

HICSS Symposium
Thursday, January 7, 2010, 2:00-3:30 pm

**Addressing Major International and National Priorities via
Technology-Mediated Social/Civic Participation**

Issue

There is a unique opportunity to apply novel social/civic Web 2.0 technologies to respond to challenges such as environmental conservation, health care, energy sustainability, business innovation, education, conflict resolution, participation in local or national government, open government, and secure neighborhoods. Social/civic participation can also contribute to international peace development, UN Millennium Development goals <http://www.un.org/millenniumgoals/>, alleviating poverty and famine, micro-financing projects, international women's rights, etc.

Goal

The symposium's goal is to provide an opportunity to discuss technology-mediated social/civic participation, immediately following Ben Shneiderman's presentation http://www.hicss.hawaii.edu/hicss_43/43lecture.htm. His presentation draws on the white paper at: <http://iparticipate.wikispaces.com> and Preece, J. & Shneiderman, B. (2009) "The Reader-to-Leader Framework: Motivating Technology-Mediated Social Participation", AIS Transactions on Human-Computer Interaction, (1) 1, Article 1, 1- 21. <http://aisel.aisnet.org/thci/vol1/iss1/5/>

The four panelists have been selected because of their innovative research that directly informs the broader goals of the panel that are to engage the HICSS community in thinking about and contributing to international and national priorities. Each panelist will be invited to discuss how their research could be adapted or expanded to address broader issues. By the end of the session we expect that those in the room will have new ideas about how they can support international and national priorities.

The issues that the panelists will address in their wider deliberations may include:

1. Encouraging national science funding bodies to be aware and responsive to shifting their priorities to address social/civic participation.
2. Persuading universities to transform their curricula to focus more strongly on technology-mediated social/civic participation.
3. Encouraging industry to work closely with University research groups by developing collaborative research initiatives and making data accessible.
4. Supporting government agencies in their pursuit of open government, participation and collaboration through social media.

Format

The total time for this symposium is 90 minutes

Each panelist will speak about her/his own work for 5 minutes. S/he will then talk more generally about how their research could apply to international and national priorities for a further 5 minutes. Then there will be 5 minutes for audience questions.

After all the panelists have spoken the discussant Ben Shneiderman will draw out some general themes for 10 minutes, followed by 20 minutes for audience discussion.

Participants

danah boyd, Microsoft Research, dmb@microsoft.com – *Risks and Realities of Youth Engaged in Social Media.*

Andrew Fiore, UC Berkeley School of Information, atf@ischool.berkeley.edu - *Connecting Online, Meeting Offline: How the medium affects interpersonal judgments in online dating.*

Jan Marco Leimeister, Kassel University, leimeister@uni-kassel.de - *Participation in Health Communities in Germany.*

Sarita Seshagiri, Nokia Research Center, sarita.seshagiri@nokia.com - *Community Participation and Experiences on a Mobile Platform.*

Discussant: Ben Shneiderman, University of Maryland, Dept. Computer Science & Human-Computer Interaction Laboratory, ben@cs.umd.edu

Convenor & Moderator: Jenny Preece, University of Maryland iSchool, preece@umd.edu