Social Visualization:
Exploring Text, Audio, and Video Interactions

Hosted at CHI 2006

April 22-27 2006
Montreal, Canada

http://social.cs.uiuc.edu/soc-viz.html

Aim of the Workshop

Our networked environment has provided us with many opportunities for mediated interaction. The immensity of data existing in email archives, blogs, voice-over IP, and camera footage is increasing and is often stored for future perusal. These connections are multiplying and many of them such as webcams exist 24 hours, seven days a week. Information visualization is one way to "describe" our online environments and make interaction patterns and connections salient.

This workshop is aimed at understanding and creating social visualizations, that is, visualizations of social data for social purposes.

Social data can be thought of as the traces that people leave as they go about their daily routine. These data may come from different sources such as the online world (i.e. email archives, IM logs, blog postings, etc.) and the physical world (i.e. captured through sensors such as voice by microphone, movement and location data by camera, GPS, cell station, etc.). Visualizations of these kinds of data can be used for increasing awareness of one's social environment, highlighting cues implicit in communication, or for documenting patterns of activity over time.

We will focus on three areas of social visualization:

1. Textual Online Interactions
        What are innovative ways of visualizing textual interactions in online environments? Given new online social environments where threaded conversation is not the focal point of interaction - such as blogs and wikis - how can visualization aid social legibility?

2. Audio Visualizations
        Despite the ubiquity of email, mediated communication does not happen solely via textual media. Improvements in bandwidth and the growing adoption rates of voice-over IP (VoIP) systems such as 'Skype' have increased audio presence online and within physical spaces. What happens when the social data of visualizations is audio? Can visualizations of audio help a user navigate the audio through time? Can abstracted audio visualizations provide enough privacy for the user in a public space?

3. Video Visualizations
        How can we depict endless hours of video footage in meaningful and convenient ways? It is not unusual to think there may be several cameras on any one person at one time. If people wore cameras as well, how would they document the highlights of their day, year, life?

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Submissions
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Individuals interested in participating in the workshop should submit a position paper (2-4 pages long) describing work in one or more of the topic areas above. Papers should conform to the CHI 2006 Extended Abstracts format (http://www.chi2006.org/ceaf.php).

The workshop organizers will review position papers. One goal of the workshop is to nurture various perspectives on the creation and application of social visualizations. Attention will be paid to representing a diverse spectrum of positions. The workshop will be limited to 15 participants.

All workshop attendees should register for the CHI conference.

Submissions should be emailed by 10. January 2006 to: kkarahal@cs.uiuc.edu or viegasf@us.ibm.com

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Intended Audience
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- Researchers who work in established areas of information visualization (e.g. social networks, time series) or whose work in the social sciences involves looking at mediated interactions.

- Industry experts, interaction and system designers, and user researchers who are working in industry.

- Artists whose work involves visualizing mediated social interactions.

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Important Dates
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10. Jan 06:   Paper Submission Deadline
10. Feb 06:   Author Notification
01. Mar 06:   Camera Ready Copies due

23. Apr 06:   Workshop at CHI

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Organizers
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- Dr. Karrie G. Karahalios, University of Illinois, USA
- Dr. Fernanda B. Viégas, IBM Research, USA

For more information, visit http://social.cs.uiuc.edu/soc-viz.html