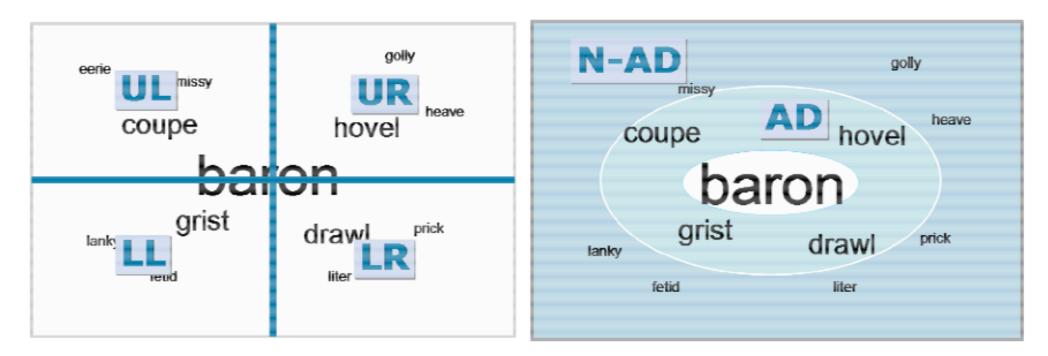
- S.Ahern, D. Eckles, N. Good, S. King, M. Naaman, R. Nair, Yahoo! Research Berkeley "<u>Over-Exposed? Privacy Patterns and Considerations in Online and</u> <u>Mobile Photo Sharing</u>"
 - flickr upload study: private vs. public photos
 - 81 users, 37k photos
 - privacy determination by location and content (tags)
- demand for privacy policies!
- no privacy concerns by users yet

- C. Lampe, Michigan State University, E. Johnston, University of Michigan "Follow the Reader: Filtering Comments on Slashdot"
 - slashdot comment rating
 - critical mass vs. information overload
 - analysed 2.4M page hits by 90k users
 - interviewed 8k users
- ratings considered useful!
- filter customization is done rarely
- importance of defaults!

- N. Ducheneaut, E. Nickell, R. Moore, PARC, N. Yee, Stanford University "<u>The Life and Death of Online Gaming Communities: A Look at Guilds in</u> <u>World of Warcraft</u>"
 - max. size for creative & cooperative social groups: 45 (Dunbar number: 150, current WoW guilds: <35)
 - social factors for group growth & death
 - monitored 5k guilds on 5 WoW servers
- "small is beautiful"
- importance of social group management

- M.Ames, Stanford University, M. Namaan, Yahoo! Research Berkeley "Why We Tag: Motivations for Annotation in Mobile and Online Media"
 - evaluation with flickr/zonetag (direct upload from cameraphone) with 172 users
 - taxonomy of tagging motivations
- tagging for social purposes is more motivating
- tagging at creation time is favoured, won't be done later
- tag suggestions help a lot

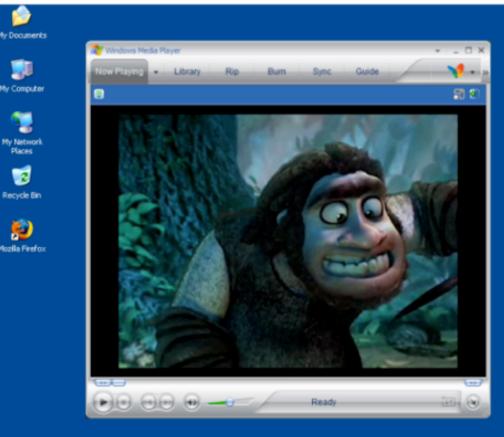
- A.W. Rivadeneira, University of Maryland, D. M. Gruen, M. J. Muller, D. R. Millen, IBM Research "<u>Getting Our Head in the Clouds: Toward Evaluation Studies of</u> <u>Tagclouds</u>"
 - cognitive research
 - spatial algorithms (size)
 - clustering algorithms (similar, occur together)
 - tested: font size, quadrant and proximity-to-largest-word
 - experiment with 13 subjects
- tagcloud designers should focus on layout
- simple lists by frequency are ok!



(a) (b) **Figure 2.** (a) Tagcloud depicting Quadrants (UL=Upper-Left, LL=Lower-Left, UR=Upper-Right, LR=Lower-Right). (b) Tagcloud depicting Proximityto-largest-font (AD=Adjacent, N-AD=Non-Adjacent).

[A.W. Rivadeneira, University of Maryland, D. M. Gruen, M. J. Muller, D. R. Millen, IBM Research "<u>Getting</u> <u>Our Head in the Clouds:Toward Evaluation Studies of Tagclouds</u>"]

- J. D. Weisz, S. Kiesler, H. Zhang, Y. Ren, R. E. Kraut, Carnegie Mellon University, J.A. Konstan, University of Minnesota "<u>Watching Together</u>: <u>Integrating Text Chat with Video</u>"
 - interactive, more social television experience
 - experiment: cartoon watching with simultaneous chat (image attached)
 - settings: real-time, chat breaks, chat after cartoon
- is fun, has social benefits, but distracts
- use intermissions for appropriate content
- future work: evaluate different content



ImiRC - [#EXP [1] [*nt]] If Every Figurantes Loois Commands Window Help ImiRC - [#EXP ImiRC - [#EXP	- # × - # ×
<pre>(Bob> that last cartoon was odd (Joe> yeah (Sam> it was unique (Bob> the music was cool, though (Sam> yeah (Sam> what was your favorite? (Joe> pen pals (Bob> fuggy fuggy and pen pals (Sam> I liked in the rough (Joe> i liked the music in the first one (Sam> i didn't like fuggy fuggy (Sam> the first one was very cute (Bob> agreed</pre>	San Joe Bob

R) 1

🛃 Start 🛛 🗐 😉 🔹 🕒 Windows Media Player 🛛 👪 mBRC - [Status: co...

[J. D. Weisz, S. Kiesler, H. Zhang, Y. Ren, R. E. Kraut, Carnegie Mellon University, J.A. Konstan, University of Minnesota "<u>Watching Together: Integrating Text Chat with Video]</u>

- K. O'Hara, A. S. Mitchell, A. Vorbau, Hewlett Packard Labs <u>"Consuming Video</u> on Mobile Devices"
 - the "mobile factor" changes video experience, especially in the social context
 - behaviour study with 28 participants
- mobile video is more than passive consumption due to boredom
- social importance of owning content and getting credit for recommending content
- solitary activity has social underpinnings (watch video at a time it won't annoy your family)

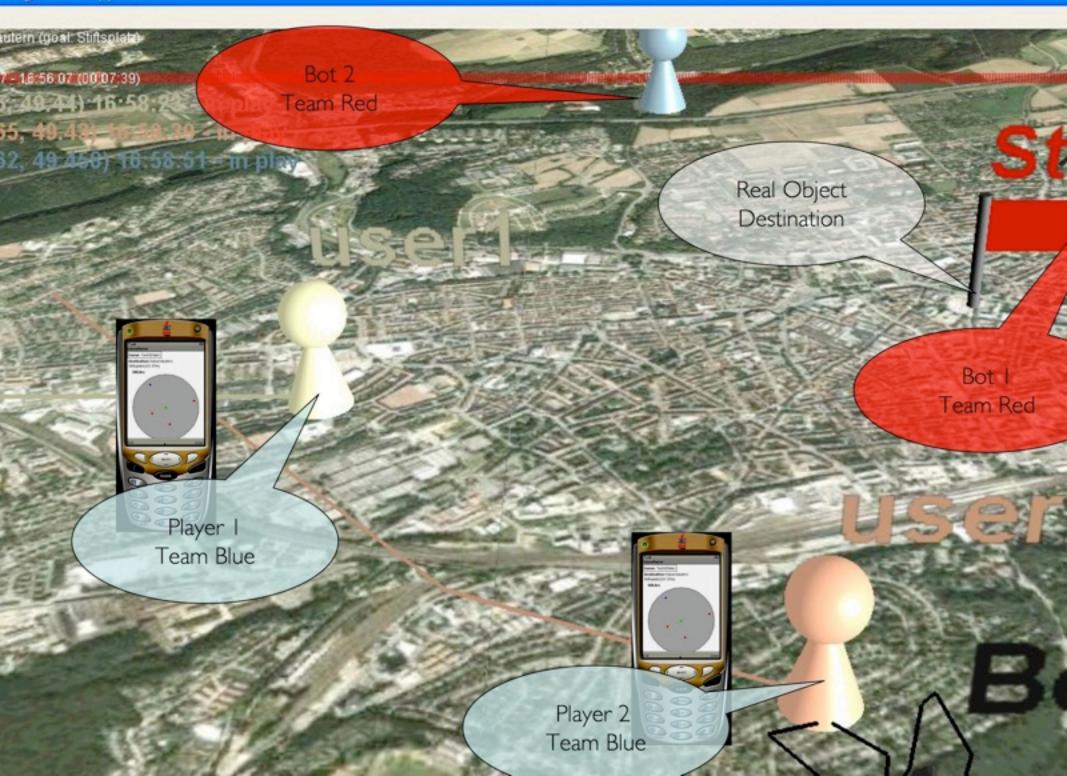
The End

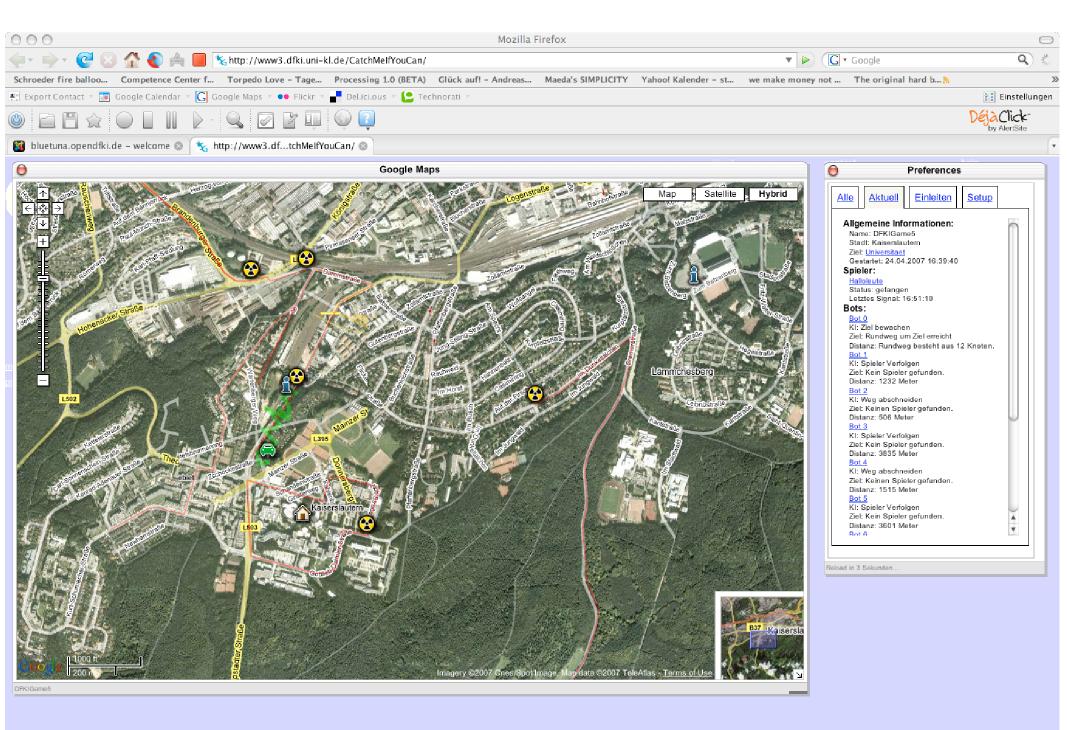
Hot topics (2006 talk!)

SPACE: Locative media



- TIME: Long-term (lifelong?) changes
 - Development of "taste" (with respect to objects)
 - Liu, Maes&Davenport [Unraveling the Taste Fabric of Social Networks, IJSWIS2005]
 - Dependencies on the development of social network preferences?





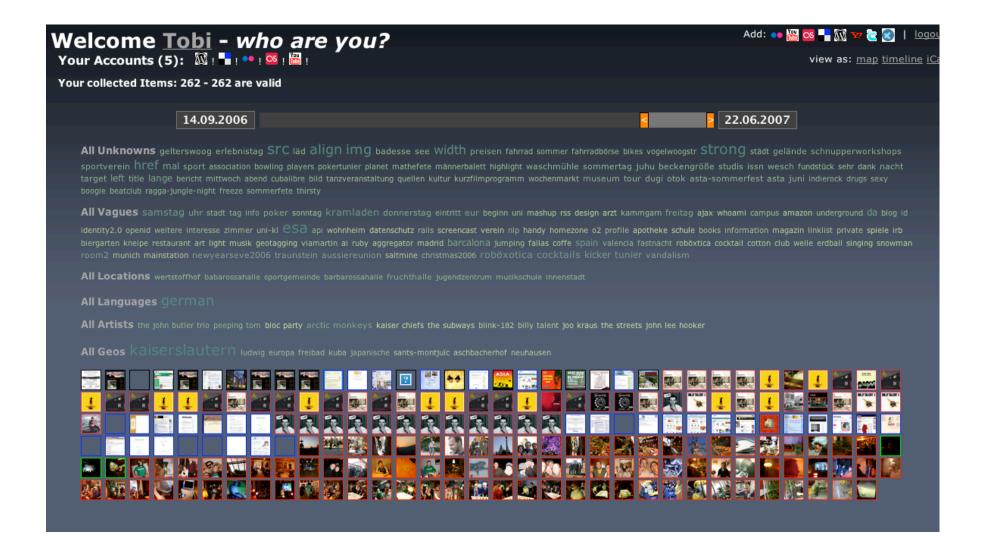
Hot topics (2006 talk!)

- DIGITAL IDENTITY
 - Sherry Turkle [The Second Self, 2005] [Life on the Screen, 1995]
 - Danah Boyd [Identity Production in a Networked Culture, AAAS2006]
 - Liberty Alliance [projectliberty.org]
 - ID 2.0 [Dick Hardt: OSCON 2005 Keynote]



- Privacy vs. Impression Management (=Exhibitionism?)
- OpenID as a supporting open standard!?
- Research issues
 - Aggregation of "FACETED IDENTITY"
 - Measures for TRUST
- Political implications
 - e.g ,,Vorratsdatenspeicherung" in Germany
 - Projects with CCTV and RFID technology







Hot topics (2006 talk!)

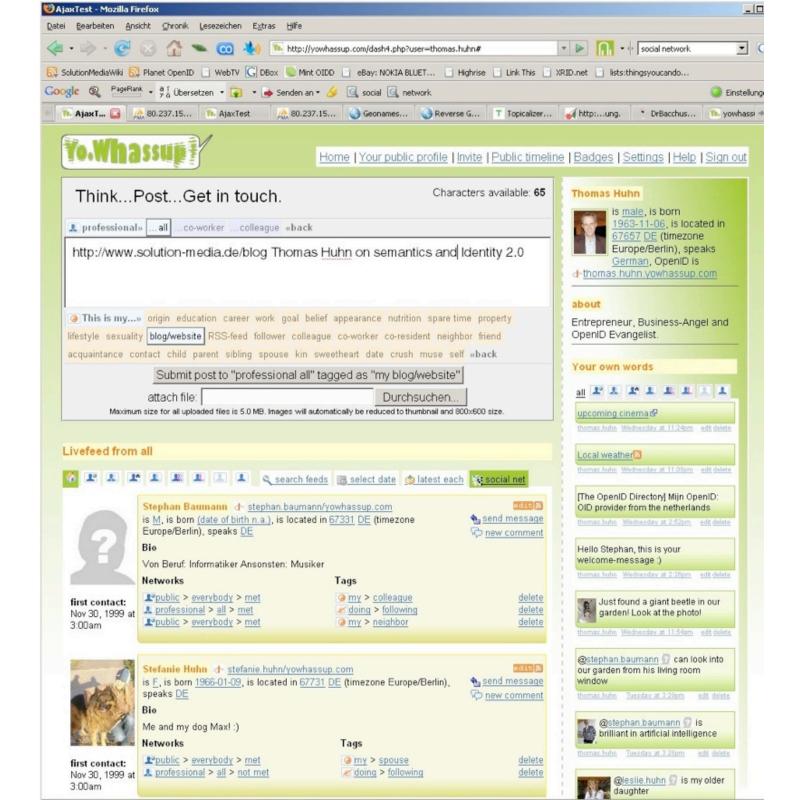
E microformats <u>?!</u>

- Bridging the gap between Web2.0 and SemanticWeb?
- GRDDL (Gleaning Resource Descriptions from Dialects of Languages)

• 2007: From a commercial / startup perspective



- Semantic social networks are "hot", some rely on microformats
- yowhassup.com





Problems

- 100 onliners =
 - I creator +
 - 10 interactions +
 - 89 viewers
- Slots of attention decrease
- Cultural differences



Future trends?

- "Precision over Recall!"
 - StumbleUpon.com





- "Semi-closed and closed" networks
- Quality, trust matters!



Future trends?

- "Generation Mobile" (e.g. Twitter)
- "Generation Game"

- I still wait for efficient reasoning :)
 - large-scale RDF stores
 - full-fledged ,,semantified" media

Mind the gap(s)!

• Try to work on an application you are missing personally! (intrinsic motivation)



- I will start to work on Music Information Retrieval again!
- Work on real-world data!
- Show it to your friends!
- Talk about it!





thanks for listening to my few bits ... send emails(!) to: <u>stephan.baumann@dfki.de</u> read our blog <u>www.computationalculture.org</u>

