### Self-made Media

Regular people creating digital content

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T-86.5300 Information and Communication Technology Enabled Commerce (ICTEC)

## Outline

- Digital Tools for the People
- Few example services/products
- Why do people create & share media?
- Looking back 120 years
- Personal vs. User-Generated vs. Professional
- Self-made media, the research group

# Tools for the People

- Digital cameras and camcorders (EU + USA ~ 146M d.cameras & 500M camera phones)
- Broadband Internet connections at home
- Professional & personal media formats the same
- Professional tools available for use
- Skills to use computers and software (not everyone, though)
- Web services to distribute content







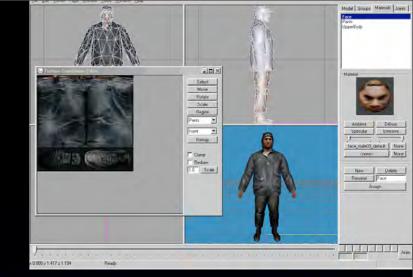


• Blurring the consumer – amateur – professional axis

• Blurring the private - public axis



## Modding



- Modifying the game content, customization
- Making whole new games (e.g., Counter Strike)
- Skins, level editors, fan stories, machinima
- Neverwinter Nights was a game for modding
- Distirbuting mods for free (or selling them packaged)
- Secondary industry around "usergenerated content"





# GeoCaching

- Game ran by gamers, No game purchased
- Very different from computer games
- Requires GPS & web
- Outdoor treasure hunting
- Website community: Logs, discussions, pictures
- Strong physical part: Hiking, biking, driving, physical caches, treasures



Commercial or not? Mod or not?

## Habbo Hotel

- Own room and furniture (collecting, trading, decorating)
- Friends (school, hobbies, new friends, dating, distant friends)
- Play (beauty contests, TV shows, games of chance, Habbo-sports, playing with spatiality: furni traps, tele-running; VIPclubs, role play)
- Career (celebrities, getting rich, popular room, in a game or gang, fansite author)
- Testing boundaries and rules (expressing self, technical 'hacking', treating others: cheating, bullying)



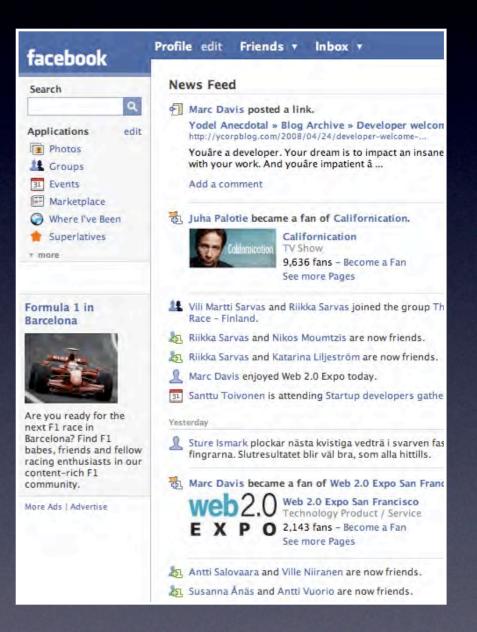
# IRC-galleria

- Personal photos for friends (school friends)
- 50% of Finnish teenagers use IRCgalleria daily
- Often used parallel with IM or SMS etc. Hardly any emailing.
- Public discussion on the dangers of photo sharing (drugs, violence, sexuality, and harassment)



## Facebook

- Personal profile and friends list
- Application platform with social propagation
- Public or private?
- Mixing personal content with commercial content
- Fad or something long-lasting?



## Lulu.com

- Self-made paper products
- Private use, public use, commercial use
- Digital tools to make non-digital products



# Jaiku

- A presence service
- Name + status line + location + phone status
- Private or public
- Location as content
- Status/presence as content



## So...

• People create and share content:

 photos, videos, messages, games, books, virtual objects, location & presence information...



# Questions before we go on?

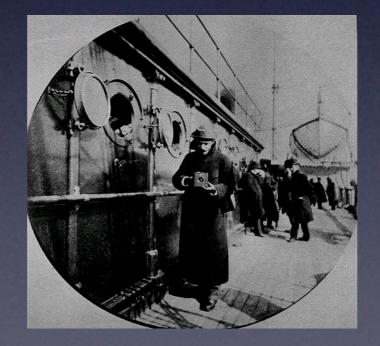
120 years of mobile user-generated visual content





#### Snapshot photography









#### Kodak Keeps the Story

Just "click" the shutter of this easily-worked camera and to-day's good times become to-morrow's good pictures.

> Autographic Kodaks \$6.50 up At your dealer's

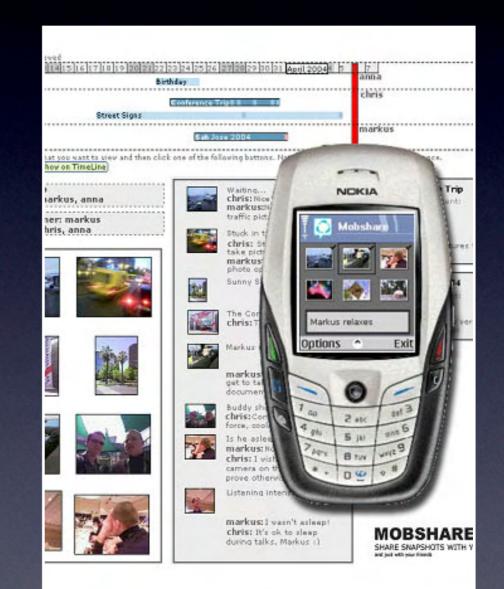
Eastman Kodak Company, Rochester, N.Y., The Kodak City

## "The Kodak Culture"

- A global culture, not limited to developed countries in the West
- Not limited to early adapters
- Long traditions, embedded into our lives
- Family photos are central (family camera, family albums)
- A truly successful technology!

# Our photo studies

- Since 2003, four major studies:
  - ~100 people
  - ~3000 photos/videos
- Initial focus on camera phones
- Later on domestic photography in general



### Why do people take photos?



Communication: Togetherness



Memory function





Emotional reasons

Self-reflection



Communication: Anti-togetherness



Communication: Utilitarian



Play & games



Imagination



Communication: Distinction



Acceptable behavior

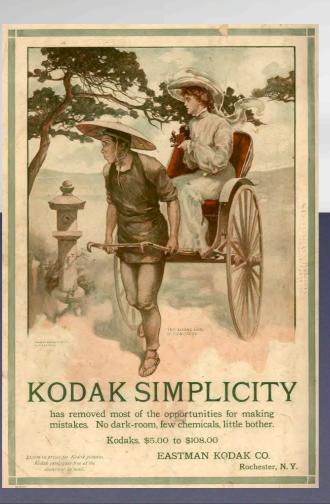


Extraordinary experiences

Experience life with Nokia Nseries.



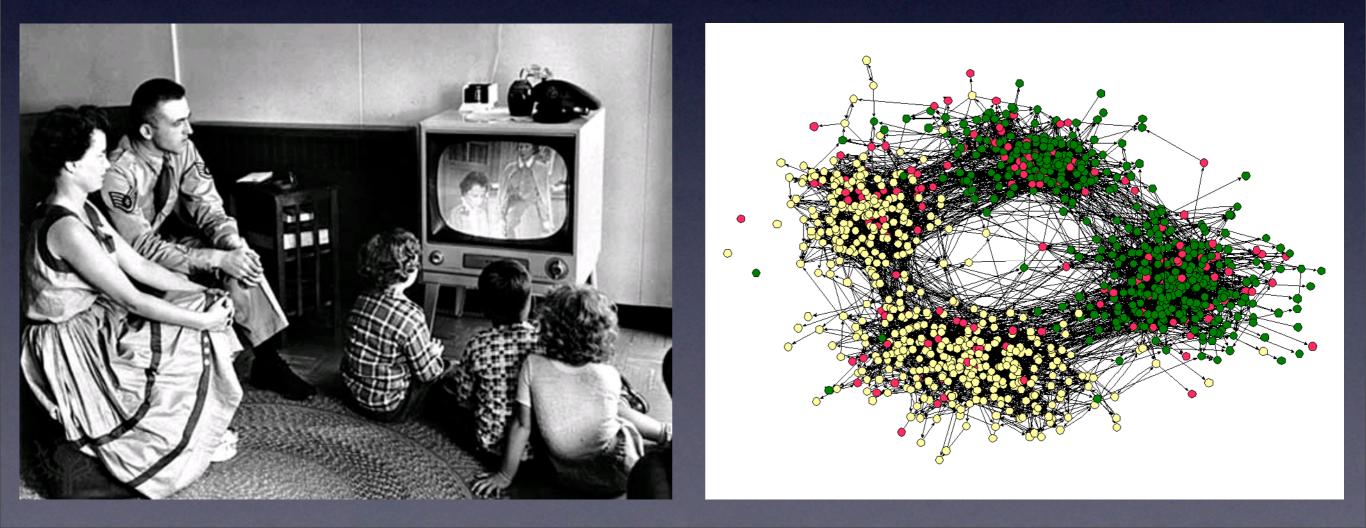




# Complexity in the photography infrastructure

## Generation Gap

Passive Broadcast Media vs. Active Social Media



# A backdrop for evaluation

- Modding
- GeoCaching
- Habbo Hotel
- IRC-galleria
- Facebook
- Lulu.com
- Jaiku

- Communication Togetherness, Utilitarian, Distinction...
- Memory function
- Emotional reasons
- Play & games
- Acceptable behavior
- Self-reflection
- Imagination

# Questions before we go on?

## Self-made Media

Research Group

### Personal communication

MMS eMail Social Networks Web pages Photo sharing Movies Animations Skype

> Blogging YouTube Modding Open source Podcasts

Consumer

Public

communication

Professional

Podcasts

**RSS** feeds

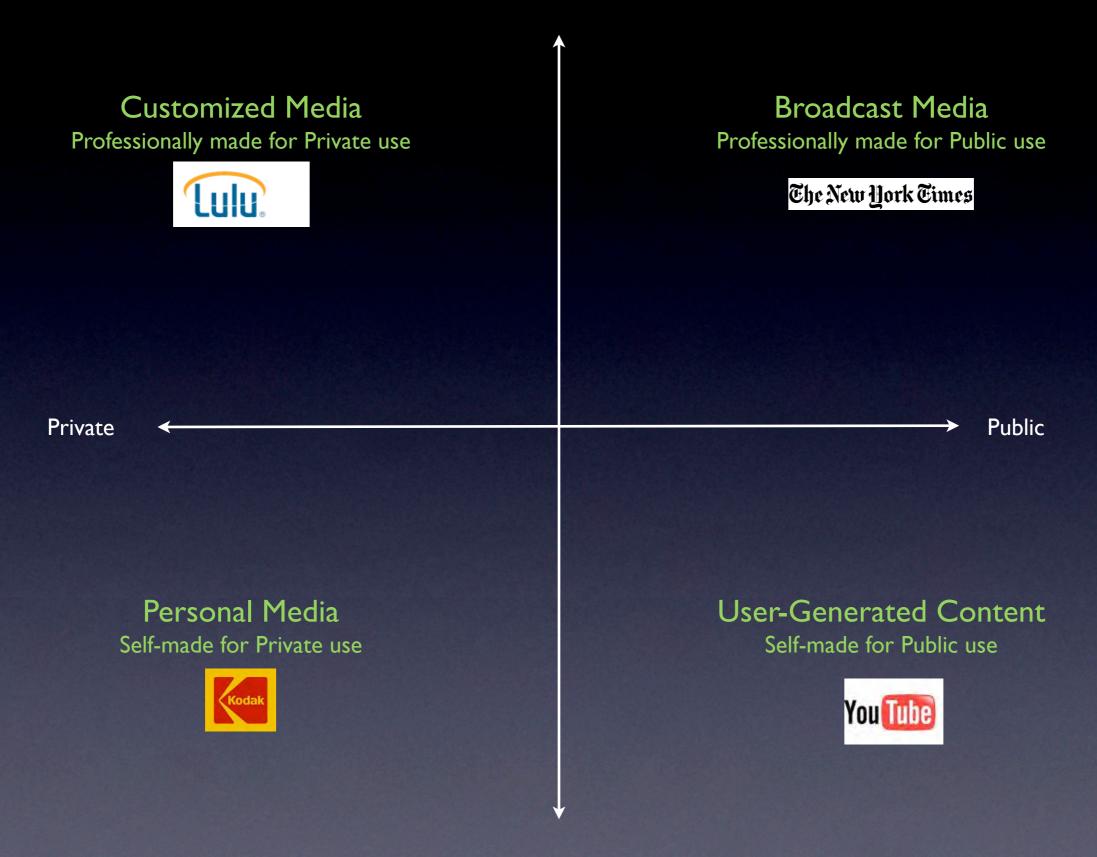
Web pages

Web services

Web TV

Amateur

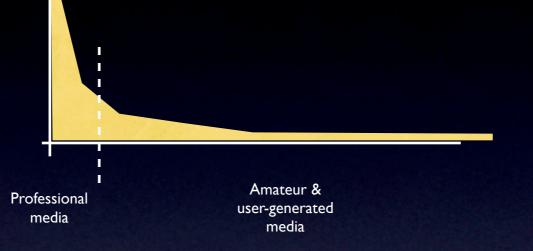
Professionally made



Self-made

### The Long Tail

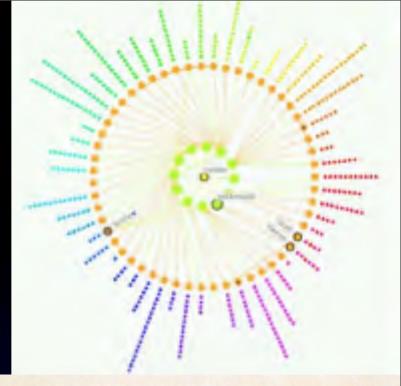
The amount of Amateur & User-generated Media exceeds the amount of Professional Media





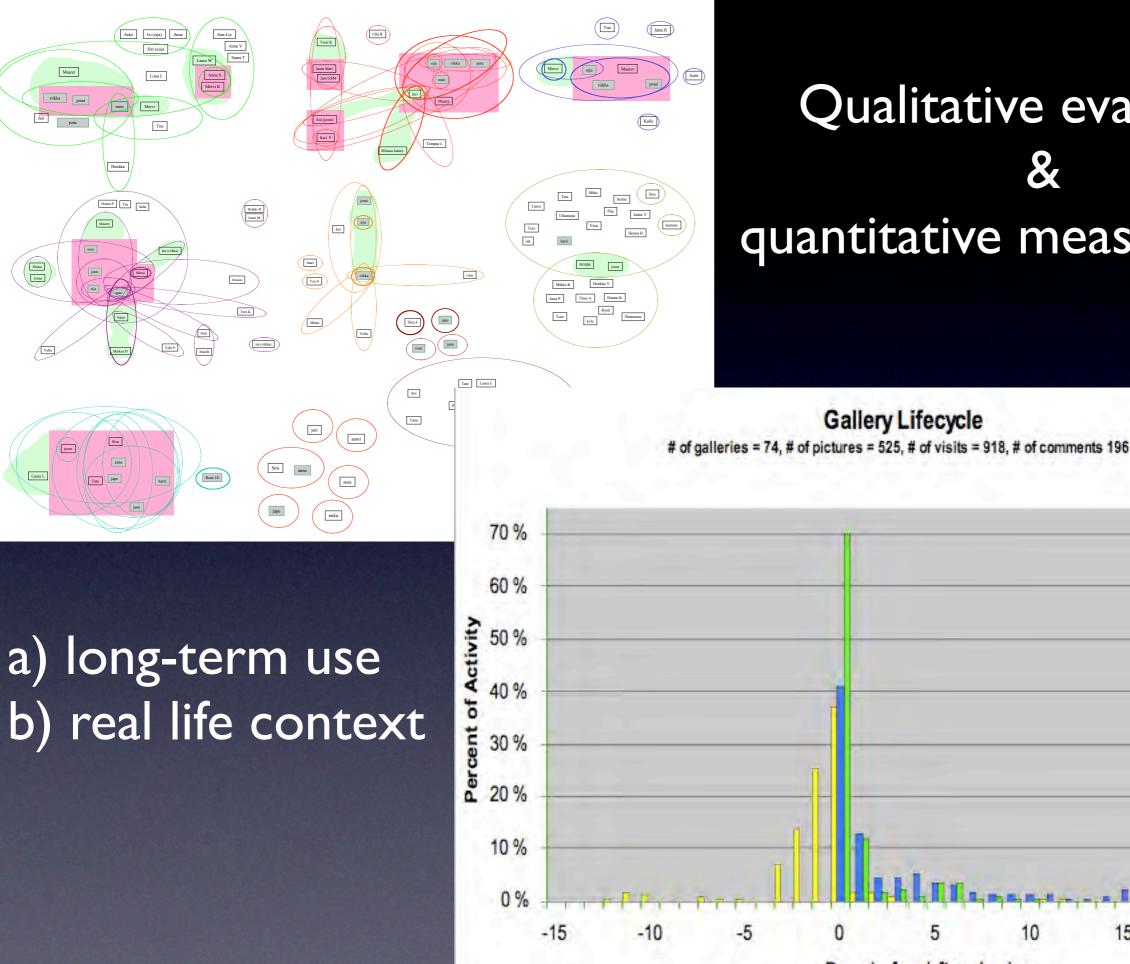








# Building technology for self-made media



Maaret

riikka jenni

petu

mari

Jari

Minna Jonna

Vellu

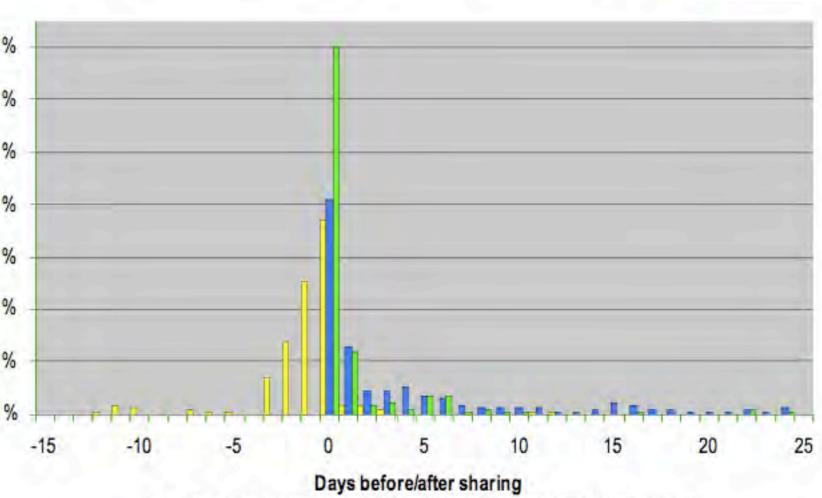
Laura L

jesse

### Qualitative evaluation & quantitative measurements

**Gallery Lifecycle** 

Captures Visits Comments



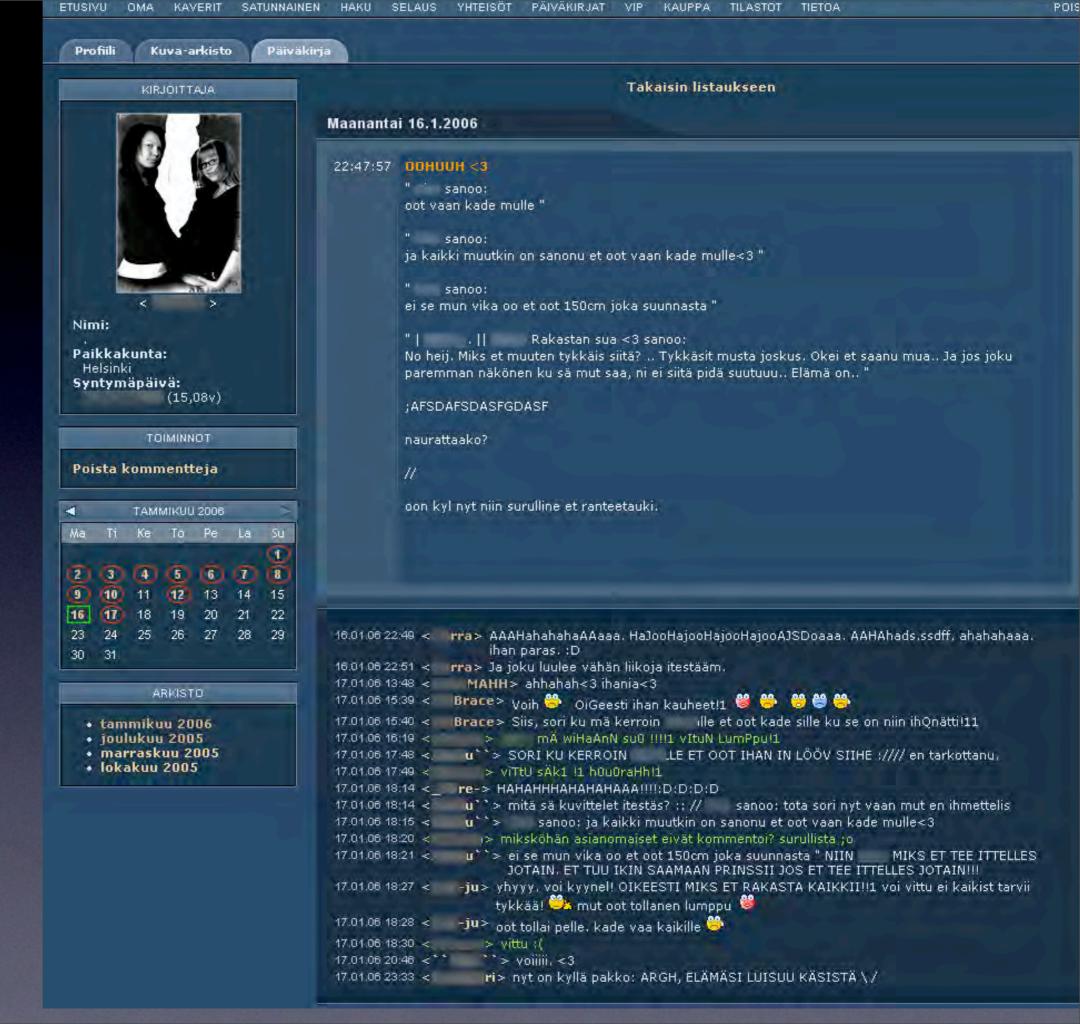
t = 0 is the time the gallery was created (97% captures, 97% visits, 100% comments)

Social Networking Services:

Online Social Interaction

Managing Social Identity

# Inclusion & Exclusions





### Paper 2.0 - Re-inventing paper media

### Metadata & tagging

2006 addresscontinenteurope addresscountryfinland alghero bachelorparty berlin birthday bluetagged bt0001e3319169 bt00027281d177 bt000276c06b6f bt0002ee6aed1b\_bt0006c60413a9\_bt000a3a63df5b\_bt000e6d311b1e\_bt000e6d32c0f1 bt000e6da3b804 bt000e9bd9a6ee bt000eed0f4396 bt00119f6c2ee8 bt00119fbd7bfa bt00119fbd9d7d bt00119fc0b5eb bt00119fc201d9 bt00119fce86fs bt0011a53044cf bt001262ce072e bt0013fdc42b3e bt0013fdfa50b2 bt00149a201ca6 bt0015a07b01f7 bt0015a07b0d52 bt0015a0891f52 bt0015a0892675 bt00164ed9d6b6 bt00174b185a25 bt00174b4474fa bt0020e04a3d7a bt0020e075a289 bt006057428b3b bt00e00363bb74 c83a8 canada cellcellid131413322 cellcellid131419392 cellcellid274035 cellcellid35620 cellcellid35673 cellcellid403252 cellcellid404955 cellcellid405228 cellcellid405229 cellcellid405284 cellcellid406244 cellcellid8597 celllac1000 celllac1050 celllac109 celllac1800 celllac2000 celllac21770 Celllac29000 celllac29006 celllac29112 celllac30063 celllac9000 celllac9112 cellmcc204 cellmcc222 cellmcc230 cellmcc244 cellmcc262 cellmcc302 cellmnc1 cellmnc10 cellmnc2 cellmnc3 cellmnc4 cellmnc5 cellmnc720 cellsignal63 celltagged chi2006 church contextwatcher conventioncentre csvtsbuilding Ctxflickr czechrepublic dinner enschede ferry finland geolat45503353 geolat51311577 geolat60145255 geolat60194477 geolong24990308 geolong25018445 geolong73561593 geolong94727033 geotagged germany helsinki herttoniemi hiit holiday home hotel hoteldeipini häät interwo isomustasaari italy jamit joutsa jätkäsaari kassel katajanokka kauppatori kruunuvuorenselkä käyrässaari länsimustasaari manner meeting mobilife montreal netherlands palaisdescongres politarit prague ruoholahti sampsa sardinia school summer SUOMENIINNA suontee susisaari tero terojakikka teromanner teronpolttarit travel university vaasankasarmi viaporijazz wedding winter winterschool



Metadata as organization Metadata as communication Metadata as an action

### Social Publicity & Privacy



#### **Mom Finds Out About Blog**

NOVEMBER 12, 2003 | ISSUE 39-44

MINNEAPOLIS, MN—In a turn of events the 30-year-old characterized as "horrifying," Kevin Widmar announced Tuesday that his mother Lillian has discovered his weblog.

ENLARGE IMAGE



Widmar, whose blog was recently discovered by his mother Lillian (inset).

"Apparently, Mom typed [Widmar's employer] Dean Healthcare into Google along with my name and, lo and behold, PlanetKevin popped up," Widmar said. "I'm so fucked."

In an e-mail sent to Widmar Monday,

Lillian reported in large purple letters that she was "VERY EXCITED :)!!!" to find his "computer diary," but was perplexed that he hadn't mentioned it to her.

Upon receipt of the e-mail, Widmar mentally raced through the contents of his blog. He immediately thought of several dozen posts in which he mentioned drinking, drug use, casual sex, and other behavior likely to alarm his mother.

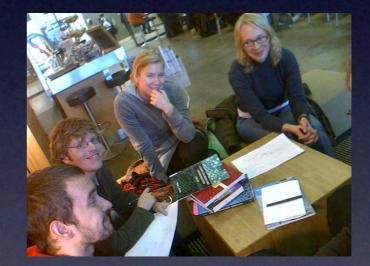
### Social interaction online is managing our social identity through computers

Facebook occasionally pairs advertisements with relevant social actions from a user's friends to create Social Ads. Social Ads make advertisements more interesting and more tailored to you and your friends. These respect all privacy rules. You may opt out of appearing in your friends' Social Ads below.

Appearance in Social Ad	Appearance in Social Ads Only my friends			
Sa	ave Changes	Cancel		

## Multi-disciplinary

- 3 x software engineers
- 2 x social psychologists
- I x cultural anthropologist
- always looking for thesis workers & interns :)





# Final questions?

#### All out-doors invites your Kodak.

Make the most of the summer sunshine; keep for your Kodak Book a record of every happy outing. There's a new pleasure in every phase of photography—pleasure in the taking, pleasure in the finishing but most of all pleasure in possessing pictures of the places and people that *you* are interested in.

And it is all very simple by the Kodak system—so simple that even the children can and do make good pictures. No dark room for any part of the work—not even when you do your own developing and printing.

And it's less expensive than you think. There are Kodaks from \$5.00 up and Brownies (they work like Kodaks) from one dollar to twelve dollars. Ask your dealer or write us for the free, illustrated catalogue of Kodaks and Brownies.

EASTMAN KODAK CO., Rochester, N. Y., The Kodak City.

risto.sarvas@hiit.fi <u>www.hiit.fi/risto.sarvas/</u>