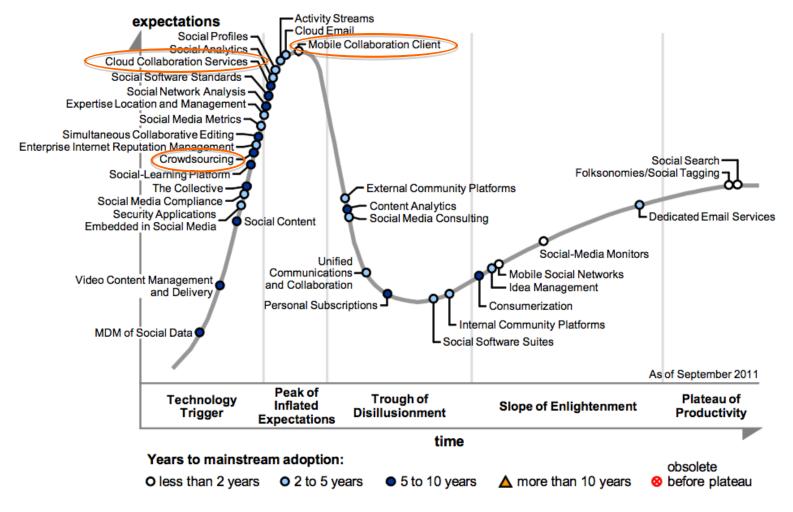
# Content as basis for Social Connectness

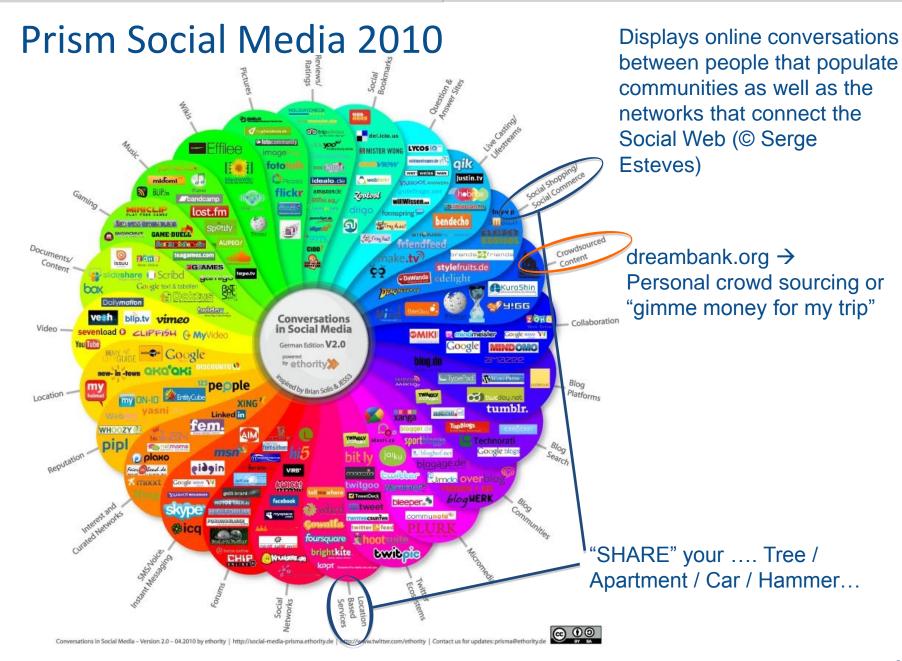
...as basis for better User Experience

Dr. Ugo Negretto
LiveNetLife International
Winter School
Ljubljana, 2.12.2011

### Gartner's Hype Cycle for Social Software, 2011



Source: Gartner (September 2011)

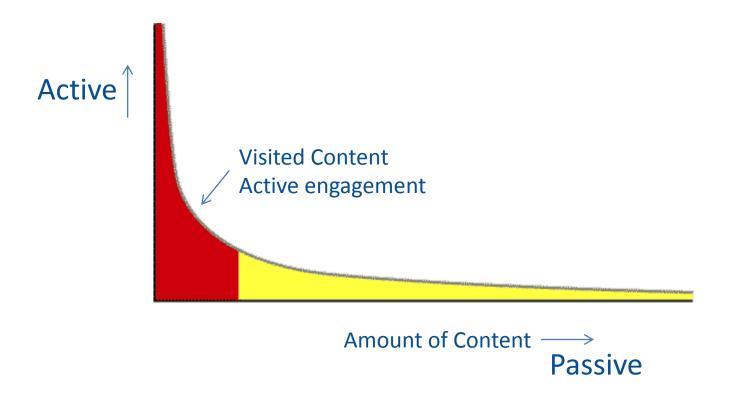


### Social media's genius pretends to read our minds (\*)

- Facebook, Google+, LinkedIn,... connect and reintroduce us to our friends via directly linked people
- Pandora plays us music we're algorithmically likely to enjoy;
- Amazon delivers us to authors who feel statistically familiar, recommends "similar" books
- Lovelybooks tag text parts + discuss with others (Social reading)

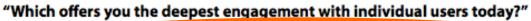


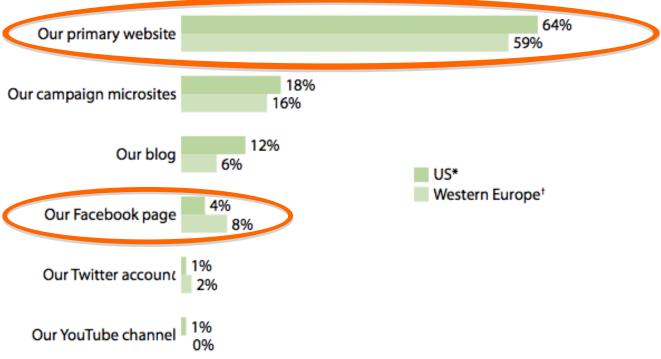
### Issue: How to activate and involve People?



### Are FB or alike's the best places for Engagement?

Figure 1 Interactive Marketers Don't View Facebook As The Best Option For Engagement





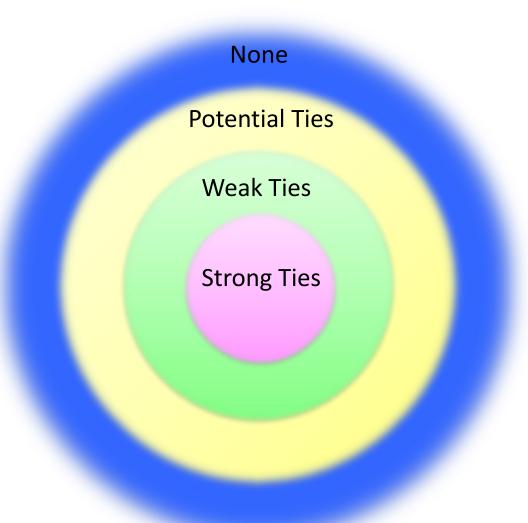
\*Base: 252 US interactive marketers †Base: 264 European interactive marketers (multiple responses accepted)

<sup>†</sup>Source: December 2010 European Interactive Marketing Executive Online Survey

Source: Foræster Research, Inc.

<sup>\*</sup>Source: December 2010 US Interactive Marketing Online Executive Panel Survey

### Collaboration beyond strong ties



More synchronous work

More remote work

More collaborative work

Less individual work

Less face to face work

Source: Acando AB

### Collaboration beyond strong ties

Collective Intelligence Connecting

Knowledge Exchange

Collaboration

More synchronous work

More remote work

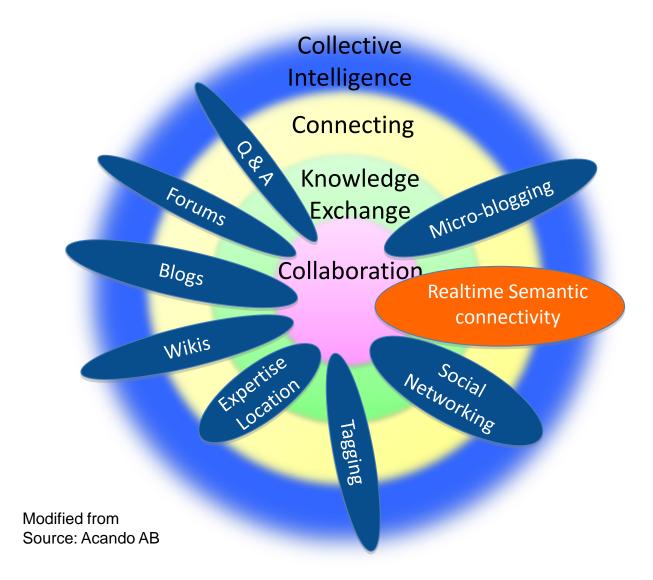
More collaborative work

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Source: Acando AB

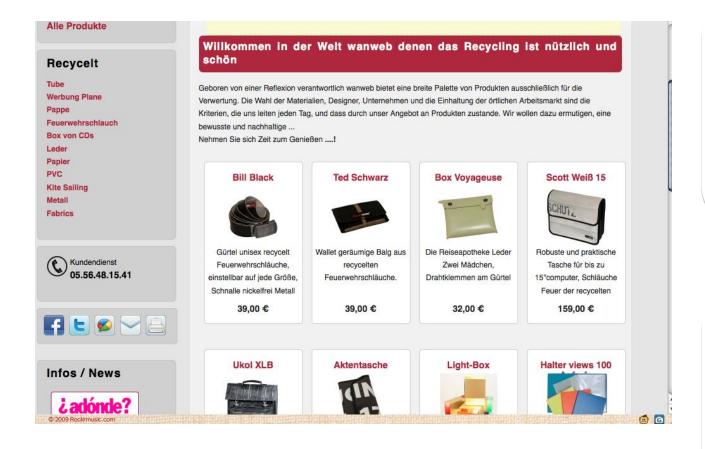
### Collaboration beyond strong ties



#### LiveNetLife

instantly connects
people who
look at or
deal with
similar information

### Today: Empty sites



Visitors do not "see" other online visitors
Visitors cannot chat or speak with other

visitors nor with site

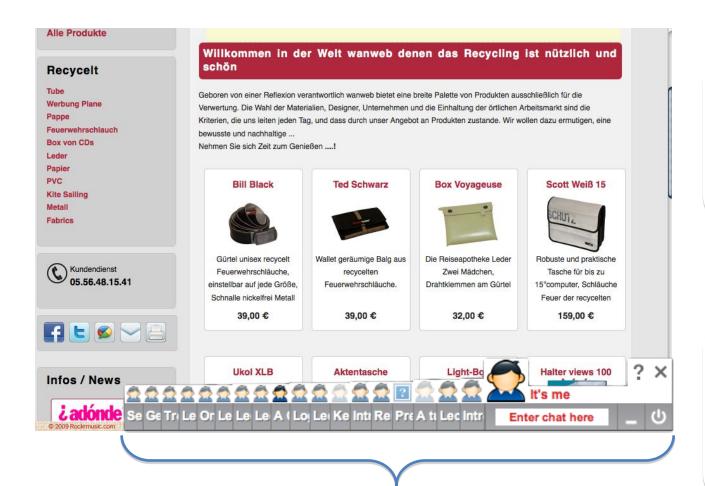
owners



How can Users get relevant information with higher Quality? Get more engaged? Or be adressed live & in real time?

### Develop the GROUP FEELING

(using the full Restaurant Syndrome)



LiveNetLife

Visitors are now made aware of other online vistors (see their avatars) on the same or similar sites



→ Site/page is more appealing and interesting due to a lot of visitors



#### Add HYPER LINKS

#### Go where the Crowd is... via InLinks



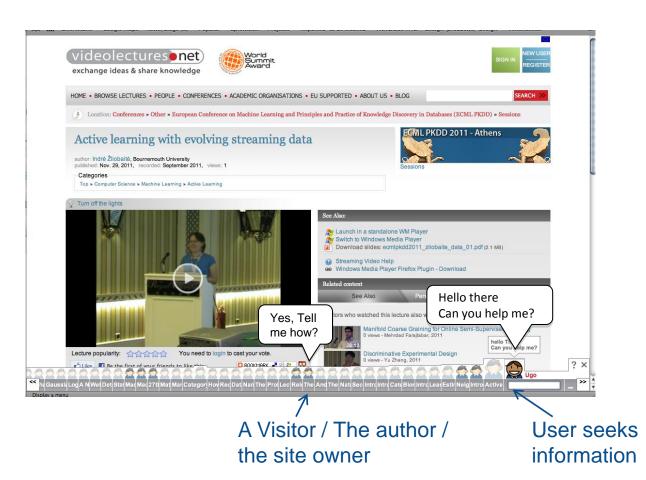
Visitors can see where groups of users are gathering around interesting topics or ideas



- → Visitors discover new and related, i.e. relevant content
- → Are connected to their content peers

#### Add COMMUNICATION

Increase of Engagement via live interaction between idea owners, experts, the community – "The Crowd" - and Site owners



On-Line Interaction between visitors authors or towards videolectures support



- →Users rate online interaction and support as very good (\*)
- → Higher involvement increases "sourcing" from crowd

(\*) Forrester Study 4/2011

#### Add ALERTING

#### ... and involve Authors/Experts even when off-line!



#### **Collaboration** Type

### Competition

















offline









LIVENETLIFE



**Collaboration Context** 







twitter

#### Live Net Life International

## The Internet is a great Information- and communication platform with still untapped potential!

#### LiveNetLife stands for

- the involvement of Internet users and
- a better discovery and usage of Information

**Busy Site** 

Liked Site

The full Restaurant Syndrom..

From searchers to engaged participants

Online
Contextual Chat

Increases
conversion rate

### Thank you!

Questions?

→ Please contact us at www.livenetlife.com

