

Groups in Social Computing Networks

COMPUTER SYSTEMS



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Objectives

- Definition of criteria for group identification and formation;
- Automatic and dynamic management of groups;
- Integration of group concepts within social/collaborative applications.

Methodology

Design and development of tools to support the integration of the group concept in existing interactive applications (social networks and other collaborative software)

- Implicit Groups for Interactive Applications: Implementation of a tool (TIG) that allows the integration of the implicit group concept with social applications
- Using groups to model collaborative multiuser games
- Social Network Groups: Evaluation of users , groups and information relevance in social network applications (Facebook)

Expected Results

Three prototypes and four MSc. Thesis (3 completed 2011-2012)

Publications:

- *Measuring Popularity in Social Network Groups*, Tânia Leitão, Carmen Morgado, Jose C. Cunha. Proc. Second Intern. Conference on Social Computing and its Applications (SCA), November 2012.
- *A Tool for Improving Personalization and Information Sharing using Implicit Groups*, Miguel R. Pais, Carmen Morgado, Jose C. Cunha. Proc. Second International Conference on Social Computing and its Applications (SCA), November 2012.
- *Implicit Groups in Web-based Interactive Applications*, Miguel R. Pais, Carmen Morgado, Jose C. Cunha. Third International Conference on Computational Aspects of Social Networks (CASoN), IEEE Computer Society 2011.
- *Group-based interactions for multiuser applications*, Carmen Morgado, Jose C. Cunha, Nuno Correia, Jorge F. Custodio. Journal: Scalable Computing Practice and Experience Vol:11 No:1, March 2010
- *A Group-based Model for Dynamic Communities* Carmen Morgado, Jose C. Cunha, Jorge Custodio, Nuno Correia The International Conference on Computational Aspects of Social Networks (CASoN), IEEE Computer Society 2009.

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