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Core: Collaboration Studio
Tuesday, February 2, 2016

Research Assignment 1

Domains

Skills

Skills involved in this project are Project Management, User Experience Engineering, Interaction Design, Determining a Plan of Action, Visual Design.

Key Concepts

Mobile phones/devices are a great way to stay in touch with people and information constantly no matter where you are, or what you are doing. Unfortunately, when people meet up, they often get distracted by their phones. Whether it's by Facebook, Instagram, or something else, these devices and apps designed to connect people and bring them together end up coming between us once we finally get together!

Key Thinkers/Makers

While the phenomenon certainly isn't a new one, it's growing in severity. It's gotten so bad, in fact, that it seems to even have been given it's own term, "phubbing," a portmanteau of the words "phone" and "snubbing," or when you ignore the company you're with to focus on something on your phone instead.

Lauren McCarthy - an artist based in Brooklyn, NY. She is full-time faculty at NYU ITP, and recently a resident at CMU STUDIO for Creative Inquiry and Eyebeam. She holds an MFA from UCLA and a BS Computer Science and BS Art and Design from MIT. Her work explores the structures and systems of social interactions, identity, and self-representation, and the potential for technology to mediate, manipulate, and evolve these interactions.

<http://www.crowdpilot.me> - lets you crowdsource conversations to help get them started or to help move them along in a number of different situations

<http://socialturkers.com> - crowdsourced dating.

"What if we could receive real-time feedback on our social interactions? Would unbiased third party monitors be better suited to interpret situations and make decisions for the parties involved? How might augmenting our experience help us become more aware in our relationships, shift us out of normal patterns, and open us to unexpected possibilities? I am developing a system like this for myself using Amazon Mechanical Turk. During a series of dates with new people I meet on the internet, I will stream the interaction to the web using an iPhone

app. Turk workers will be paid to watch the stream, interpret what is happening, and offer feedback as to what I should do or say next. This feedback will be communicated to me via text message.”

Research Content

Current research from a number of sources suggests that this is not an isolated problem and is, in fact, a symptom of a larger sociological problem related to the hyper connectivity that these new devices and services bring to our lives.

“Phobias linked to hyperconnectivity have even started to appear over the past few years. One example is [nomophobia](#), the fear of leaving home without a smartphone. This person would fear seeming uninteresting, or missing something of importance. There’s also [Fear Of Missing Out \(FOMO\)](#), that makes us stay connected constantly so we can share or compare ourselves with others in order to control our anxiety. These two phobias often come together, and can create a toxic cocktail for the relationships of people who are affected.”

Sources:

<http://www.adviso.ca/en/blog/2013/02/20/hyperconnectivite-reclusion-sociale-2/>

<http://www.seventeen.com/life/tech-social-media/news/a34472/scientific-term-for-when-you-ignore-your-friends-for-your-phone-phubbing/>

<http://www.pewinternet.org/2009/11/04/social-isolation-and-new-technology/>

Precedents

There are no precedents to this projects that I could find. While many studies and articles recognize the problem and continue to try to understand it in more depth, there doesn’t appear to be much work being done to solve the problem.