

Social Interaction through Map-based Wiki

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- From traditional to digital maps
- Map-based wiki
- Annotating maps in social interactions
- The Banco Territorio Prototype
- Conclusions

Traditionally, maps are depictions of **areas** of the surface of the earth that involve **generalization** and **symbolization** >>.

A map is
a **tool** to

1. display knowledge
2. organize knowledge
3. store knowledge

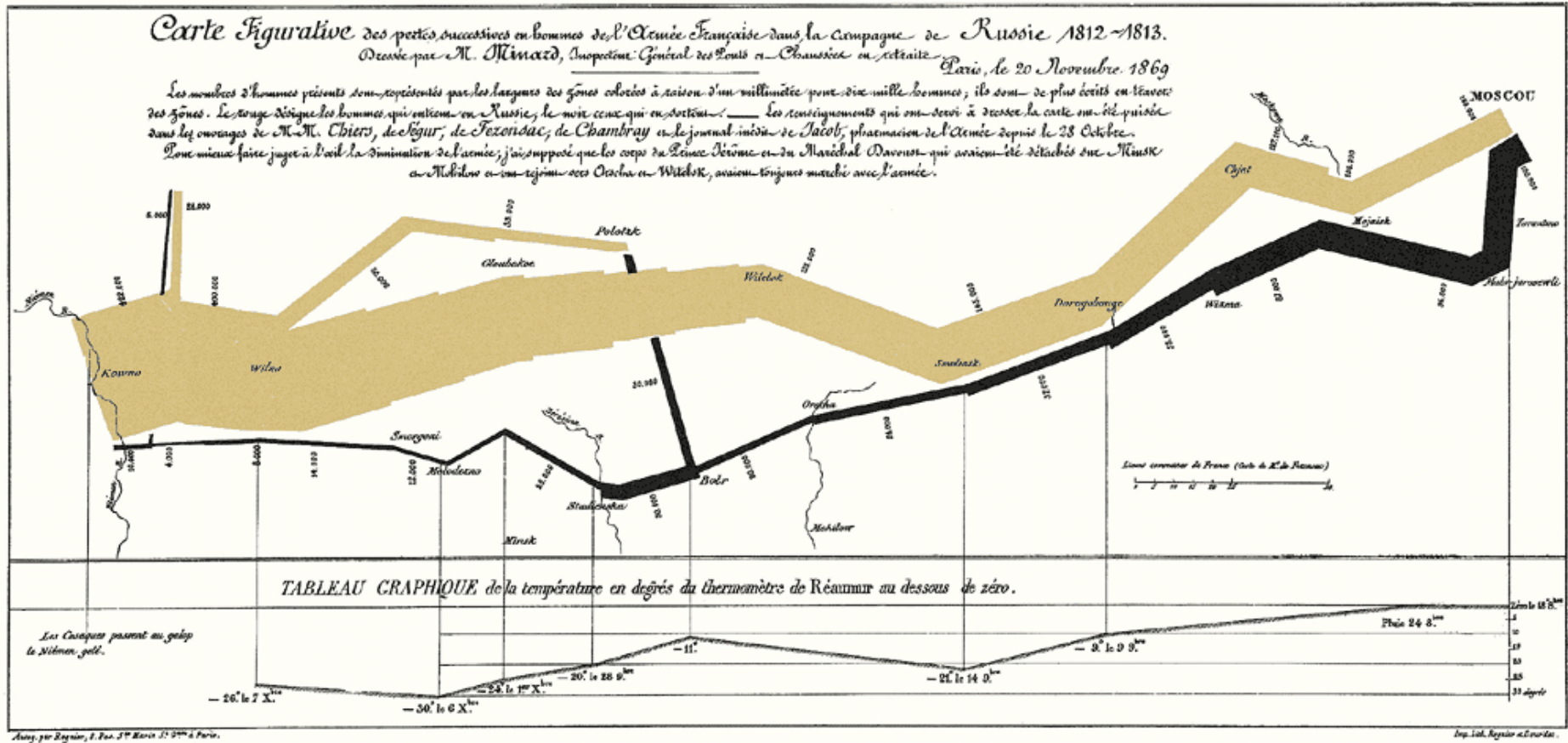
Anyway, traditional maps display **static** information



Generalization and symbolization



Displaying, organizing, storing knowledge



<http://www.edwardtufte.com/tufte/minard>



Dynamic:

representation of data stored in a database

Interactive:

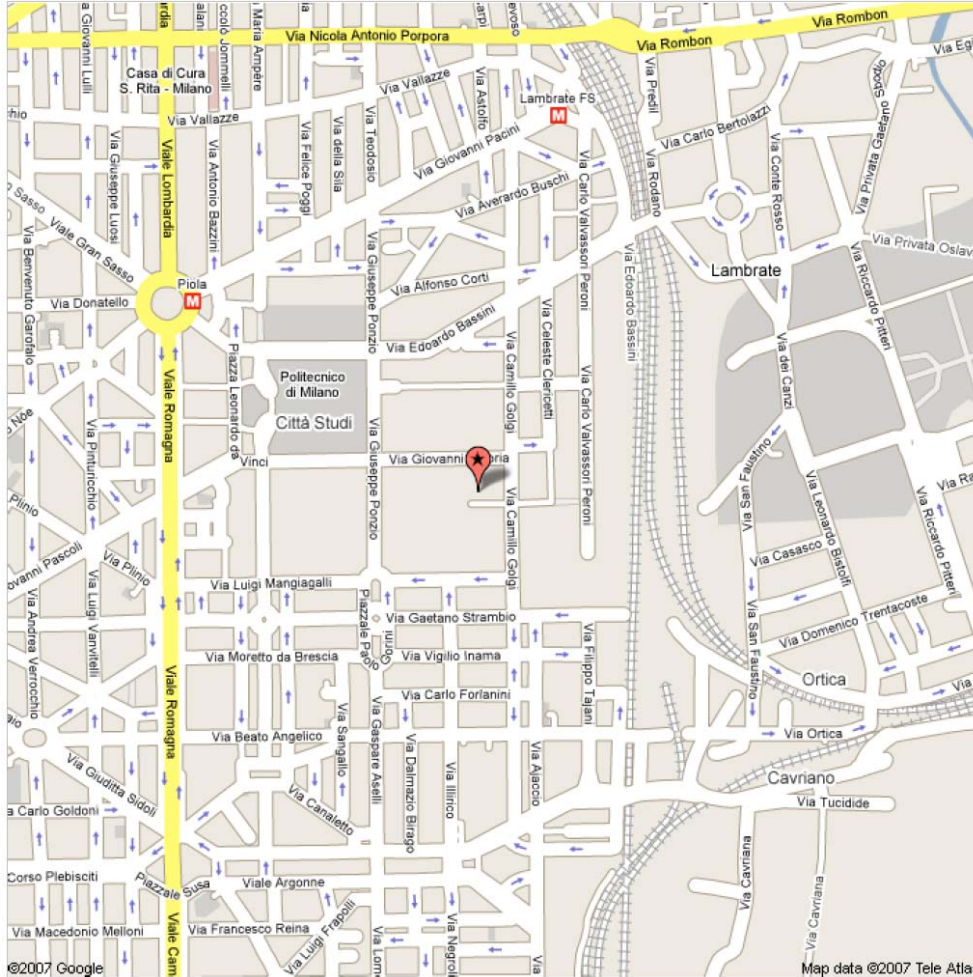
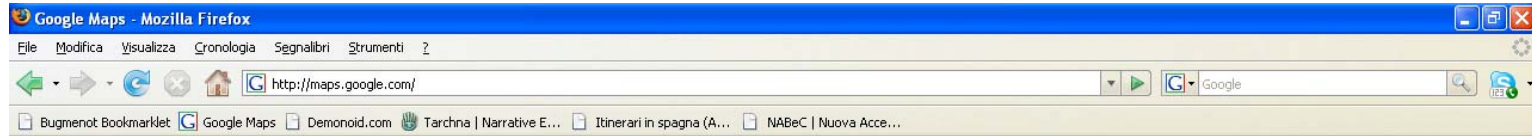
different users can work on the displayed map and add, organize in different ways and/or change displayed information.

The map becomes

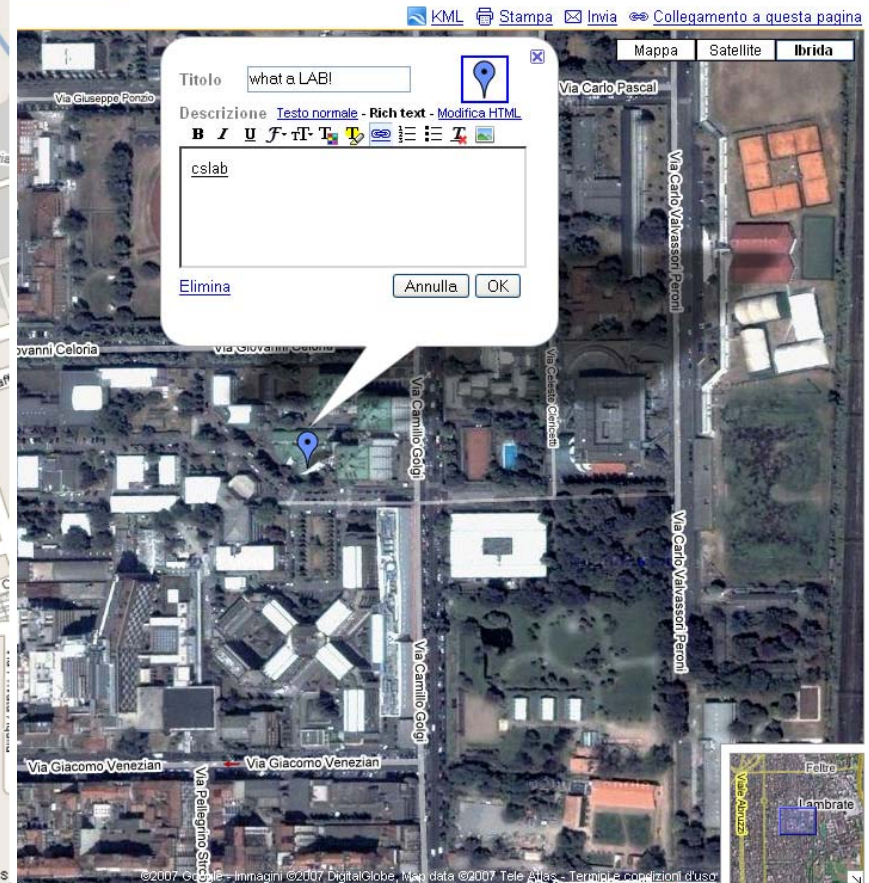
- *a common knowledge base for a community of interest*
- *the perceptible part of a social medium for people interaction*



the boundary object through which different users interact



Ricerca sulle mappe
Località salvate

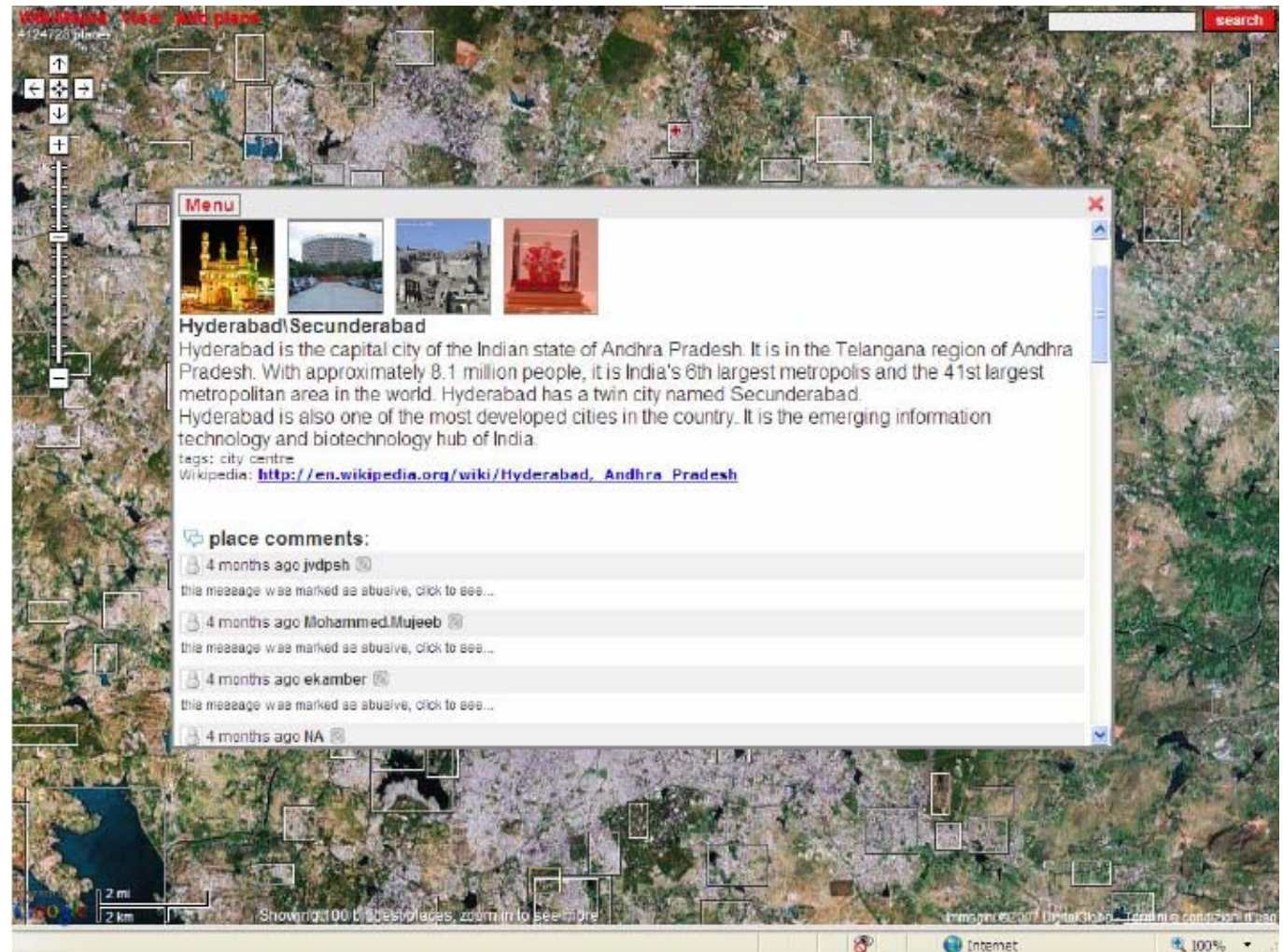


Completato

A **map-based wiki** is defined from the following features:

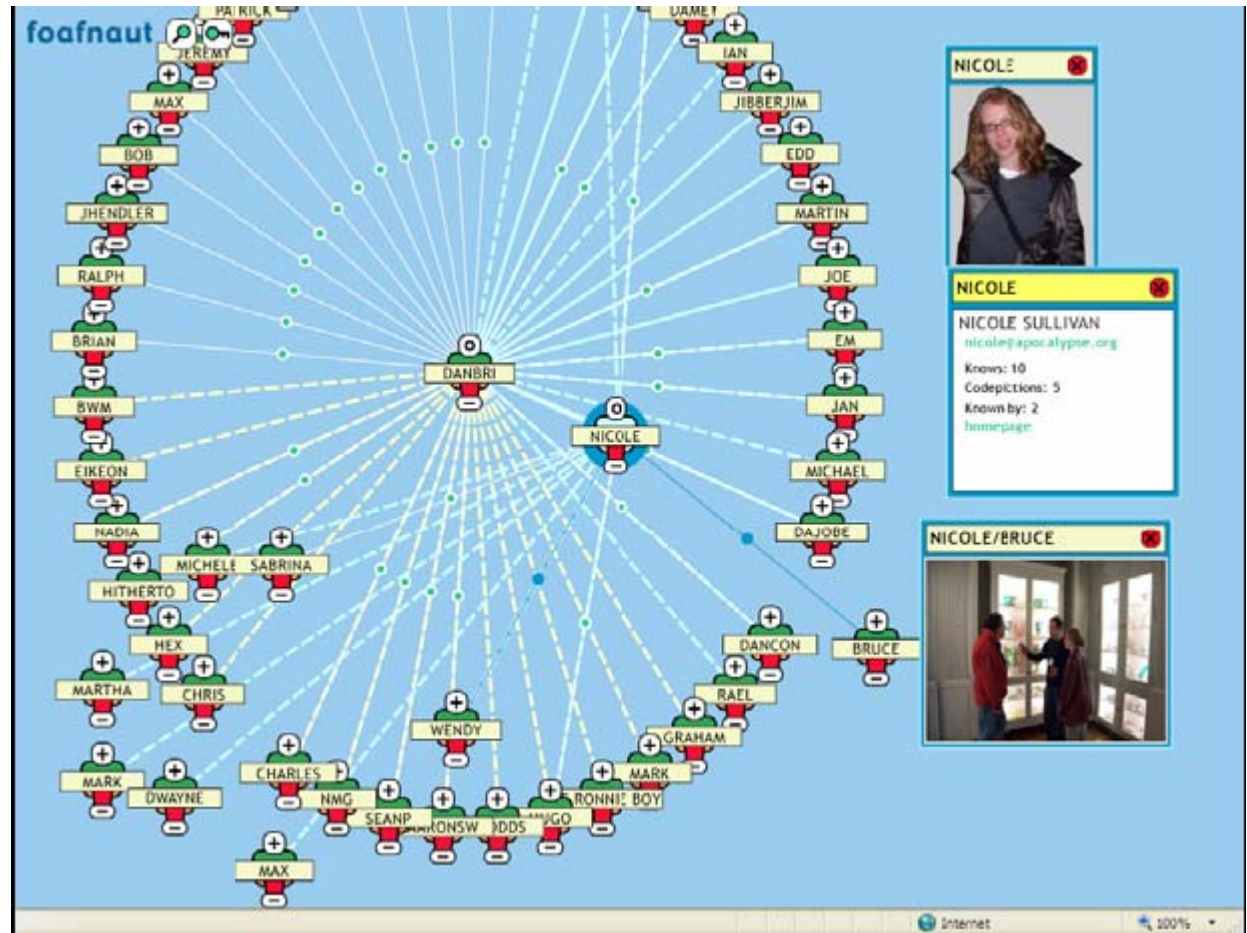
1. a digital map is the display for information stored in a linked knowledge management system;
2. users can access and modify the displayed information;
3. users can share added information;
4. users can act on the information added by other users;
5. the interaction among users and between users and information is allowed through the map.

Annotation
on
geographical
symbols



<http://www.wikimapia.org>

Annotation of a map representing social relationships



<http://www.foaf-project.org>

Depicting an "Emotional" Sound Space



Sound annotation on a geographical map

The Banco Territorio prototype : annotation (1)

A touristic map-based wiki

Emoticons: iconic feeling depiction



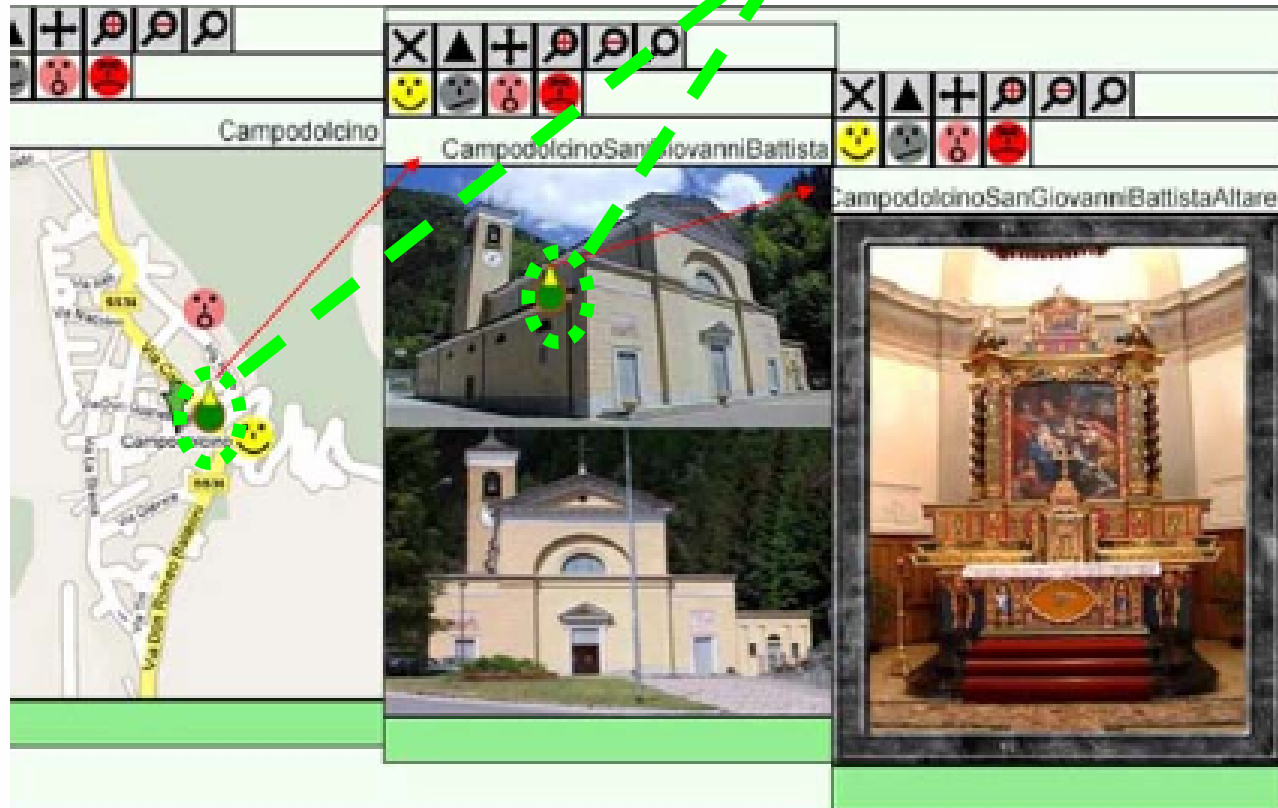
Annotation manager:

- textual description
- thread of discussion

The Banco Territorio prototype : expert users (2)

Descriptive narrations

Star operator



The Banco Territorio prototype : overcome cultural boundaries (3)

Localizing system of symbols

The image displays a screenshot of the Banco Territorio prototype, which is a map-based social interaction system. The main component is a map of Chiavenna, Italy, showing streets, landmarks, and several red circular markers with white faces. A toolbar at the top left of the map contains navigation icons: a red 'X', a red '+', a red magnifying glass, a red magnifying glass with a red circle, and a red magnifying glass with a red circle. Below the toolbar, a red-bordered box highlights four emoticons: a green smiley face, a blue sad face, a red neutral face, and a red angry face. A red line connects this box to the text 'emoticons' in a red-bordered box below the map.

On the right side, a yellow-bordered panel displays localized content in Japanese. At the top, it shows a green bar with the text '仕事台' (Shigoto-dai). Below this, the text reads: '著者: あんぢれあ' (Author: Anchirea), 'タイトル: ぼろこぢちあづえんあ' (Title: Borokochichiazuenaa), and 'ノート: もいとべっおえふいおりと' (Note: moito beppoe fui oritot). At the bottom, there is a grey bar with the text '注釈を加えなさい' (Please add a note) and a green bar. A yellow line connects this panel to the text 'language' in a yellow-bordered box below it.

Depicting a *synesthetic space* for sharing knowledge:
multimodal annotation = emoticons + textual annotation
+ sound annotation + images

Conclusions: some Discussion Issues

- How sharing emotional moods in exploring social virtual spaces?
- How connecting explicit informational content together with emotional moods?
- How expressing feelings as parameters for describing social interactions?

Thanks

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