Leveraging Computational Social Science to Address Grand Societal Challenges

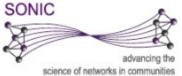
Noshir Contractor Jane S. & William J. White Professor of Behavioral Sciences Northwestern University

Twitter: @noshir

Supported by:

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Three grand societal challenges

• Disaster Response: Katrina

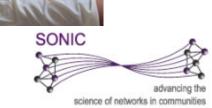
• Accelerating Innovation: Watson

 Scaling up Global Health Solutions: Ananya

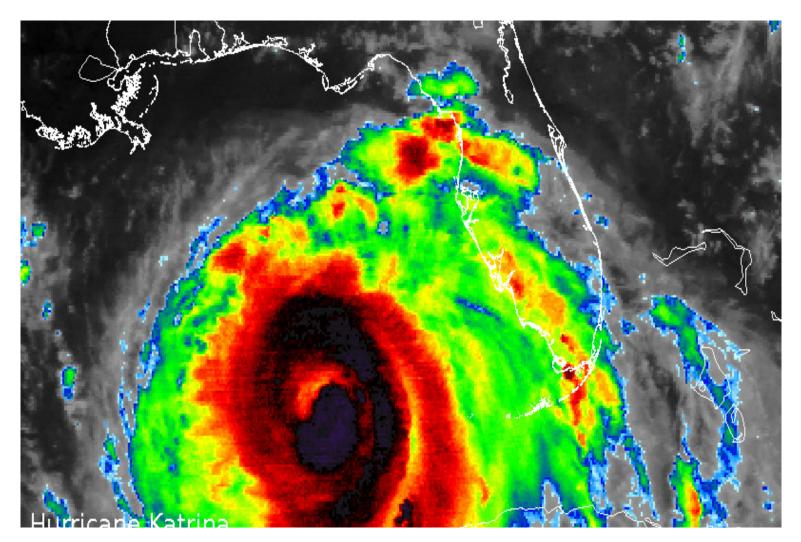




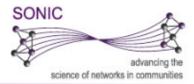




Hurricane Katrina: August 23, 2005







7 months later

SEARCH (Home Page	• THE WEB () CNN.com	SEARCH
Asia	POLITICS	
Europe		
U.S.	Hurricane Katrina	
World		SPECIAL REPORT
World Business	» Rebuilding Landmarks Storm & Fl	ood Special report
Technology	Report: Criticism of I	EFMA's Katrina
Science & Space		EMA S Ratina
Entertainment	response deserved	
World Sport		
Travel	Inspector general: 'Much of the criticism is warranted'	
Weather	From Mike M. Ahlers	
Special Reports	CNN Washington Bureau	
Video		
I-Reports	Friday, April 14, 2006 Posted: 1900 GMT (0300 HKT)	
ONLY ON CNN	WASHINGTON (CNN) After	story.katrina.flooding.gi.jpg
CNN Pipeline	being roundly criticized in a slew	
	as made an average and	SONIC

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Three grand societal challenges

• Disaster Response: Katrina

• Accelerating Innovation: Watson

Scaling up Global Health Solutions:

Ananya











Building the Team That Built Watson



Opter Muhammed The New York Times

David Ferrucci led the team behind Watson, the victorious "Jeopardy" computer. "For the scientist in me," he says, "it was an irresistible challenge.".

By DAVID A. FERRUCCI Published: January 7, 2012

THE assignment was one of the biggest challenges in the field of artificial intelligence: build a computer smart enough to beat grand champions at the game of <u>"Jeopardy."</u>

Related

Smarter Than You Think: What Is I.B.M.'s Watson? (June 20, 2010)

Computer Wins on 'Jeopardy!': Trivial, It's Not (February 17, 2011) When I stepped up to lead the team at <u>I.B.M.</u> that would create this computer, called <u>Watson</u>, I knew the task would be formidable. The computer would have to answer an unpredictable variety of complex questions with confidence, precision and speed. And we would

put it to the test in a publicly televised "human versus machine" competition

against the best players of all time.

It was not easy finding people to join the Watson team in the mid-1990s. Most scientists I approached favored their own individual projects and career tracks. And who could blame them? This was an effort that, at best, would mingle the contributions of many. At its worst it would fail miserably, undermining the credibility of all involved.

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David Ferucci, New York Times 1/7/2012

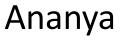


Three grand societal challenges

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• Accelerating Innovation: Watson

Scaling up Global Health Solutions:



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The Tragedy of Neonatal Mortality

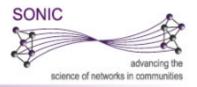
"Every year, three hundred thousand mothers and more than six million children die around the time of birth, largely in poorer countries."

"Most of these deaths are due to events that occur during or shortly after delivery"

"Death rates in India have fallen, but they're still ten times greater than in high-income countries like ..."

Atul Gawande (July 29, 2013): How Do Good Ideas Spread? : The New Yorker http://www.newyorker.com/reporting/2013/07/29/130729fa_fact_gawan





Chlorhexidine: A Possible Tool to Address The Tragedy



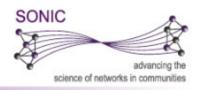




A New Tool for Newborn Health: Chlorhexidine



http://www.mchip.net/node/877



Informatio

Proof of Chlorhexidine's potential



Using a doll to show how to apply chlorhexidine properly in Nepal. (Photo courtesy of Monika Gutestam/Save the Children.)

"A community cluster randomized controlled trial was done in Nepal, with results published in 2006 (Mullany). The trial demonstrated **24% lower mortality** among those randomized to chlorhexidine than those in the control group."

"Following publication of the Nepal study, replication trials were started in Bangladesh and Pakistan and completed in 2010. Results have been published recently in the Lancet (lead authors Arifeen and Soofi, respectively). All three trials showed significant benefit; across the three, **newborn mortality was reduced by about 1/5**th."



http://www.mchip.net/node/877



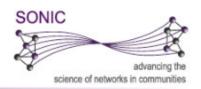
The Case for "Scale Up" Of the Use of Chlorhexidine to reduce Neonatal Mortality

"Chlorhexidine is very cheap. The amount of the chemical itself that's required per newborn costs only pennies. The formulated packaged product used in Nepal is now being procured in bulk for less than \$0.15 per tube"

"Given the evidence now available on the effectiveness of chlorhexidine application to the cord-stump, its low cost, and the relative simplicity of implementation, **this intervention is being recognized as an extremely promising new weapon in our battle to reduce newborn mortality** particularly in high mortality burden settings where, typically, hygiene conditions represent an important infection risk for newborns."



http://www.mchip.net/node/877





- We are in the midst of a perfect storm for leveraging Computational Social Science to understand and address grand societal challenges because of recent developments in:
 - Theories: Theoretical advances to address fundamental questions about existing and emerging socio-technical phenomena
 - Methods: Advances in creating "ensemble" methodologies based on theory-driven, data-driven and computational modeling analytic strategies
 - Data: Developments that provide the technological capability to capture, store, fuse, and query large tracts of behavioral data
 - Computational infrastructure: The surge in cloud computing and petascale computing that are critical to face the computational challenges in observing and analyzing these data





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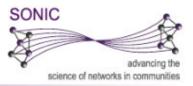




Theory: Questions we couldn't answer because of the

Challenges of <u>empirically</u> testing, extending, and exploring theories ... until now



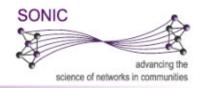


The Hubble telescope: \$2.5 billion





Source: David Lazer

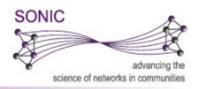


CERN particle accelerator: \$1 billion/year

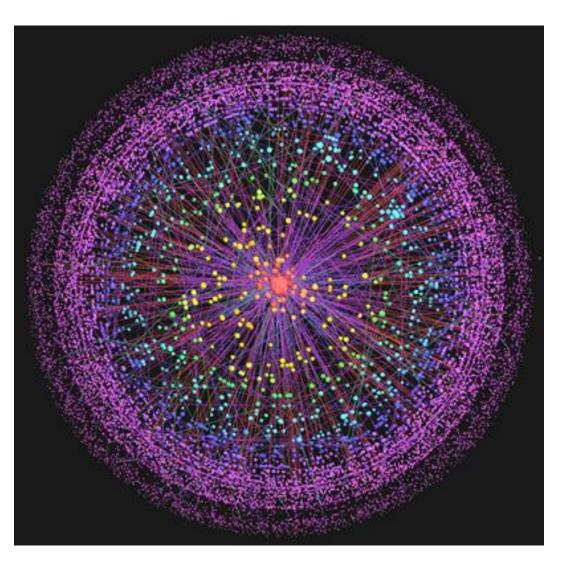




Source: David Lazer



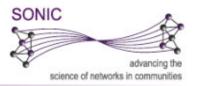
The Web/Internet: priceless*



* Apologies to MasterCard

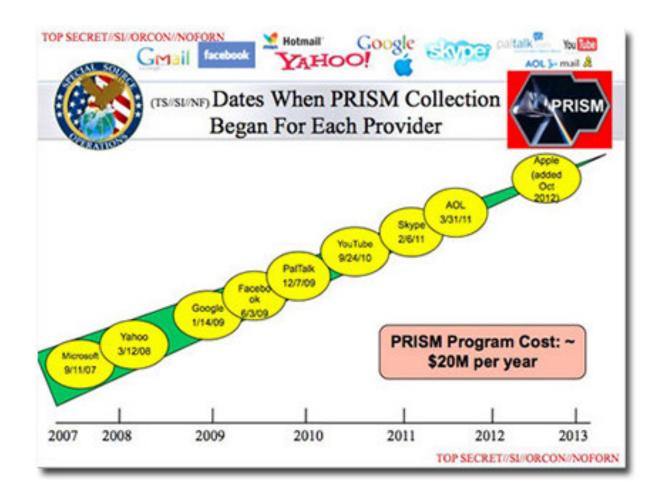


Source: David Lazer





The Web/Internet: priceless^{*} Or maybe not





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SOCIAL SCIENCE

Computational Social Science

David Lazer,¹ Alex Pentland,² Lada Adamic,³ Sinan Aral,²⁴ Albert-László Barabási,⁵ Devon Brewer,⁶ Nicholas Christakis,¹ Noshir Contractor,⁷ James Fowler,⁸ Myron Gutmann,³ Tony Jebara,⁹ Gary King,¹ Michael Macy,¹⁰ Deb Roy,² Marshall Van Alstyne^{2,11}

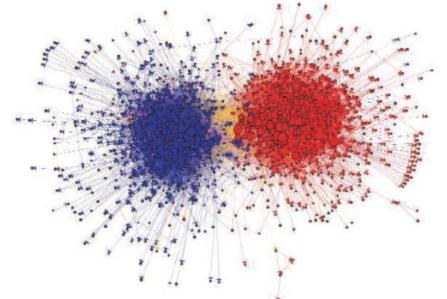
We live live life in the network. We check our e-mails regularly, make mobile phone calls from almost any location, swipe transit cards to use public transportation, and make purchases with credit cards. Our movements in public places may be captured by video cameras, and our medical records stored as digital files. We may post blog entries accessible to anyone, or maintain friendships through online social networks. Each of these transactions leaves digital traces that can be compiled into comprehensive pictures of both individual and group behavior, with the potential to transform our understanding of our lives, organizations, and societies.

The capacity to collect and analyze massive amounts of data has transformed such fields as biology and physics. But the emergence of a data-driven "computational social science" has been much slower. Leading journals in economics, sociology, and political science show liftle evidence of this field. But computational social science is occurring—in Internet companies such as Google and Yahoo, and in govern-

³Harvard University, Cambridge, MA, USA. ³Massachusetts Institute of Technology, Cambridge, MA, USA. ³University of Michigan, Ann Arbor, MI, USA. ⁴New York University, New York, NY, USA. ³Northeastern University, Boston, MA, USA. ⁴Interdisciplinary Scientific Research, Seattle, WA, USA. ⁴Interdisciplinary Scientific Research, Seattle, WA, USA. ³Northwestern University, Evanston, IL, USA. ⁸University of California–San Diego, La Jolla, CA, USA. ⁹Columbia University, New York, NY, USA. ³⁰Cornell University, Itha ca, NY, USA. ¹³Boston University, Boston, MA, USA. E-mail: david lazer@harvard.edu. Complete affiliations are listed in the supporting online material. ment agencies such as the U.S. National Security Agency. Computational social science could become the exclusive domain of private companies and government agencies. Alternatively, there might emerge a privileged set of academic researchers presiding over private data from which they produce papers that cannot be A field is emerging that leverages the capacity to collect and analyze data at a scale that may reveal patterns of individual and group behaviors.

critiqued or replicated. Neither scenario will serve the long-term public interest of accumulating, verifying, and disseminating knowledge.

What value might a computational social science—based in an open academic environment—offer society, by enhancing understanding of individuals and collectives? What are the



Data from the blogosphere. Shown is a link structure within a community of political blogs (from 2004), where red nodes indicate conservative blogs, and blue liberal. Orange links go from liberal to conservative, and purple ones from conservative to liberal. The size of each blog reflects the number of other blogs that link to it. [Reproduced from (8) with permission from the Association for Computing Machinery]

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www.sciencemag.org SCIENCE VOL 323 6 FEBRUARY 2009 Published by AAAS



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Hurricane Katrina 2005



Formed:	Aug 23, 2005
Dissipated:	Aug 31, 2005
Highest wind:	175 mph
Lowest press:	902 mbar
Damages:	\$81.2 Billion
Fatalities:	>1,836







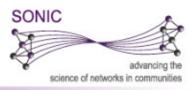
Map source: http://hurricane.csc.noaa.gov/

SITREP Content

Basic Format / Information

- 1. Situation (What, Where, and When)
- 2. Action in Progress
- 3. Action Planned
- 4. Probable Support Requirements and/or Support Available
- 5. Other items





Typical SITREP

Colorado Division of Emergency Management SITUATION REPORT 2005-6 (Hurricane Katrina) August 30, 2005

Event Type: Hurricane Response

Situation: On August 29, Hurricane Katrina hit the gulf coast east of New Orleans. It was considered a Category 5 Hurricane, which brings winds of over 155mph and storm surge of 18 feet above normal. Massive property damage has occurred and undetermined number of deaths and injuries.

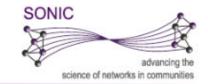
Colorado response to date include two deployments:

- Two members from the Division of Emergency Management to the Louisiana EOC, departed on August 29.

Weather Report: Katrina is moving toward the north-northeast near 18 mph. A turn toward the northeast and a faster forward speed is expected during the next 24 hours. This motion should bring the cent

Agencies Involved: Colorado Department of Military and Veteran Affairs, Department of Local Affairs, Division of Emergency Management, Governor's Office.* *

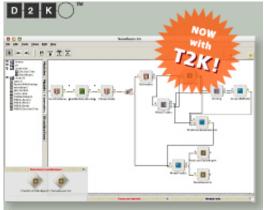
Additional Assistance Requested: Type III teams, consisting of Operations, Plans, and Logistics personnel (two individuals for each area). These teams could deploy to Alabama, Louisiana, and/or Mississippi. Teams will be at either working the State or Parish/County EOCs.



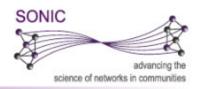


Text Analytics: Automated Coding

- T2K The Text to Knowledge application environment is a rapid, flexible data mining and machine learning system
- Automated processing is done through creating itineraries that combine processing modules into a workflow
- Developed at the National Center for Supercomputing Applications, University of Illinois





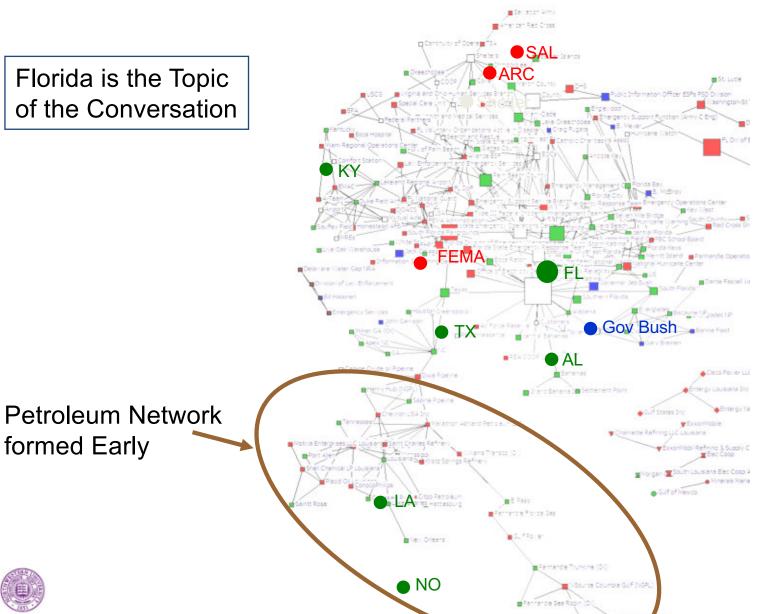


Time Slice 1: 8/23 to 8/25/2005

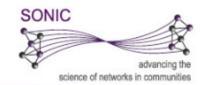
Florida is the Topic of the Conversation

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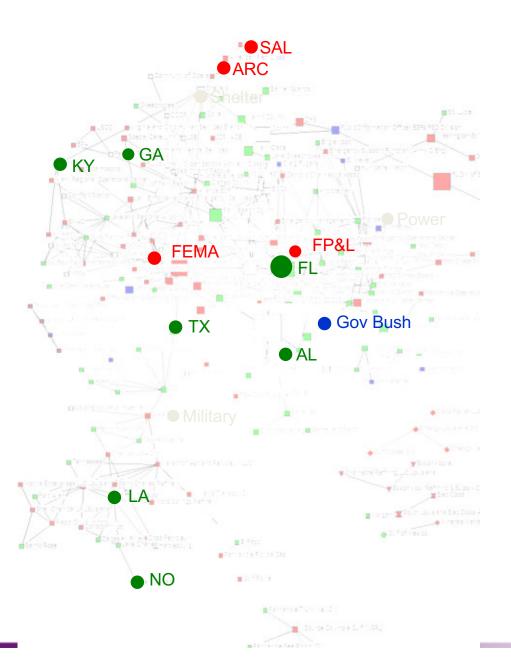






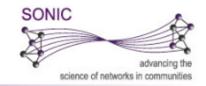
Texas

Time Slice 1 to 2

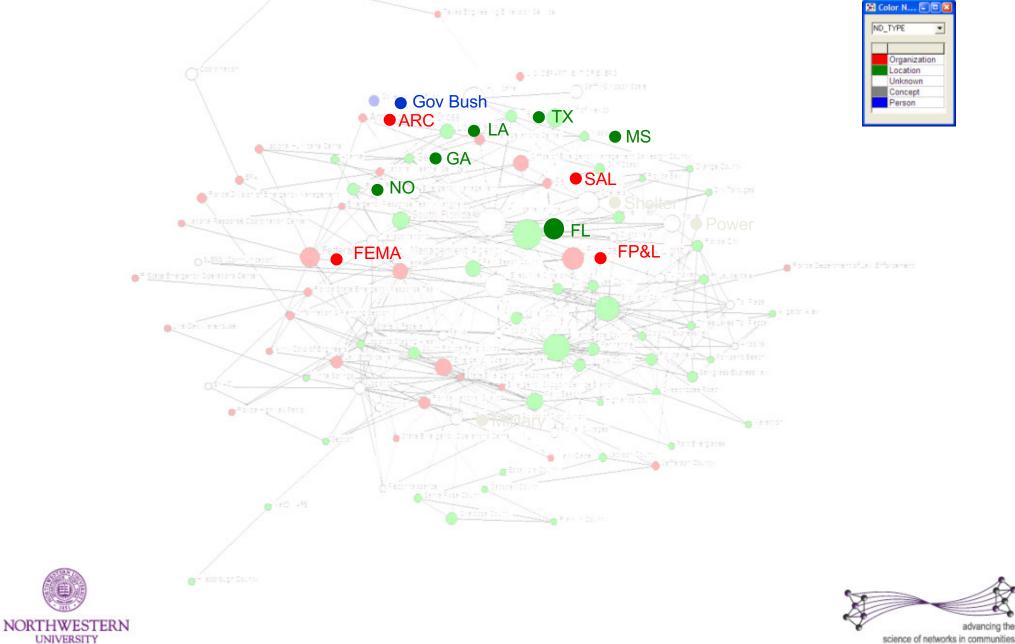






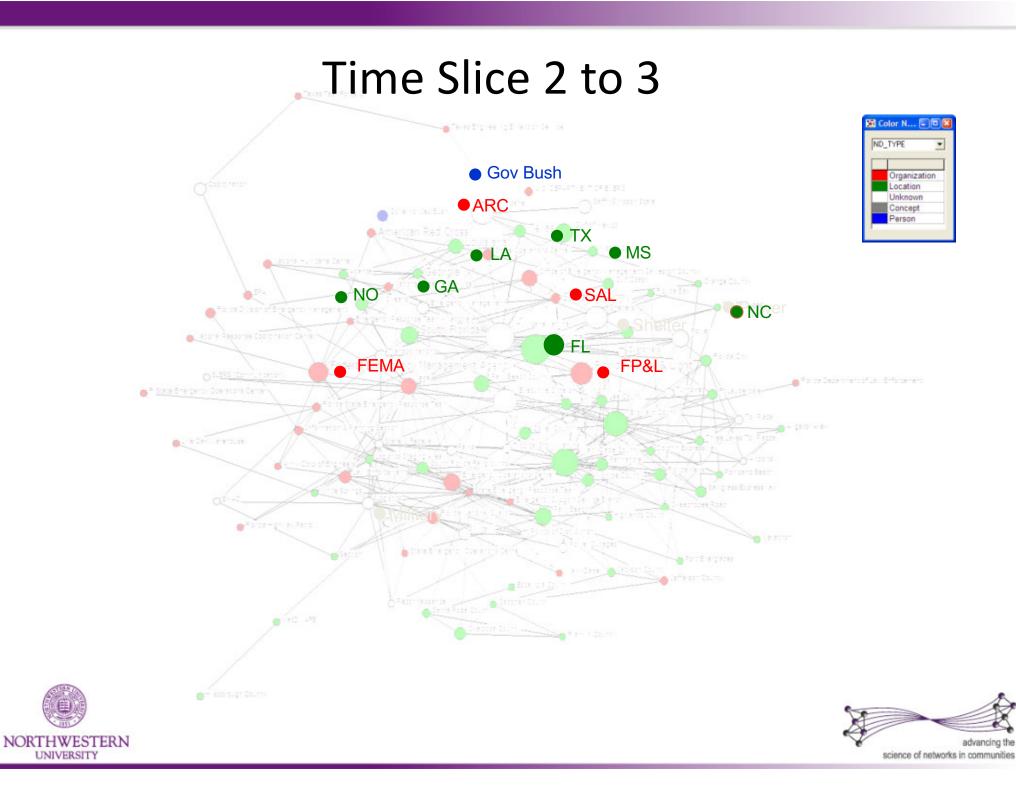


Time Slice 2: 8/26 to 8/27/2005

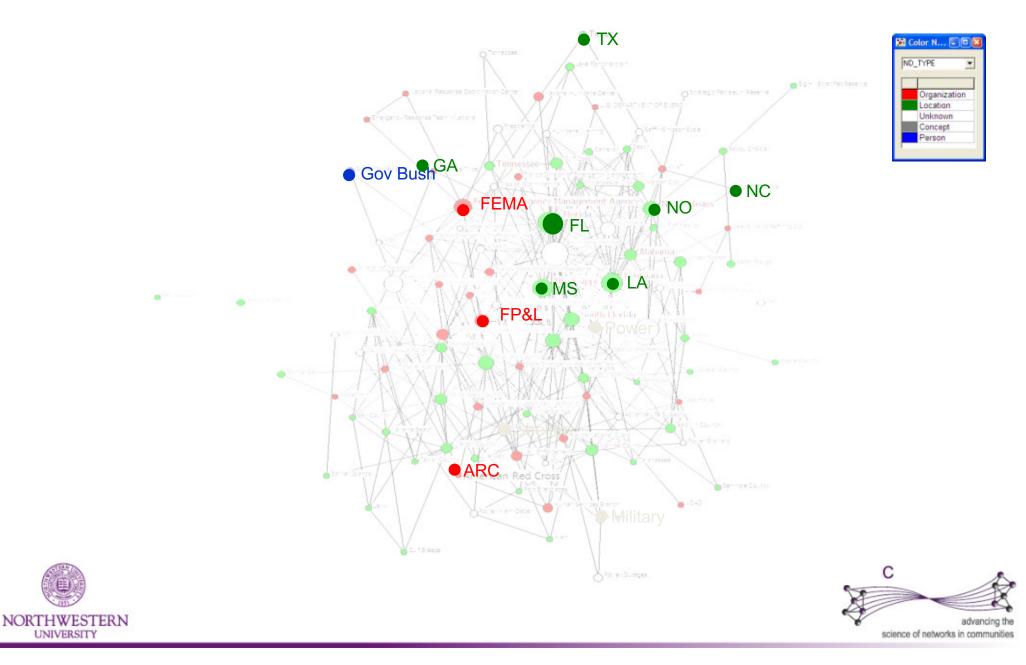


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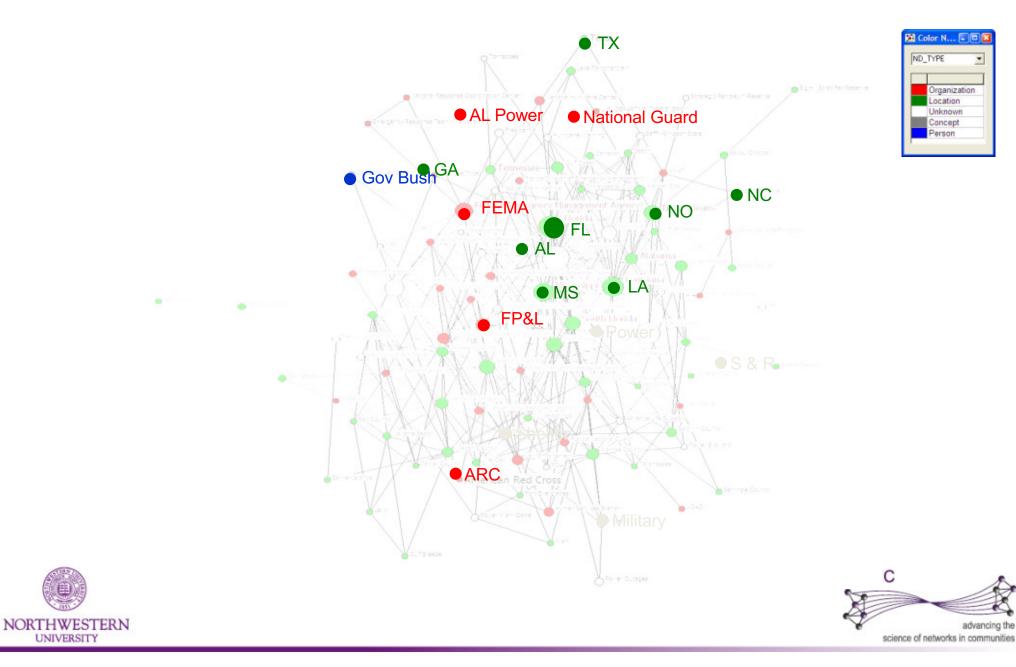
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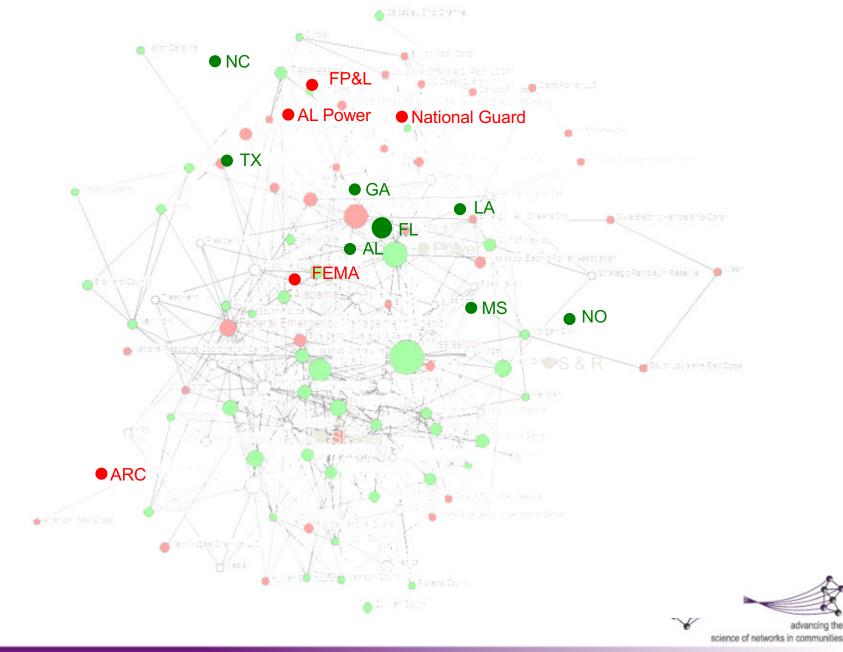
Time Slice 3: 8/28 to 8/29/2005



Time Slice 3 to 4



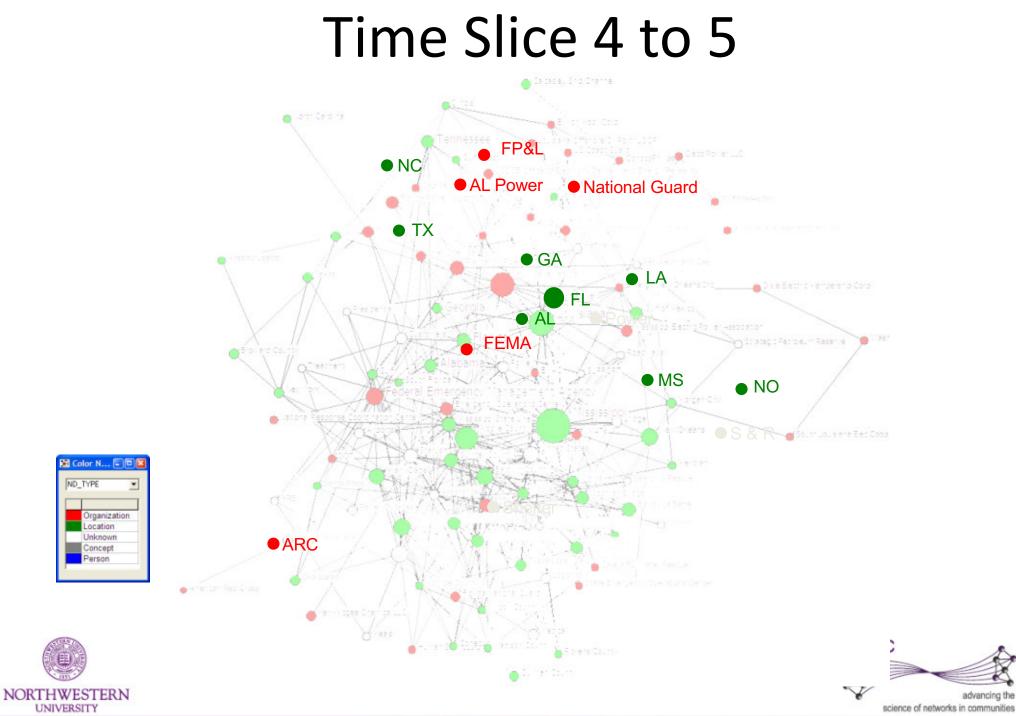
Time Slice 4: 8/30 to 8/31/2005





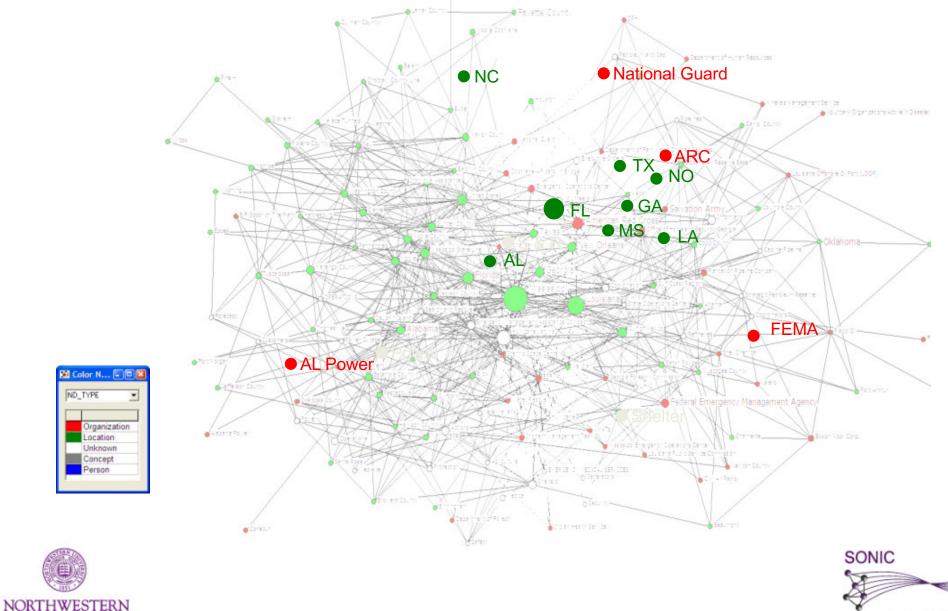
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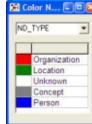
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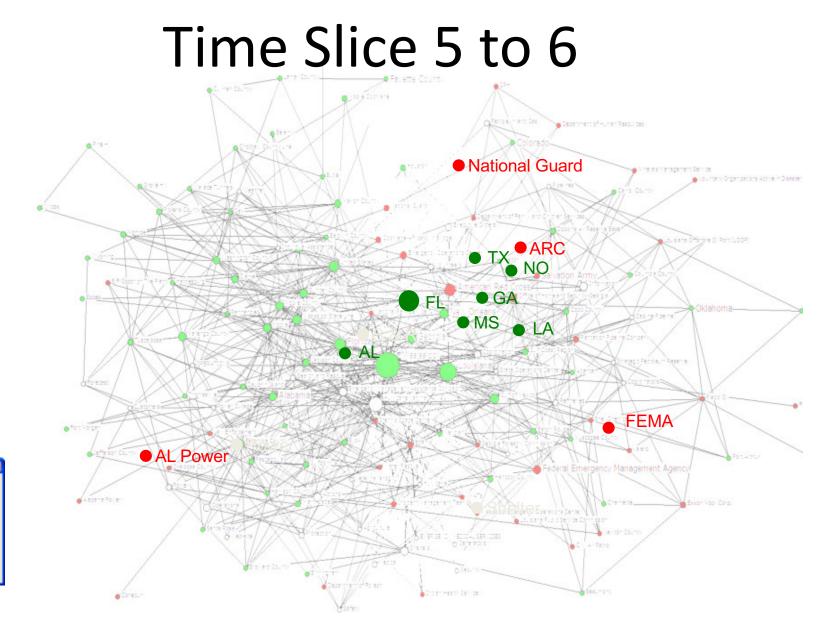
Time Slice 5: 9/1 to 9/2/2005

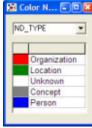


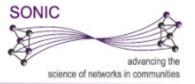


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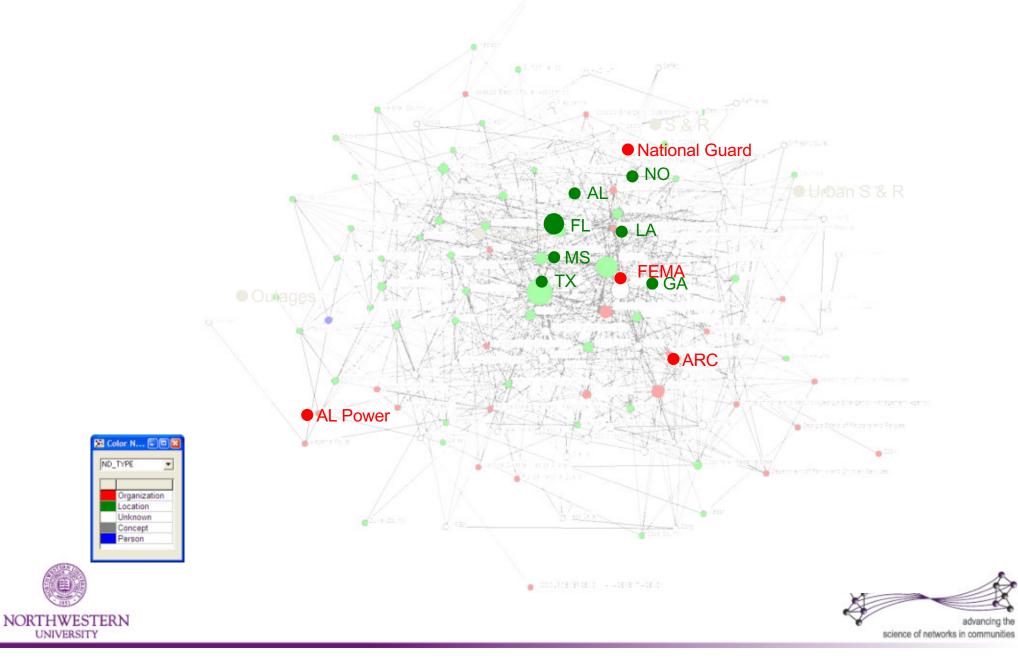






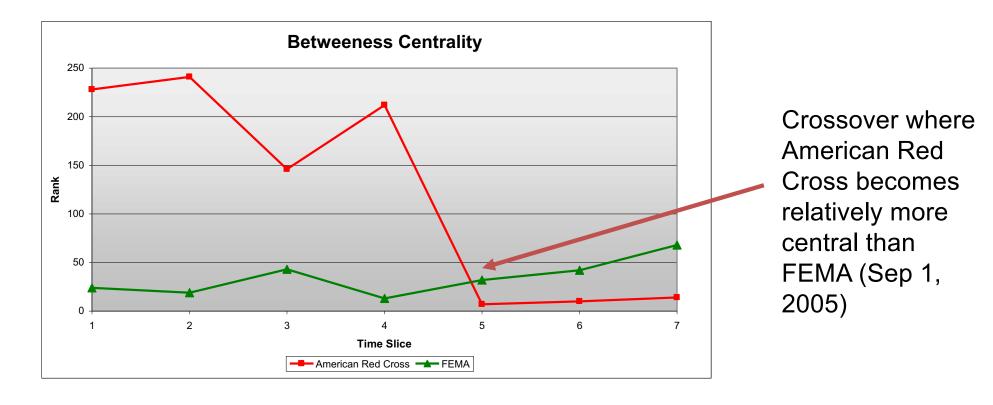


Time Slice 6: 9/3 to 9/4/2005

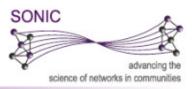


Change in Network Centrality Rankings

- "American Red Cross" starts in the 200s and moves to the teens
- "FEMA" starts in the 20s, moves to the teens, and ends in the 60s



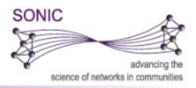




How did the this challenge benefit from computational social science?

- Individuals don't have knowledge and the bandwidth to complete network surveys about their organization's interactions with other organizations
- Even more challenging to map networks where links exists not just between organizations, but with people, places and concepts
- Do all of this in close to real time in order to provide opportunities for mid-course corrections





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David Ferucci, New York Times 1/7/2012



The Conspiracy To End Cancer

By Bill Saporito | Monday, Apr. 01, 2013

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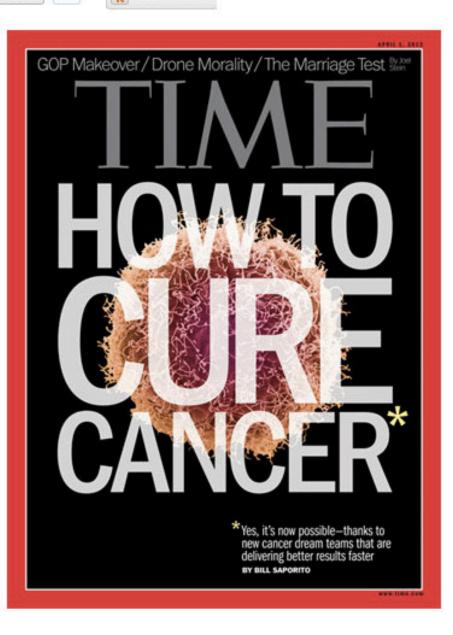
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The hero scientist who defeats cancer will likely never exist.

No exalted individual, no victory celebration, no Marie Curie or Jonas Salk, who in 1955, after he created the first polio vaccine, was asked, So what's next? Cancer?--as if a doctor finished with one disease could simply shift his attention to another, like a chef turning from the soup to the entrée.

Cancer doesn't work that way. It's not just one disease; it's hundreds, potentially thousands. And not all cancers are caused by just one agent--a virus or bacterium that can be flushed and crushed. Cancer is an intricate and potentially...



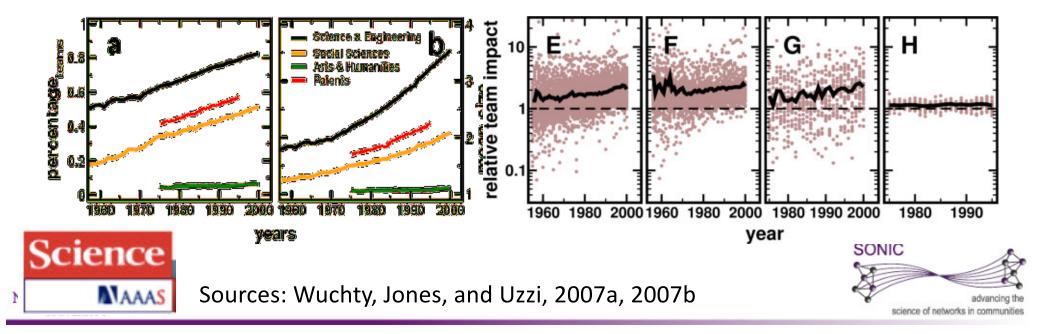
Move to Team Science

Studies of 19.9 million research articles over 5 decades as recorded in the network of Science database, and an additional 2.1 million patent records from 1975-2005 found three important facts.

1. For virtually all fields, research is increasingly done in teams

2. Teams typically **produce more highly cited research** than individuals do (accounting for self-citations), and this team advantage is increasing over time.

3. Teams now produce the **exceptionally high impact research**, even where that distinction was once the domain of solo authors.



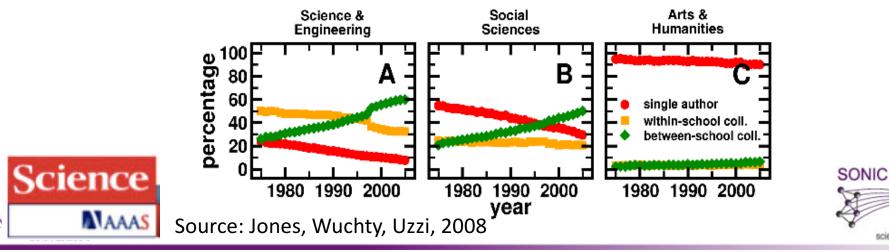
Move to Virtual Team Science

The trend toward virtual communities was <u>not</u> driven by a growth in teamwork by scientists working with other co-located scientists. Using the network of Science database to analyze the collaboration arrangements of over 4,000,000 papers over a 30 year period, they found that:

- 1. Team science is increasingly composed of co-authors located **at different universities**.
- 2. These **"virtual communities of scholars"** produce **higher impact work** than comparable co-located teams or solo scientists.
- 3. This change is true for all fields and team sizes, as well as for research done at elite universities

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science of networks in communitie

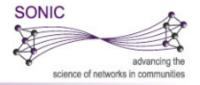


Interdisciplinarity



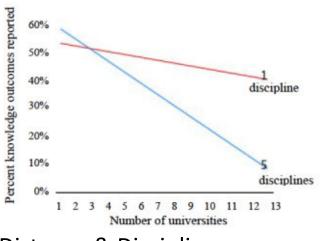
2015 Nature special: Interdisciplinarity

"Nature's special issue probes how scientists and social scientists are coming together to solve the grand challenges of energy, food, water, climate and health."



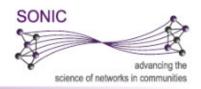
The Successes are by Teams, but not all Teams are Successful

Study of NSF-funded project teams finds collaborations involving more universities produced fewer patents, publications, and other knowledge outcomes, especially when more than one discipline was represented in the project.



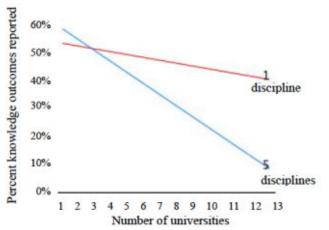
Distance & Disciplinary Differences Most Challenging



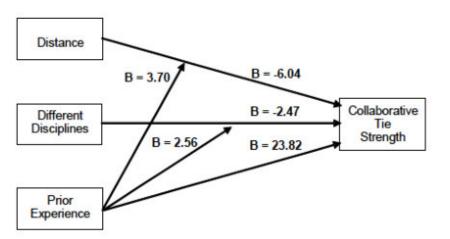


The Successes are by Teams, but not all Teams are Successful

Study of NSF-funded project teams finds collaborations involving more universities produced fewer patents, publications, and other knowledge outcomes, especially when more than one discipline was represented in the project.



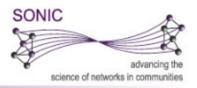
Distance & Disciplinary Differences Most Challenging



But, prior experience mitigates the harmful effects of distance and disciplinary differences



Source: Cummings & Kiesler, 2008



Battiere Effect

The No-Stats All-Star

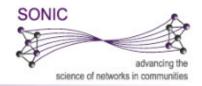


Robert Seale for The New York Times

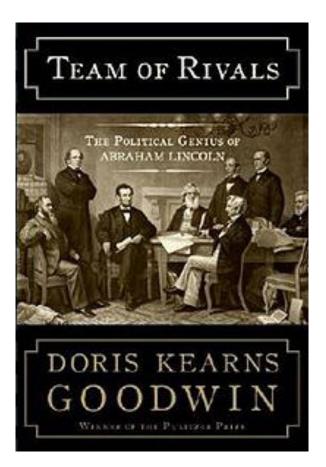
Statistical Anomaly His greatness is not marked in box scores or at slam-dunk contests, but on the court Shane Battier makes his team better, often much better, and his opponents worse, often much worse.



New York Times, Feb 15, 2009



Team of Rivals



Joe Klein: Obama's Team of Rivals

By Joe Klein | Wednesday, June 18, 2008

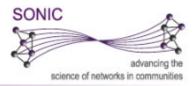


Barack Obama has never been shy about comparing himself to Abraham Lincoln. He did so when he announced his candidacy at the Illinois state capitol, where both he and Lincoln served in the legislature. "The life of a tall, gangly, self-made Springfield lawyer tells us that a different future is possible," Obama said. "He tells us that there is power in words ... He tells us that there is power in hope." That was, well, audacious, to say the least — and the comparisons have continued, on issues large and small. But the most important similarity, in Obama's mind, is how he plans to govern if elected.

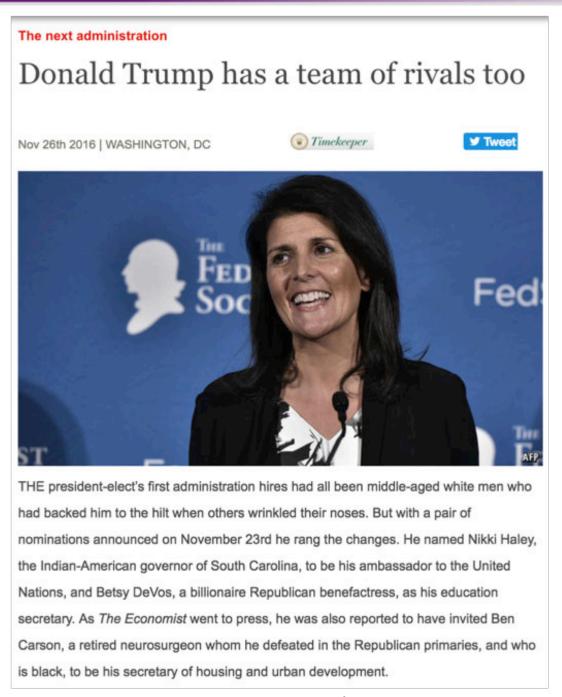


ILLUSTRATION FOR TIME BY STEPHEN KRONINGER; OBAMA: JOSHUA ROBERTS / BLOOMBERG

Time, June 18, 2008

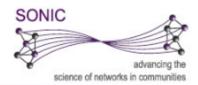








Economist, Nov 26th 2016



But "Teams of Rivals" are not always succesful



www.hbr.org

Competent Jerks, Lovable Fools, and the Formation of Social Networks

by Tiziana Casciaro and Miguel Sousa Lobo





Tasks don't always come before Teams

Journal of Applied Statistics Vol. 32, No. 5, 461-474, July 2005 Routledge

The Most-Cited Statistical Papers

THOMAS P. RYAN* & WILLIAM H. WOODALL**

*National Institute of Standards and Technology, Gaithersburg, Maryland, USA, **Department of Statistics, Virginia Tech, Blacksburg, Virginia, USA

(19) With 2,529 citations (120 per year),

Box, G. E. P. & Cox, D. R. (1964) An analysis of transformations, Journal of the Royal Statistical Society, Series B, 26, pp. 211-243 (discussion pp. 244-252).

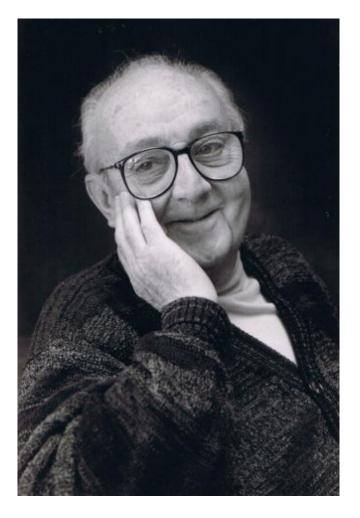
DeGroot (1987) provided some interesting background on this paper from an interview with Professor Box. Box recounted, for example, that he and Cox were on a committee of the Royal Statistical Society and several people suggested that they collaborate. Their motivation and the idea of the paper sprung, to some extent, from the similarities of their family names.

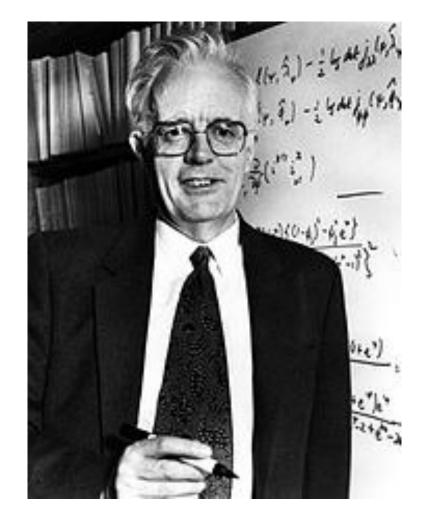
Box & Cox (1964) presented a very useful family of power transformations that have typically been used to transform the dependent variable in a regression model so as to try to meet the assumptions of homoscedasticity and normality of the error terms. The right side of the model can then be transformed in the same manner so as to retrieve the quality of the fit before the dependent variable was transformed.



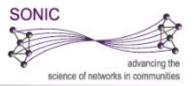
DeGroot, M. H. (1987) A conversation with George Box, *Statistical Science*, 2, pp. 239 – 258





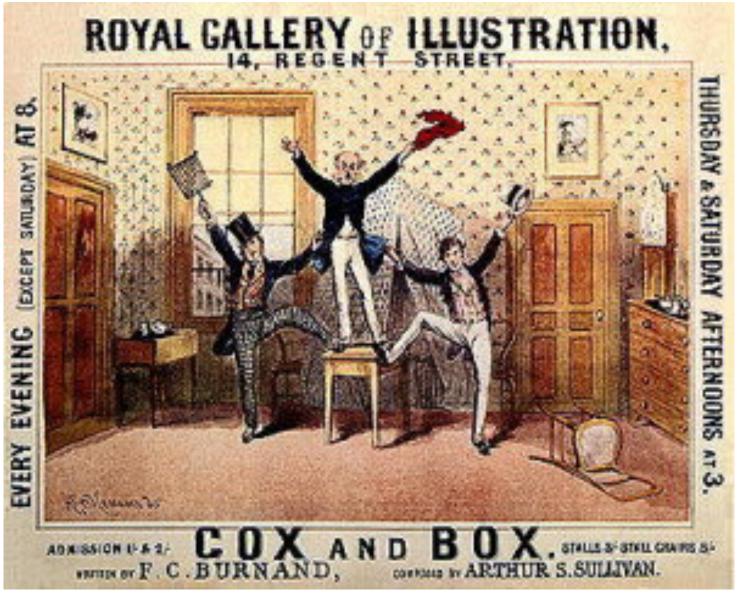


David Cox

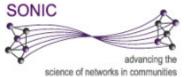


George Box









An Analysis of Transformations

By G. E. P. Box and

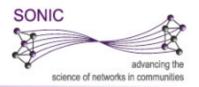
D. R. Cox

University of Wisconsin Birkbeck College, University of London

[Read at a RESEARCH METHODS MEETING of the SOCIETY, April 8th, 1964, Professor D. V. LINDLEY in the Chair]

SUMMARY





Propinquity

An Analysis of Transformations

and

By G. E. P. Box

D. R. Cox

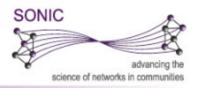
University of Wisconsin

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SUMMARY





Propinquity Social Relations

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By G. E. P. Box

D. R. Cox

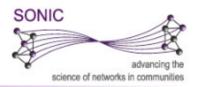
University of Wisconsin

Birkbeck College, University of London

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SUMMARY





Propinquity

Social Relations

Ideas

An Analysis of Transformations

and

By G. E. P. Box

D. R. Cox

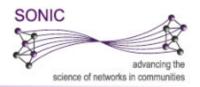
University of Wisconsin

Birkbeck College, University of London

[Read at a RESEARCH METHODS MEETING of the SOCIETY, April 8th, 1964, Professor D. V. LINDLEY in the Chair]

SUMMARY





Multi-theoretical Multilevel (MTML) Motivations for Team Assembly

- Theories of self-interest
 Theories of social and resource exchange
 Theories of mutual interest and collective action
- Theories of contagion
 Theories of balance
 Theories of homophily
 Theories of proximity

Sources:

Contractor, N. S., Wasserman, S. & Faust, K. (2006). Testing multi-theoretical multilevel hypotheses about organizational networks: An analytic framework and empirical example. *Academy of Management Review*.

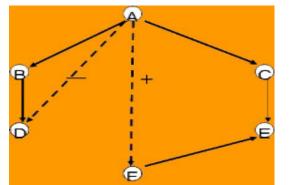
Monge, P. R. & Contractor, N. S. (2003). Theories of Communication Networks. New York: Oxford University Press.

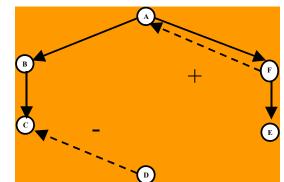
Contractor, N. S. (2012). Contractor, N. (2013). Some assembly required: leveraging network science to understand and enable team assembly. *Philosophical Transactions of the Royal Society A: Mathematical, Physical and Engineering Sciences*, *371*(1987), 20120385–20120385.

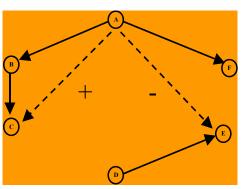




"Structural signatures" of MTML Motivations for Team Assembly



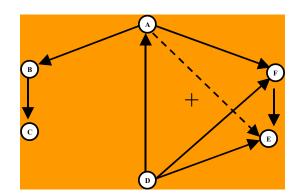




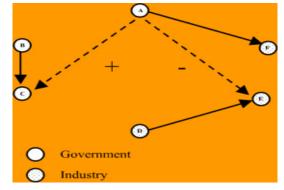
Theories of Self interest

Theories of Exchange

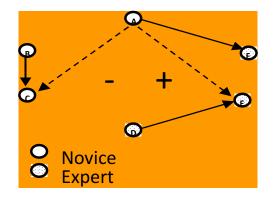
Theories of Balance



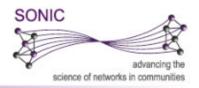
Theories of Collective Action



Theories of Homophily



Theories of Cognition

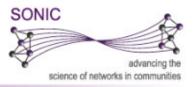




Statistical "MRI" for Structural Signatures

- p*/ERGM: Exponential Random Graph Models
- Statistical "Macro-scope" to detect structural motifs in observed networks
- Move from exploratory to confirmatory network analysis to understand multi-theoretical multilevel motivations for why we create social and information networks



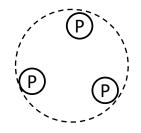


Three Levels of Influence on Team Assembly

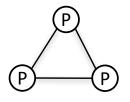
Compositional Level

Relational Level

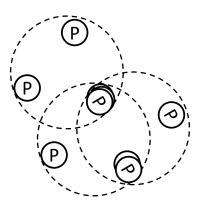
Ecosystem Level



(a) Team as a collection of individuals

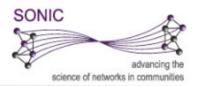


(b) Team as individuals and relations



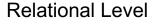
(c) Ecosystem of teams



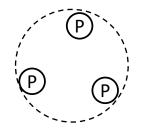


Three Levels of Influence on Team Assembly

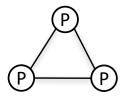
Compositional Level



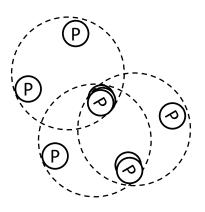
Ecosystem Level



(a) Team as a collection of individuals

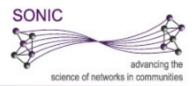


(b) Team as individuals and relations

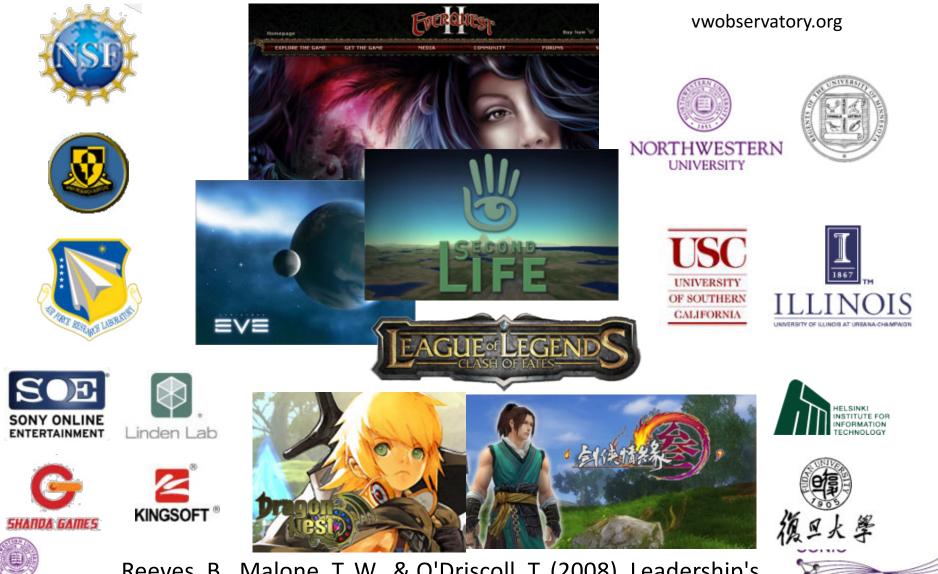


(c) Ecosystem of teams





Virtual World Exploratorium Examples of "Leadership's online labs"



NORTHWESTERN

Reeves, B., Malone, T. W., & O'Driscoll, T. (2008). Leadership's online labs. *Harvard Business Review*, *86*(5), 58–66.

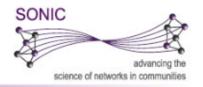
advancing the science of networks in communities

Our Dataset

- Data from a popular Massively Multiplayer Online Role Playing Game (MMORPG) EverQuest II (EQ2)
 - Fantasy based game
 - Server-side records
 - Player attributes, activities, and relations
 - Focus on Combat Teams
 - Players are "nested" within teams



http://everquest2.station.sony.com/screenshots.vm



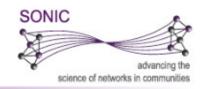


Combat Groups in EverQuest II

- Difficult combat tasks require collaboration of multiple players and assembly of combat groups
- From 2006-08-27 to 2006-09-11 on Antonia Bayle Server
 - 8,423 players
 - 46,393 groups
 - 9,436,741 combat
 related records







http://everquest2.station.sony.com/screenshots.vm

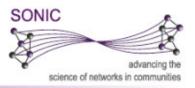
What makes a team successful?

• Team Diversity

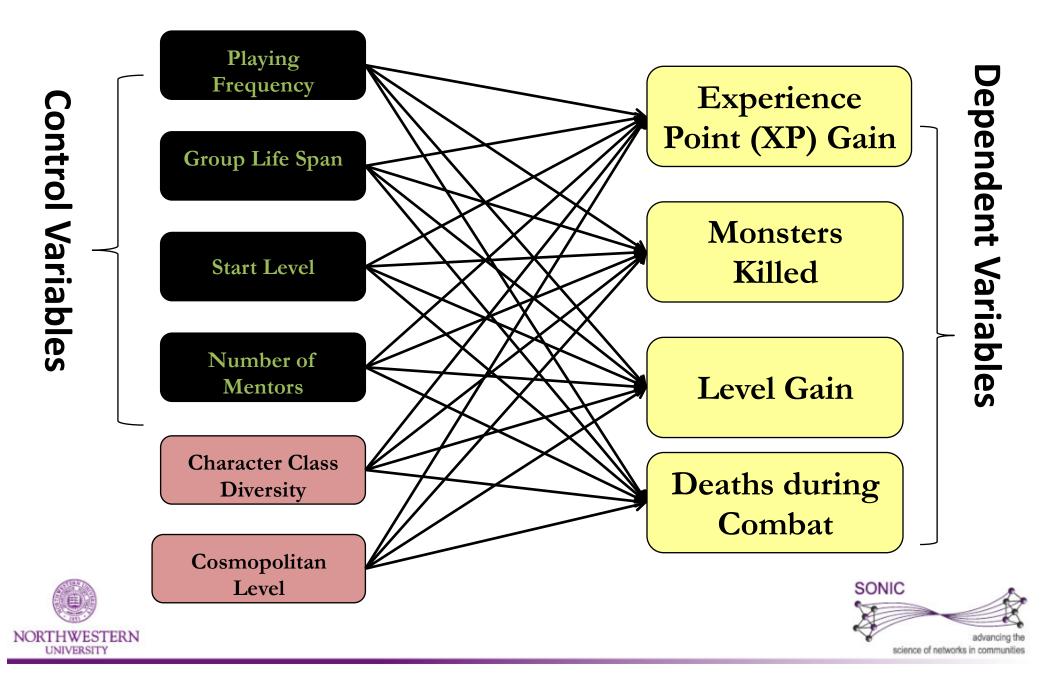
- Four character classes in the game: Fighter, Mage, Scout and Priest, each having a different role in a group
- Measure Group Diversity: Blau's Index

- Team member's cosmopolitan level
 - Group members being involved in multiple different groups





Effects of Team Attributes on Performance Measures



Regression Analysis Results on Combat Groups of Four Players

		ХР	Monsters	Level Gain	Deaths	
	Constant	-20939.926**	-3.376 (.361)	.717**	4.011**	
	Frequency	-1553.494 (.105)	4.127**	010 (.816)	.601**	
	Life Span	736.797**	1.174**	.015**	.063**	
Diversity helps the groups to achieve more. ^{3**} 050**						
		η		<u> </u>	647**	
	Diversity	20819.998**	14.342**	.726**	-1.873 (.095)	
	Member	30.254	025	010**	032**	
	Cosmo.	Members	s being cos	mopolitan de	oesn't heln	
** indicates significant results at .01 level			Members being cosmopolitan doesn't help with gains but helps to avoid loss.			
	R ²	.000	U.021	0.571	0.244	
	F	595.213 (p=.000)	1368.793 (p=.000)	176.071 (.000)	96.274 (.000)	
					SONIC	
NORTHWESTER UNIVERSITY	N				science of networks	

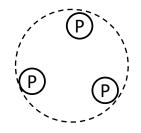
NO

Three Levels of Influence on Team Assembly

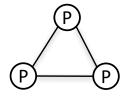
Compositional Level

Relational Level

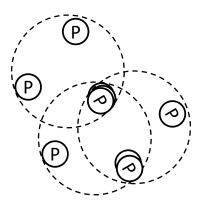
Ecosystem Level



(a) Team as a collection of individuals

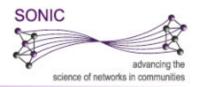


(b) Team as individuals and relations



(c) Ecosystem of teams





Data Set

- 1,103 grant proposals submitted to NSF (both awarded and un-awarded)
- 2 interdisciplinary programs
- 3-year period
- 2,186 PIs and Co-PIs



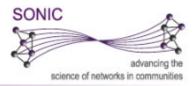


Who submits proposals?

• Individuals are *more* likely to submit proposals with their co-authors.

 Individuals are *more* likely to submit proposals with those they cite



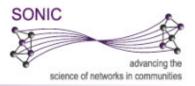


Who submits *successful* proposals?

• Individuals are *more* likely to submit *successful* proposals with their co-authors.

Individuals are *less* likely to submit successful proposals with those they cite





Team Assembly in Online Environments





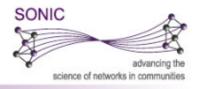


Data Description

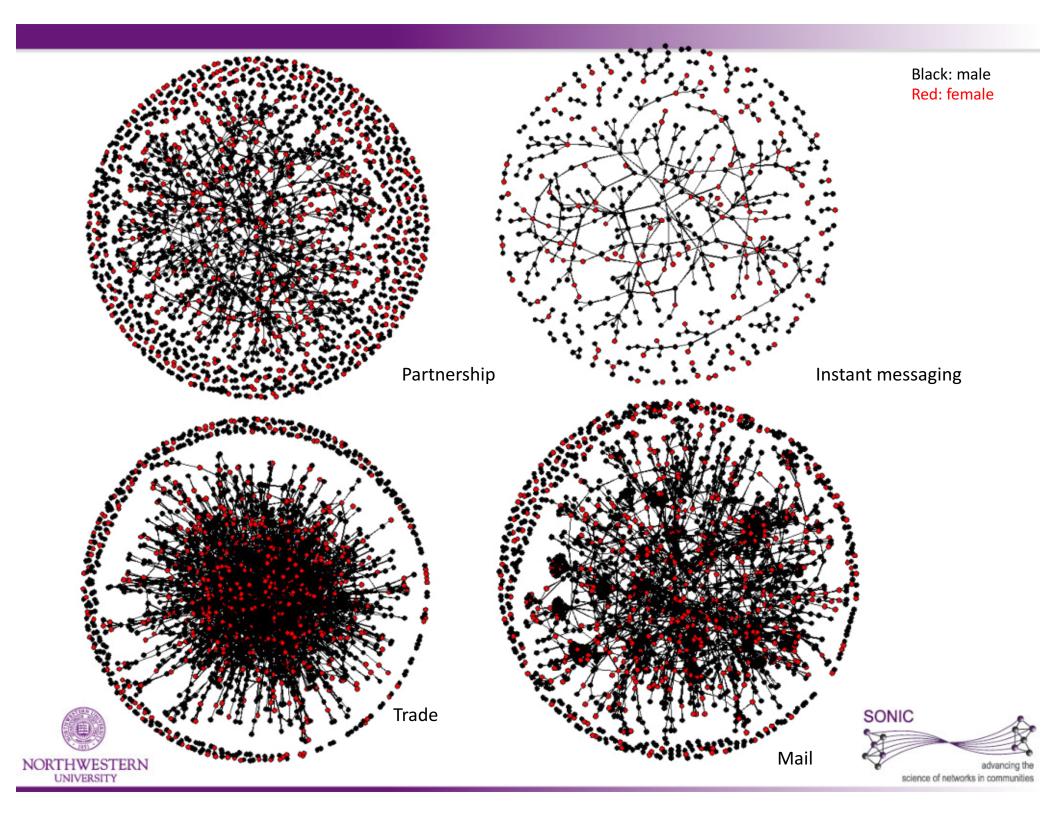
3140 players from Aug 25 to Aug 31 2006, in Antonia Bayle 2998 US, 142 CA ; 2447 male, 693 female

- Demographic information
 - Gender, age, and account age (years played Sony games)
 - Zip code, state, and country









Results

Selectivity and transitivity (friend of a friend) exists in all online relations.

Homophily of age and game experience is supported in all four relations.

Distance matters but short distances are more important. Individuals living within 50 Km are 22.6 times more likely to be partners than those who live between 50 and 800 Km.

Time zones impacts gaming and trading but not IM and mail. Individuals in the same time zone are 1.25 times more likely to be game partners than the individuals with one hour difference (but no time zone effect for

Gender homophily is not supported for all relations and female players are more likely to interact with the male players.



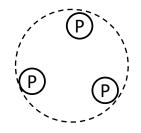


Three Levels of Influence on Team Assembly

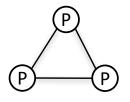
Compositional Level

Relational Level

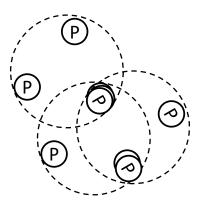
Ecosystem Level



(a) Team as a collection of individuals

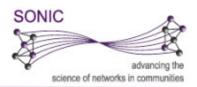


(b) Team as individuals and relations



⁽c) Ecosystem of teams





Ecosystem Influences on Team Assembly

- Scientific breakthroughs are increasingly occurring in TEAMS.
 - Wuchty, Jones, & Uzzi (2007)
- We understand certain mechanisms that relate to team effectiveness after teams are assembled...

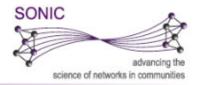




But what leads scientists to selfassemble into teams??

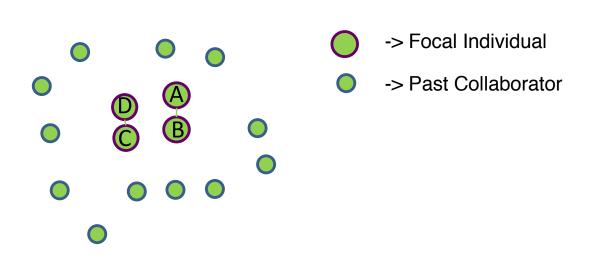
Are there certain driving forces in the environment that lead to team assembly?





- Teams do not assemble in a "vacuum"
- Teams emerge from networks of prior collaborations in a particular space

– An "ECOSYSTEM"

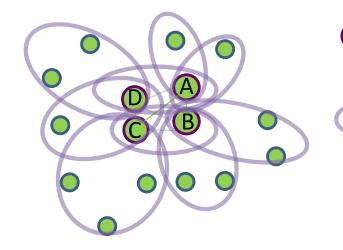






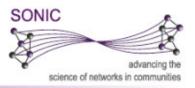
- Teams do not assemble in a "vacuum"
- Teams emerge from networks of prior collaborations in a particular space

– An "ECOSYSTEM"



- -> Focal Researcher
- -> Past Collaborator

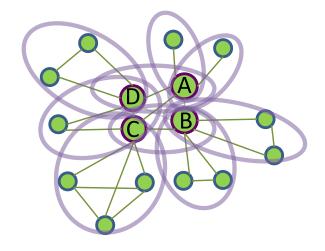
-> Co-authored paper



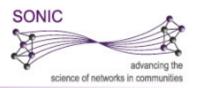


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– An "ECOSYSTEM"



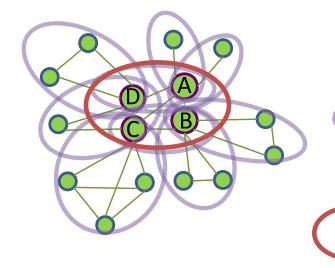
- -> Team Member
- -> Past Collaborator
 - -> Co-authored paper
- -> Link based on Co-authorship



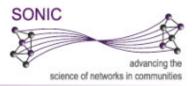


- Teams do not assemble in a "vacuum"
- Teams emerge from networks of prior collaborations in a particular space

– An "ECOSYSTEM"



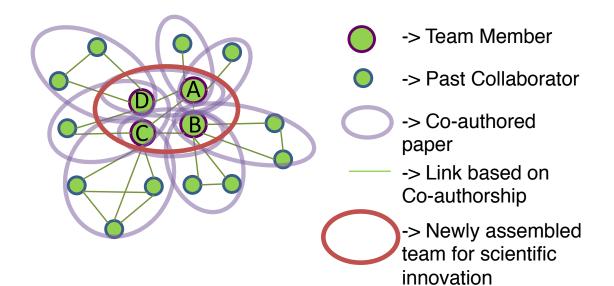
- -> Team Member
- -> Past Collaborator
 - -> Co-authored paper
- -> Link based on Co-authorship
 - -> Newly assembled team for scientific innovation





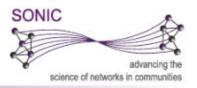
Scientific Ecosystem as Antecedent of Team Assembly and Performance

- Teams do not assemble in a "vacuum"
- Teams emerge from networks of prior collaborations in a particular space
 - An "ECOSYSTEM"

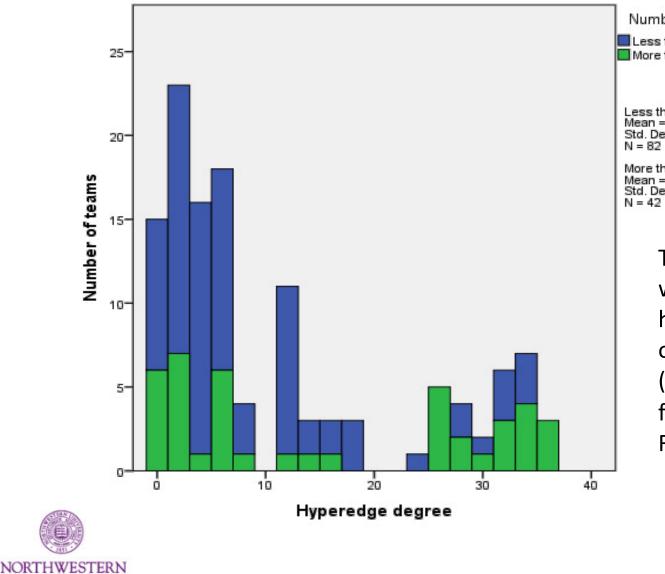


- Are there certain characteristics of the scientific ecosystem that lead to team assembly?
- Do variations in these ecosystem characteristics predict team performance?

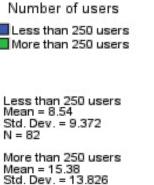




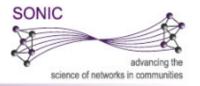
Ecosystem influence on nanoHUB Team Assembly



UNIVERSITY



Tools developed by teams with more than 250 users have significantly more overlap with other teams (hyperties) than tools with fewer users F(60.86)=-2.89, p=0.005.



NASA - INERTIA (Identifying Novel Elements Related To Interruption Attributes)







We are investigating how astronauts can efficiently and effectively switch between teams, tasks, and tools aboard the ISS (*International Space Station*) and during long-distance space exploration missions





NASA - CREWS (*Crew Recommender for Effective*



Work in Space) Long distance space exploration requires a team that can do the job and handle the stressors of these extreme missions. We are building an agent based model to help choose the an optimal composition of team members to go on NASA's Mars mission!





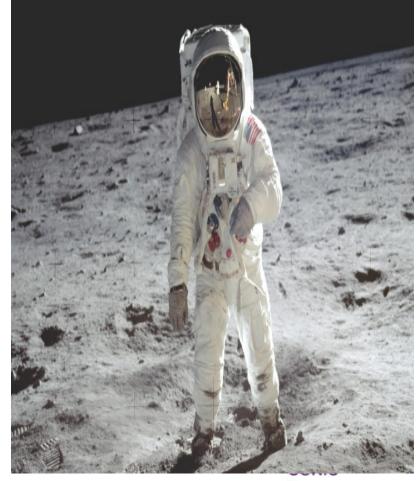




NASA - SCALE (Shared Cognitive Architecture for Long-Term Exploration)

Among the significant team challenges NASA will face on a future mission to Mars is the need to maintain shared mental models. We are investigating and developing training methods for team cognition in long distance space exploration missions.

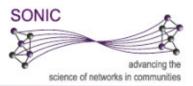


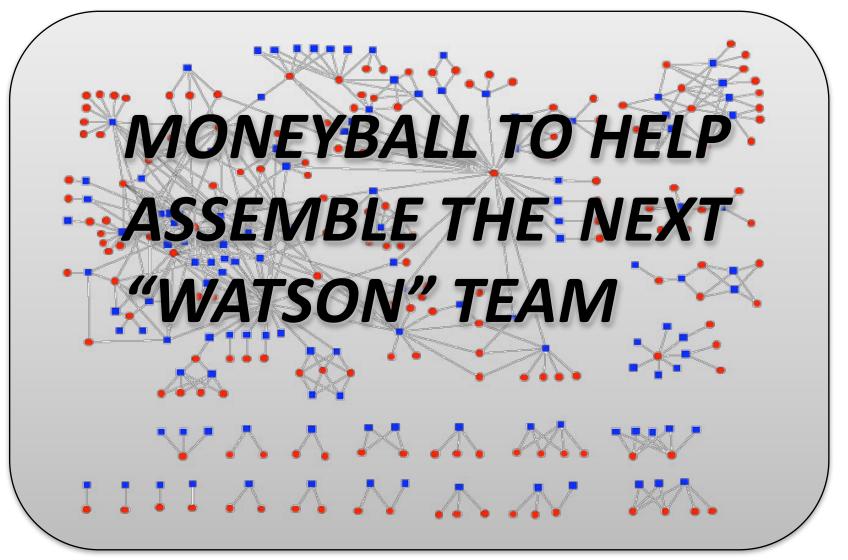




From Understanding to Enabling Team Assembly Or







"Your goal shouldn't be to buy players. Your goal should be to buy



In order to buy wins, you need to buy runs." (Bakshi & Miller, 2011).

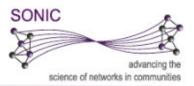


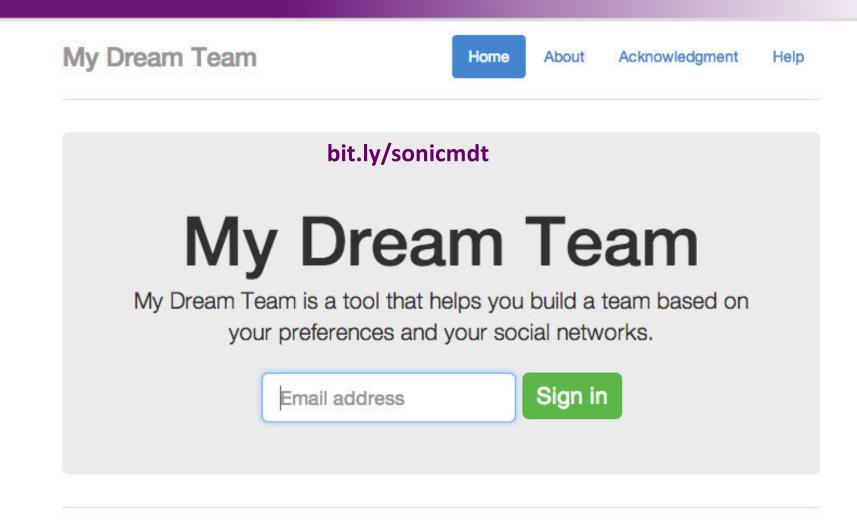
Demo

<u>My Dream Team Builder</u>

NU Dream Team



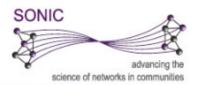




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Register me as Admin.





The Admin Page

My Dream Team				About	Acknowledgment	Help
Session Parameters for the		cording to you	r expectations.			
Max. team size Min. team size	4					
Max. invitations. Form sub-teams	Max. invitations.					
Leftover individuals Deadline 08 Januar	 Automatically form tea y 2014 - 05:25 	ms. ⊛ Spilt am	ong existing teams.			
Save						

SONIC - Northwestern University.

The Premeasure

Qualtrics......

	Not at all s	killed	Slightly skilled	Somewh	at skilled	Moderately skille	d Extre	mely skilled
Using communication technology	0		\bigcirc	0	\supset	\bigcirc		\bigcirc
Writing and preparing professional reports	0		\bigcirc	\langle	\supset	\bigcirc		\bigcirc
Publishing, print media, and/or design	\odot		\bigcirc	\leq	\supset	\bigcirc		\bigcirc
Collecting data	\bigcirc		0	0	\supset	0		\bigcirc
nterpreting data	0		\bigcirc	0	\supset	\bigcirc		\bigcirc
Working in teams	0		\bigcirc	0)	\bigcirc		0
Psychology	es you have ta	aken in th 1	e following areas	s (prior to th 3	is semeste	er). 5 0	6	7+
Please report the number of class	1 · · · · · · · · · · · · · · · · · · ·						6	7+
Please report the number of class Psychology Ecology Research methods/Statistics	0	1	2	3	4	5	0	-
Psychology Ecology	0 () ()	1	2	3	4	5	0	-
Psychology Ecology Research methods/Statistics	0 () ()		2	3 O Neither	4	5	0000	0 0 0
Psychology Ecology Research methods/Statistics	0 0 0		2	3 O O Neither / Disa	4 O	5	0000	-

qualtrics.com[.]

Who on this list do you know? Check all that apply.

Alex O'Connor Alexander Leavitt Alexandra Bezozo Alison Foreman Alyssa Monserrate Alyssa Toombs Amier Naji Amy Villasenor Andrew Fang Andy Wilbourn Angela Thomas Anna Crouch Anna Stenstrom Aren Alvarez Ariana Daftarian Ashley Fischer Ashley Longnecker Ashwinn John Austin Gunnarson Austin Ringwelski Banafsheh Shoai Caitlin Beeghly Cameron Jones Catharina Son Chad Reed Charles Bryant

Christa Peet

Claire Homrich

Daniel Dufresne

Danielle Redmond David Reid Dhruv Nayar Elaine Nguyen Emily Davis Gaetan Germain Garrett Smith Gemariah Valencia Geoving Gerard Gian Di Carlo Graham Wright Gregory O'Neal Haley Landis Han Sung Park Harley Topor Harrison Galloway Hayley Drosky Hendry Sugianto Hyeon-Hui Cho Isabella Carbonell Isabella Dolor Ishwarya Venkatachalam Jacob Yamaki Jake Zemke Jane Neiswander Jaudale Banks Jessica Shimko Jesus Gonzalez John Verrone

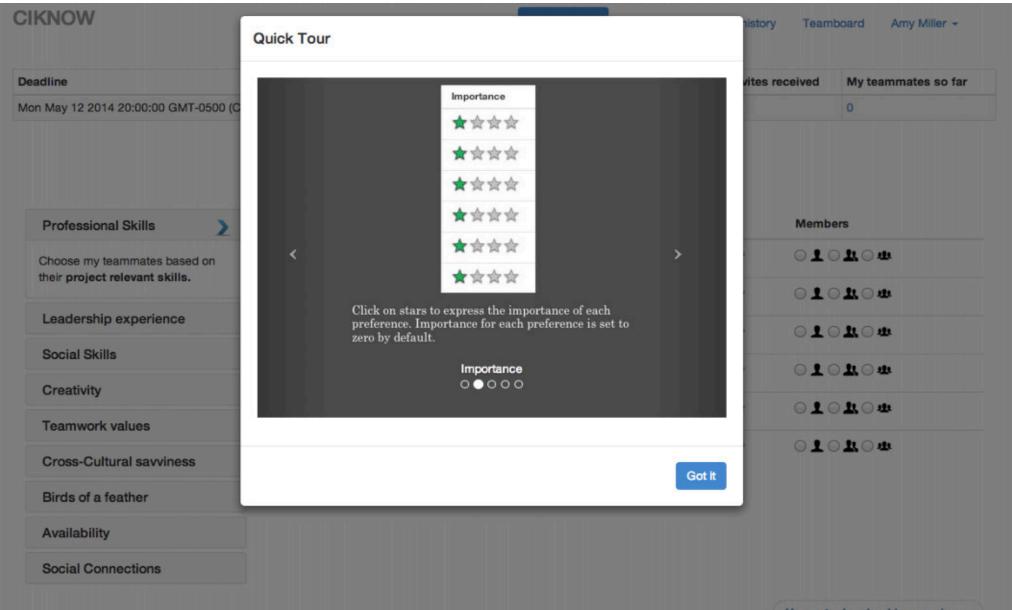
Jorge Juarez Joseph Knipe Joshua Skow Julia Cochran Julia Rapoport Jung Mok Kaj Niegmann Karim Amirali Katherine Blask Keith Cavanaugh Keith Pickering Kevin Chen Kirby Jackson Kyle Olson Laura Matalenas Lee Frazer Lien Nguyen Marc Gebeily Marc Huet Marcus Mitchell Maria Botelho Mark Lowder Mary-Ann Ionascu Michael Hartle Michael Valdes Michelle Johnson Mingming Hu Mmuoma Iromuanya Yoojin Joung

Morgan Foreman

Nayomi Mitchell Oluwaseyi Gbadegesin Raymond Hua Rayna Berinhout Richard Bordianu Richard Sanger Roxanne Jijina Ryan McCurdy Samera Ahmad Samir Jain Sara Srivastav Sarah Brady Sarah Childs Sarah Nay Scott Vermeyen Shahista Jiwani Shakeel Bhamani Shalaka Patel Shirley Kim Sri Devi Nammalwar Sunju Kang Taeho Koh Taylor Cheek Tristan Hackman Veronica Rubinsztain William Carter William Kuzia

Zachary Mason

Quick Tutorial



Set Your Teammate Preferences (Queries)

adline	Max team	Min Team	Max Invites y	ou can send	Invites sent	Invites receive	d My teammates so far		
on May 12 2014 20:00:00 GMT-0500 (CDT)	5	5	4 (click for mo	ore)	0	0	0		
	Clic	chere for a quic	Preference k tour on how to	S o use My Dream Te	eam.				
Professional Skills	I prefer teammat	I prefer teammates who				ce Me	Members		
Choose my teammates based on their project relevant skills.	\bigcirc are skilled in communication technology.			 No, I don't. 	***	r ☆ ○	1 - 1 - #		
their project relevant skins.	are skilled in da	ata collection.		💽 No, I don't	don't. 🚖 会 会 会		10104		
Leadership experience	are skilled in da	ata interpretatio	n.	 No, I don't. 	***		1010#		
Social Skills) are skilled at w	orking in teams	- 	 No, I don't. 	***	A 0	10104		
Creativity	-	2000 200 2000 2000		0.10,1.001.0					
Teamwork values	are skilled in or	al presentation	s.	 No, I don't. 	★☆☆	r☆ ○	10104		
Cross-Cultural savviness) are skilled in w	ildlife photograp	bhy.	 No, I don't. 	★ ☆☆	r☆ ○	10104		
Birds of a feather									
Availability									
Social Connections									

Professional Skills

bit.ly/sonicmdt

CIKNOW			Preferences	Messages	Query history	Teamboard	Amy Miller +
Deadline	Max team	Min Team	Max Invites you can send	Invites sen	t Invites rec	eived My t	eammates so far
Mon May 12 2014 20:00:00 GMT-0500 (CDT)	5	5	4 (click for more)	0	0	0	

Preferences Click here for a quick tour on how to use My Dream Team.

Professional Skills	I prefer teammates who		Importance	Members
Choose my teammates based on	are skilled in communication technology.	No, I don't.	★☆☆☆	○I○I○⊕
their project relevant skills.) are skilled in data collection.	 No, I don't. 	★☆☆☆	○ T ○ T ○ क
Leadership experience	O are skilled in data interpretation.	No, I don't.	★☆☆☆	01010±
Social Skills	are skilled at working in teams.	 No, I don't. 	***	01010#
Creativity	are skilled in oral presentations.	 No, I don't. 	*会会会	010204
Teamwork values				
Cross-Cultural savviness	are skilled in wildlife photography.	 No, I don't. 	★ ☆☆☆	○ 1 ○ <u>1</u> ○ ± ○
Birds of a feather				

Availability

Social Connections

Up next : Leadership experience

Leadership Experience

bit.ly/sonicmdt

eadline	Min Team	Max Invites you ca	an send	Invites sent	Invites received	My teammates so far	
un May 11 2014 18:00:00 GMT-0500 (CDT)	5	5	4 (click for more)		0	0	0
	Click	here for a quic	Preferences ok tour on how to use	My Dream Te	am.		
Professional Skills I prefer teammates who					Importanc	e Memi	bers
Leadership experience	have a lot of prid experience.		have less prior perience.	 I don't care. 	★☆☆	÷	© \$ © \$
Choose my teammates based on their prior leadership experience.							
Social Skills							
Creativity							
Teamwork values							
Cross-Cultural savviness							
Birds of a feather							

Up next : Social Skills

SOCIAL SKIIIS bit.ly/sonicmdt

CIKNOW			Preferences Message	s Query histo	ory Teamboard	Biaani Perez-Nino 👻	
Deadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far	
Sun May 11 2014 18:00:00 GMT-0500 (CDT)	5	5	4 (click for more)	0	0	0	

Preferences

Click here for a quick tour on how to use My Dream Team.

Professional Skills	I prefer teammates who		Importance	Members
Leadership experience	O have good social skills.	 No, I don't. 	★☆☆☆	○ L ○ L ○ Φ
Social Skills				
Choose my teammates based on their social skills.				
Creativity				
Teamwork values				
Cross-Cultural savviness				
Birds of a feather				
Availability				
Social Connections				

Up next : Creativity



adline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far
n May 11 2014 18:00:00 GMT-0500 (CDT)	5	4 (click for more)	0	0	0	
	Click	here for a quic	Preferences ok tour on how to use My Dream T	'eam.		
Professional Skills	ssional Skills I prefer teammate			Importanc	e Memb	ers
Leadership experience		ikers.	No, I don't.	★☆☆	·☆ 010) 7 0⊕
Social Skills						
Creativity						
Choose my teammates based on their creativity.						
Teamwork values						
Cross-Cultural savviness						
Birds of a feather						

Up next : Teamwork values

leamwork Values

bit.ly/sonicmdt

CIKNOW			Preferences Mes	ages Query his	story Teamboard	Biaani Perez-Nino 👻	
Deadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far	
Sun May 11 2014 18:00:00 GMT-0500 (CDT)	5	5	4 (click for more)	0	0	0	

Preferences

Click here for a quick tour on how to use My Dream Team.

Professional Skills	I prefer teammates who		Importance	Members	
Leadership experience	O have strong team values.	 No, I don't. 	★☆☆☆	○ ⊥ ○ ⊥ ○#	
Social Skills					
Creativity					
Teamwork values					
Choose my teammates based on their teamwork values.					
Cross-Cultural savviness					
Birds of a feather					
Availability					
Social Connections					

Up next : Cross-Cultural savviness

Intercultural Sensitivity

bit.ly/sonicmdt

eadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far
n May 11 2014 18:00:00 GMT-0500 (CDT) 5 5			4 (click for more)	0	0	0
	Click	here for a quic	Preferences of tour on how to use My Dream	Team.		
Professional Skills	I prefer teammate	es who		Important	e Memb	ers
Leadership experience	⊖ can work acros	s cultures easi	iy. No, I don't. 	★ ☆☆	• 1 0) <u>よ</u> () ゆ
Social Skills						
Creativity						
Teamwork values						
Cross-Cultural savviness						
Choose my teammates based on their cross-cultural savviness.						
Birds of a feather						
Availability						

Up next : Birds of a feather

Homophily – Heterophily

bit.ly/sonicmdt

CIKNOW			Preferences Message	Query histo	ory Teamboard	Biaani Perez-Nino 👻
Deadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far
Sun May 11 2014 18:00:00 GMT-0500 (CDT)	5	5	4 (click for more)	0	0	0

Preferences

Click here for a quick tour on how to use My Dream Team.

Professional Skills	I prefer teammates who			Importance	Members
Leadership experience	have the same nationality as me.	have a different nationality.	 I don't care. 	★☆☆☆	○ 1 ○ 1 ○#
Social Skills) are the same age as me.	⊖ are of a different age.	I don't	***	01010+
Creativity	<u> </u>		care.		0-0-0-
Teamwork values) are the same gender.	are of the opposite gender.	 I don't care. 	★☆☆☆	01010#
Cross-Cultural savviness	have similar skills to me.	have different skills.	I don't	***	○ 1 ○ 1 ○≖
Birds of a feather	Chare shine shine to me.		care.	MMMM	
Choose teammates based on their similarity/dissimilarity.	 have a similar personality to me. 	have a different personality.	 I don't care. 	★☆☆☆	○ 1 ○ 1 ○4
Availability					
Social Connections					

Up next : Availability

Availability

bit.ly/sonicmdt

adline	Max team	Min Team	Max Invites y	ou can send	Invites sent	Invites received	My teammates so far
in May 11 2014 18:00:00 GMT-0500 (CDT)	5	5	4 (click for mo	re)	0	0	0
	Click	here for a quic	Preference k tour on how to	S use My Dream Te	eam.		
Professional Skills	I prefer teammate	es who			Importance	e Men	nbers
Leadership experience	O have the most o	overlap with my	schedule.	No, I don't.	★ ☆☆	÷ ⊜ .	C ⊖ I ⊂ #
Social Skills							
Creativity							
Teamwork values							
Cross-Cultural savviness							
Birds of a feather							
Availability							
Choose my teammates based on our common availability.							

Up next : Social Connections

Social Networks

bit.ly/sonicmdt

CIKNOW			Preferences Message	es Query histo	ry Teamboard	Biaani Perez-Nino 👻
Deadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far
Sun May 11 2014 18:00:00 GMT-0500 (CDT)						

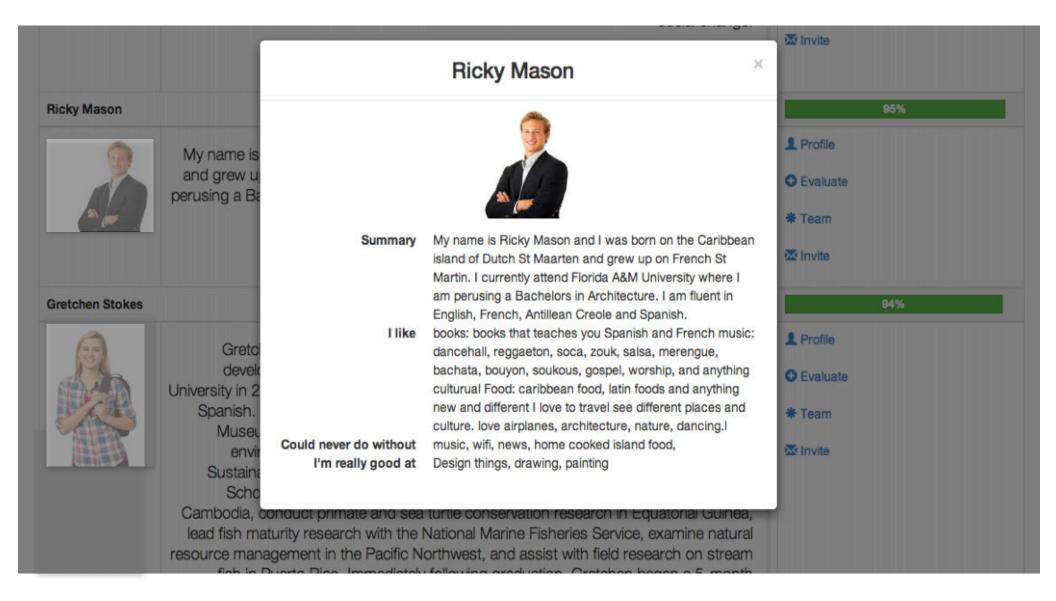
Preferences Click here for a quick tour on how to use My Dream Team.

Professional Skills	I prefer teammates who		Importance	Members
Leadership experience	⊖ who I enjoyed working with in the past.	No, I don't.	★☆☆☆	○ L ○ L ○ #
Social Skills	⊖ are my friends.	No, I	*会会会	○ 1 ○ 1 ○ ± ○ ±
Creativity		don't.		
Teamwork values	have worked with people I have worked with.	No, I don't.	★☆☆☆	○ 1 ○ 1 ○#
Cross-Cultural savviness	are known by lot of others in the class.	No, I	***	○ 1 ○ 1 ○中
Birds of a feather		don't.		01010-
Availability	○ are friends with many others in the class.	No, I don't.	★ ☆☆☆	0 1 0 <u>1</u> 0 4
Social Connections	have worked with many others in the class.	💿 No, I	*会会会	○ 1 ○ 1 ○ 4
Choose my teammates based on social connections.	0	don't.		010104
social connections.	serve as social brokers in the social network of my class.	 No, I don't. 	★☆☆☆	010 <u>1</u> 0#

View learmate Recommendations

		DIL	.iy/someniut			
IKNOW			Preferences	Messages Qu	ery history Tean	nboard Amy Miller -
eadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far
on May 12 2014 20:00:00 GMT-0500 (CDT)	5	5	4 (click for more)	0	0	0
		Recomm	mendations			▼ All -
Tashiana Osborne						100%
earth and a changes. I am inspi	tmospheric scie red to explore,	ences, espec research, sh	nave become even more par cially in a world facing globa nare, and help protect Earth g with others as I finish the f hydrology/meteorology	al-scale climation 's true beauty. final year of my	 Evaluate * Team Invite 	
Jennifer Egert						99%
interacting with as r	nany people as	I can to lear	g around people as much a m as much about various s ng people and influencing th	ubjects, values	• Evaluate	
Matt Ribarich						95%
and plants and an don't take much	imals and learn seriously. I'm	ing about all usually prett	Colorado. I like human cult I that. Sometimes I'm seriou y relaxed but sometimes I a ndoors. There's other stuff I	us and others I act strange, for	EvaluateTeam	

Review Profiles of Potential Teammates



Send Teammate Invitations

CIKNOW	Message to Tashiana Osborne	history Team	iboard Amy Miller -
Deadline Mon May 12 2014 20:00:00 GMT-0500 (C	The following message will be sent to Tashiana Osborne Subject : "Would you like to join my team ?"	/ites received	My teammates so far 0 Transformation far 0
Tashiana Osborne Through earth changes. I arr	Send	 Profile Evaluate Team 	100%
	Tashiana Osborne —	🖾 Invite	
Jennifer Egert			99%

Review Inbound Invitations

		Max team	Min Team	Max Invites you can ser	d Invites sent	Invites received	My teammates so fa
Ion May 12 2014 20:00):00 GMT-0500 (CDT)	5	5	3 (click for more)	1 (click for name	s) 0	0
						Refres	h Mailbox

Reply to Inbound Invites

bit.ly/sonicmdt

CIKNOW	Reply to Amy Miller	×	Teamboard	Tashiana Osborne 👻
Deadline Mon May 12 2014 20:00:00 GMT-0500 (C	 "Yes, I would love to be part of your team." "I'm sorry, but I have to decline." 		tes received lick for names)	My teammates so far 0
Received Amy Mill Sent	Add more explanation below Reply message here	ancel	Refres	h Mailbox

Not Getting Any Invites? Polish Your Profile

Deadline		Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so fa
Non May 12 2014 20:00:00 0	GMT-0500 (CDT)	5	5	3 (click for more)	1 (click for names)	0	0
				My Profile			
Summary	really interested i think this gives m	n ecological rela e a unique pers	tionships as v pective on sus	ersity. I have a 10 week internsi well as range management. I w stainability and land manageme neet everyone at RMSSN.	as born on a ranch, and	am from 3 generation	ons of coal miners. I
I'm really good at	I'm really good at	biology, hiking,	and working I	hard!			
I'm really good at I like				hard! sports movie ever made, Grey'	s Anatomy, rock and co	untry music, and BB	Q.
	I absolutely love t	he Harry Potter	series, every			untry music, and BB	Q.

Find a Better Team? Breakup

bit.ly/sonicmdt

Deadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far
Mon May 12 2014 20:00:00 GMT-0500 (CDT)	5	5	3 (click for more)	1 (click for names)	0	0
			I am not happy with my current I think I can do better with new			

Please tell us why you want to leave your current team (won't be shared with any of your current team members.)

Leave

Monitor the Situation: The Team Board

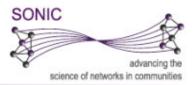
bit.ly/sonicmdt

Deadline	Max team	Min Team	Max Invites you can send	Invites sent	Invites received	My teammates so far
Mon May 12 2014 20:00:00 GMT-0500 (CDT)	5	5	3 (click for more)	0	1 (click for names)	2 (click for names)
i≣ List						
I≣ List						



Give 95 Students the chance to form teams using the tool...

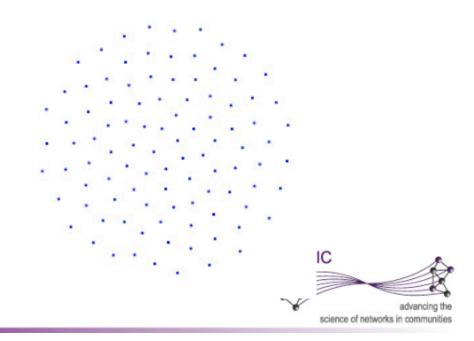






Give 95 Students the chance to form teams using the tool...

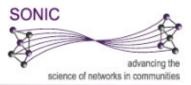
Which factors will they consider when choosing teammates?





Will the tool help them routinize existing tendencies to consider "surface level" characteristics?

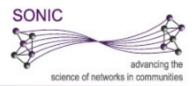




Surface Level Characteristics

Gender Race Ethnicity Age

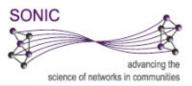




Or

Will the tool make the "invisible" "deep level" characteristics more visible?

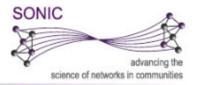


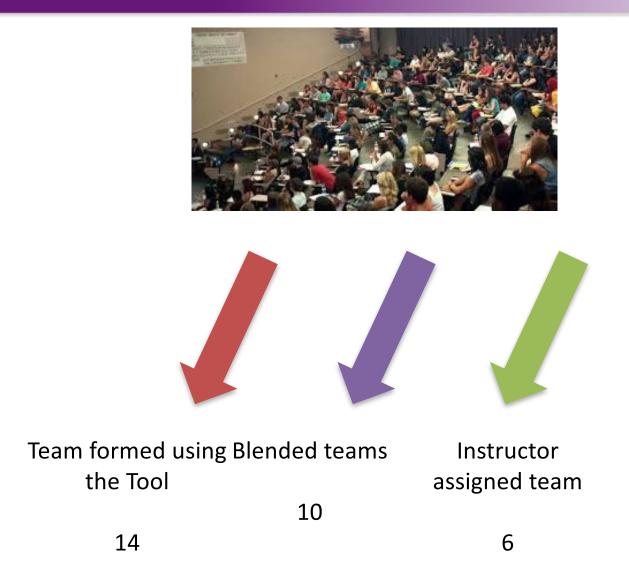


Deep Level Characteristics

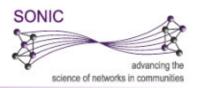
Expertise Skills Leadership Interest & Ability Personality Traits Attitudes



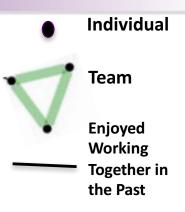


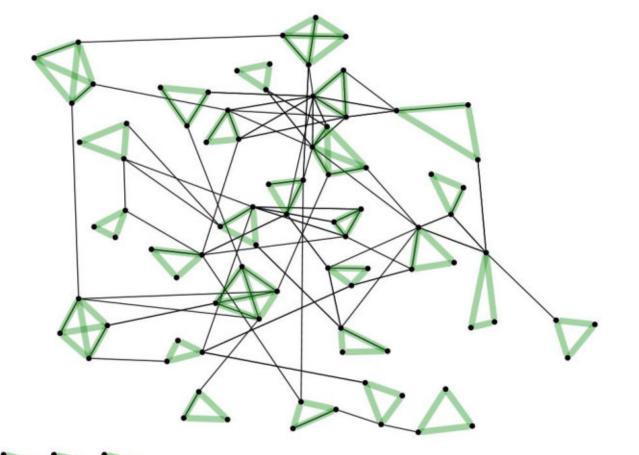




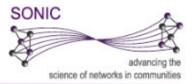


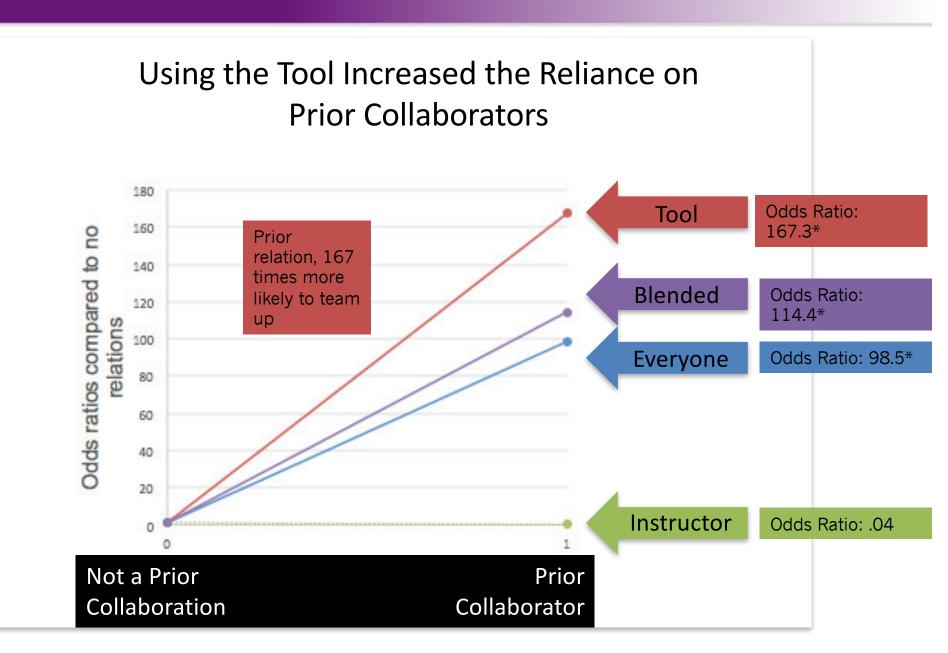
Do people choose teammates who they enjoyed working with in the past?



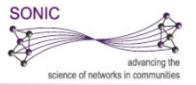


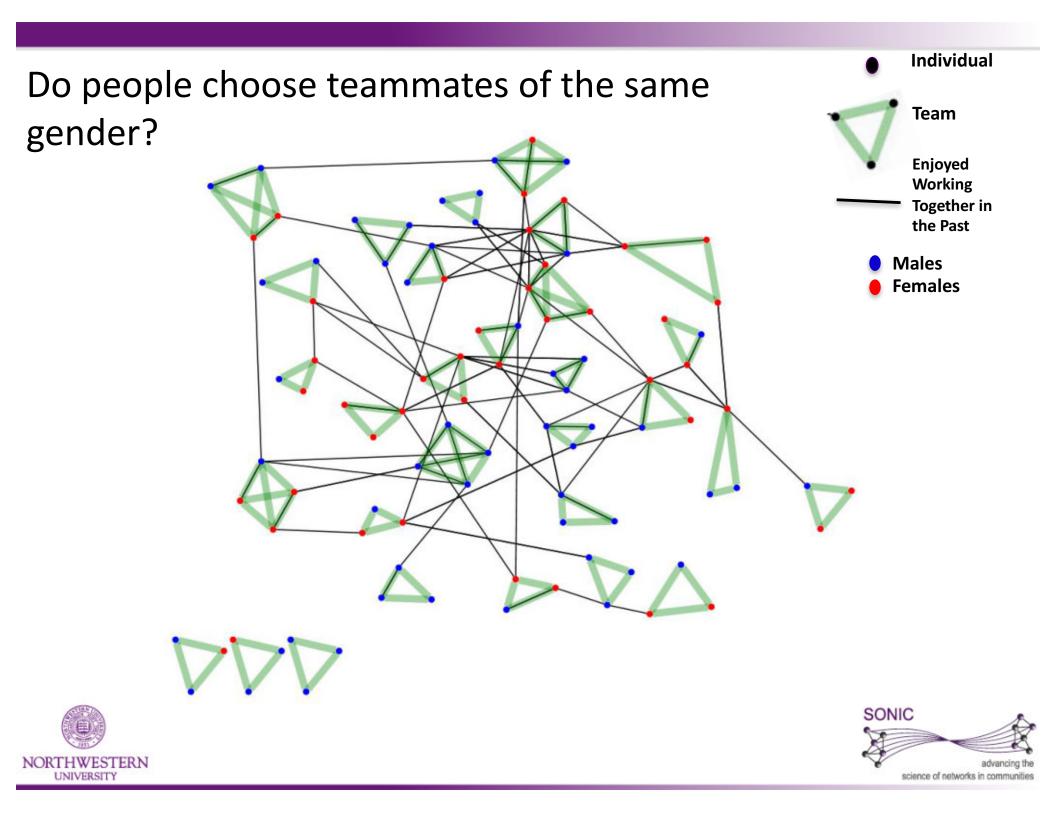




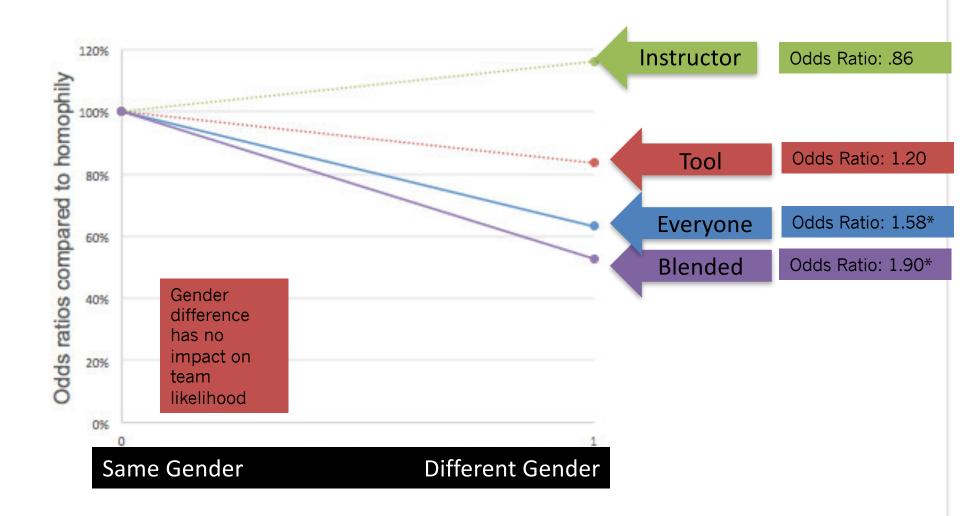




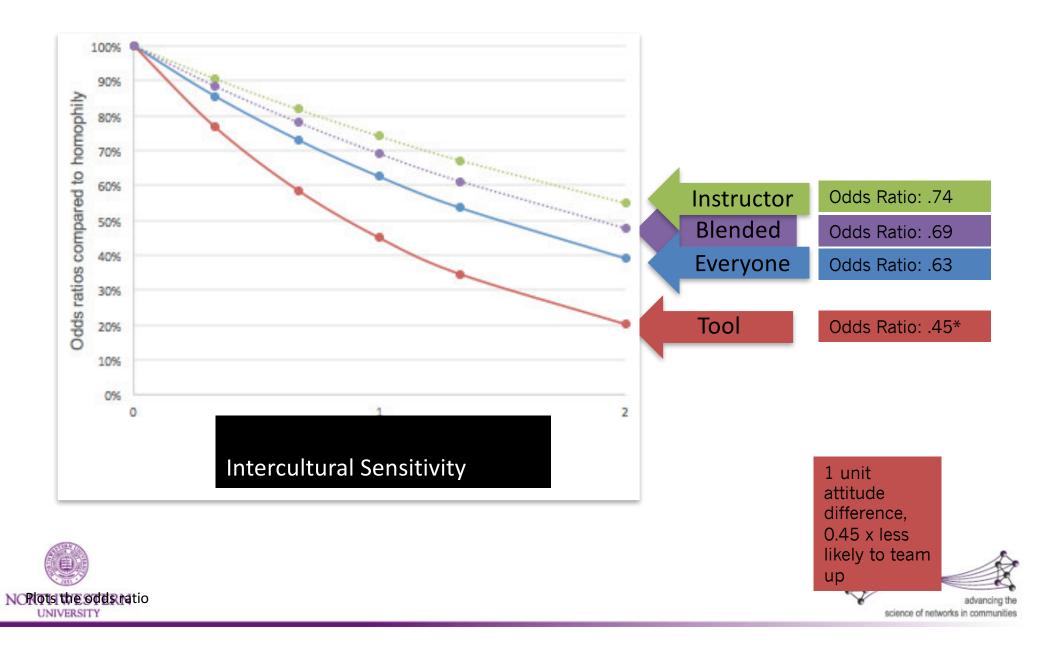




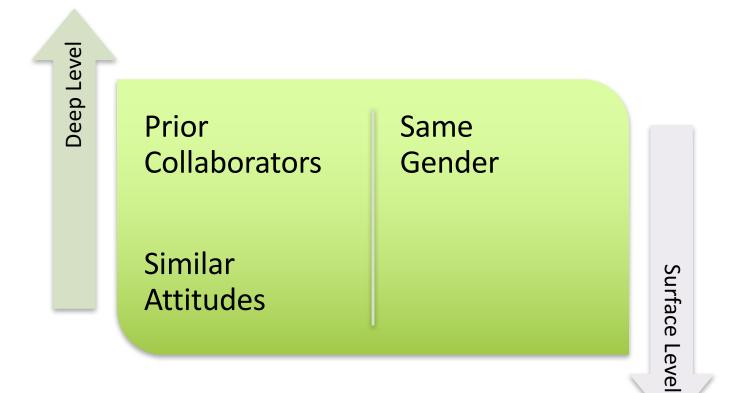
Using the Tool Eliminated Gender Homophily



Using the Tool Enabled Attitude Homophily



New Rules of Attraction

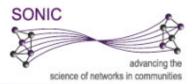




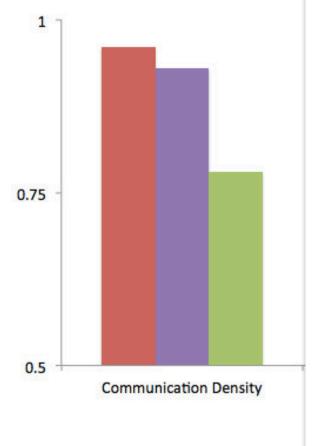


How Does Assembly Affect Team Functioning?





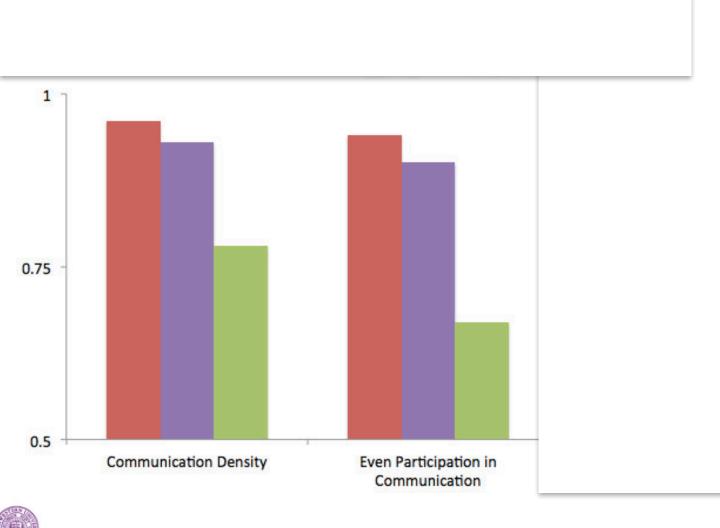
Teams formed online communicated more



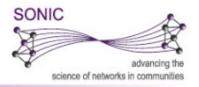


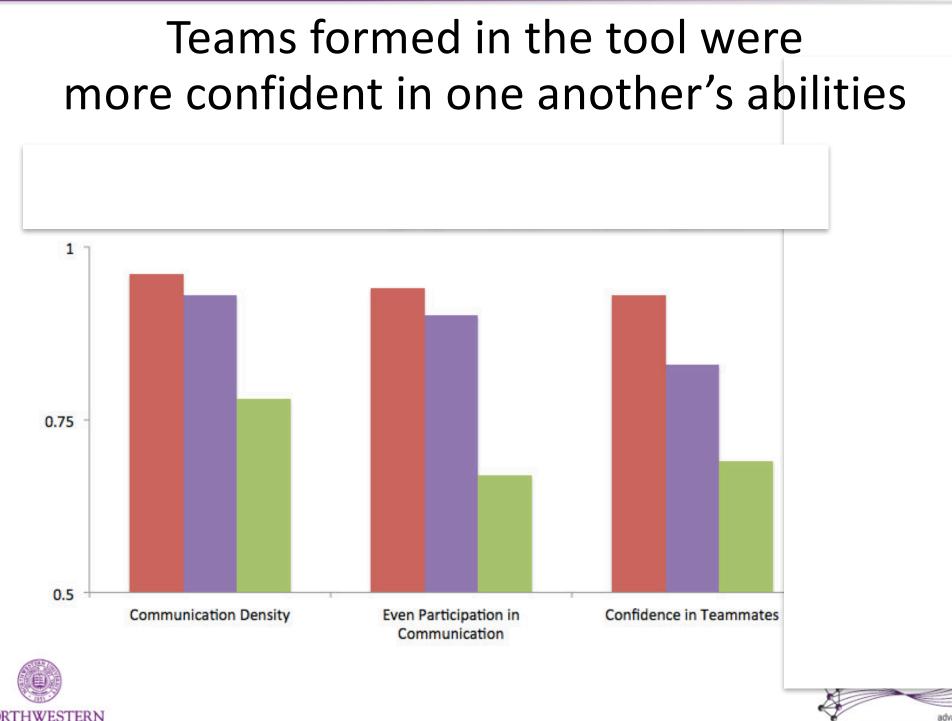


Teams formed in the tool communicated more evenly









UNIVERSITY

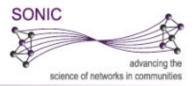
science of networks in communities

For more information on *My Dream Team*:

Email: nosh@Northwestern.edu

bit.ly/sonicmdt

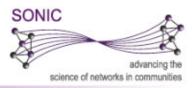




How did the this challenge benefit from computational social science?

- Harvesting tracts of behavioral network data about coauthorship and citation data among large scientific communities
- Utilizing computationally intensive algorithms to confirm hypotheses about structural signatures associated innovation.
- Developing tools to assist individuals with team assembly that also collaterally provide large amounts of data to explore at scale the heretofore unobserved process of the sequencing of assembling of teams





Theory:

Questions we thought we couldn't answer...

- Disaster Response
 - How do multi-organization networks emerge in response to a disaster?
 - How do we monitor and design interventions to make them more effective?
- Accelerating Innovation
 - What are the network factors that influence the assembly of innovative teams?
 - How do we design a "dream team" builder to optimize their assembly?
- Scaling up Global Health Solutions
 - What are the network factors that determine who influences whom <u>and</u> how in order to scale up the adoption of health solutions?
 - How do we utilize this knowledge to design sequencing strategies that optimize the speed and scope of scale-up at minimal cost?





Scale Up Global Family Health Solutions in Bihar, India Combining *who* to influence with *how* to influence

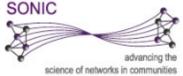
Collaborators: Leslie DeChurch & Michelle Shumate, *Northwestern University* Paul Leonardi *UCSB* Larry Prusak, *Consultant, Knowledge Management* Wolfgang Munar, Ethan Wong, Deb Bhattacharya *Bill & Melinda Gates Foundation*











0	verall	neona	tal mo	rtali	ly
Group	Deaths	Births	NMR	RR	95% CI
CHX	72	4924	14.6	0.76	0.55-1.04
Soap&H ₂ O	98	5107	19.2	1.00	0.76-1.31
Dry Care	98	5082	19.3	1.00	



Key Assumption

Scaling up family health solutions from "innovation districts" to "scale-up district" requires integration of appropriate:

- 1. Social influence strategies
- 2. Central "Touch points" and
- 3. Media channels







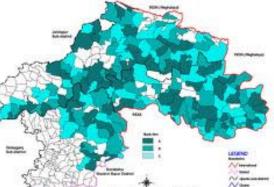
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Study Procedures

- Discover the attitudes and current knowledgesharing networks of among over 16,000 government employees responsible for implementing family health solutions
- Build the analytical framework that diagnoses and designs the scale up of family health solutions
- Key Variables:
 - Advice and Information sharing network ties
 - Current and preferred media preferences
 - Adoption Readiness (Likelihood to Adopt & Likelihood to be Influenced by others)
 - Disposition to different social influence strategies

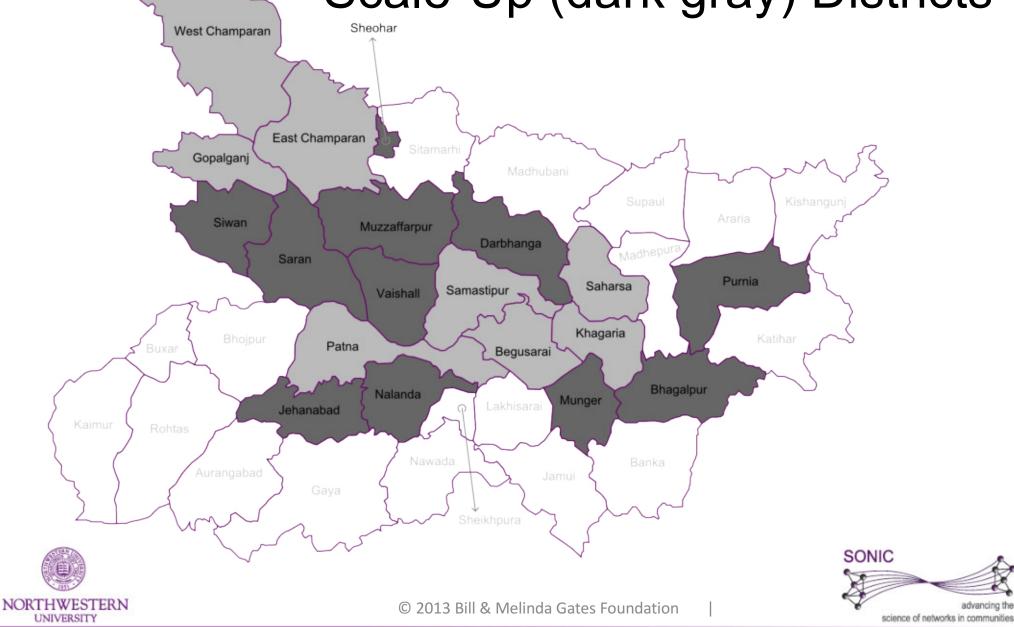








Innovation (light gray) & Scale-Up (dark gray) Districts



Integrating social networks and human social motives to achieve social influence at scale

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The innovations of science often point to ideas and behaviors that must spread and take root in communities to have impact. Ideas, practices, and behaviors need to go from accepted truths on the part of a few scientists to commonplace beliefs and norms in the minds of the many. Moving from scientific discoveries to public good requires social influence. We introduce a structured influence process (SIP) framework to explain how social networks (i.e., the structure of social influence) and human social motives (i.e., the process of social influence wherein one person's attitudes and behaviors affect another's) are used collectively to enact social influence within a community. The SIP framework advances the science of scientific communication by positing social influence events that consider both the "who" and the "how" of social influence. This framework synthesizes core ideas from two bodies of research on social influence. The first is network research on social influence structures, which identifies who are the opinion leaders and who among their network of peers shapes their attitudes and behaviors. The second is research on social influence processes in psychology, which explores how human social motives such as the need for accuracy or the need for affiliation stimulate behavior change. We illustrate the practical implications of the SIP framework by applying it to the case of reducing neonatal mortality in India.

saving changes in attitude and behaviors the challenges faced in communicating that science remain formidable. We return to the case of CHG later. First, we advance the notion of a structured influence process (SIP) that builds on two influential, but for the most part distinct, intellectual approaches to transform scientific discoveries into societal breakthroughs by changing people's attitudes and behaviors.

The SIP Framework

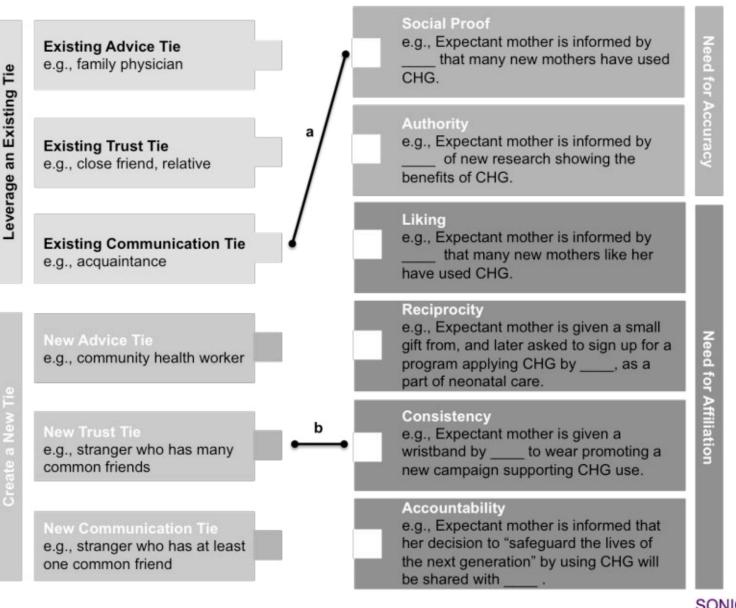
The SIP framework explains how social networks (i.e., the structure of social relations) and human social motives (i.e., the process of social influence that occurs when the actions of one person or group prompt changes in others' actions) can be used to enact social influence within a community. Such a framework has important implications for advancing the science of scientific communication. This framework builds on core ideas from two areas of social science. The first is research on social networks, which explores how individuals' network of contacts shape their attitudes and behaviors. The second is research on social influence within psychology, which explores how basic human social motives stimulate attitude and behavior change. Whereas both areas are concerned with social influence, they have taken very different perspectives. Synthesizing these perspectives, as we





Illustrative Sources of Peer Influence Based on Social Networks:

Illustrative Social Interactions Based on Social Motives:





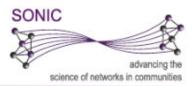


Demo of Dashboard for Technology Support Unit (TSU) of CARE India to support decisions about WHO to influence and HOW to influence for scaling up family health innovations

http://bit.ly/tsudashboard

Password: tsuindia

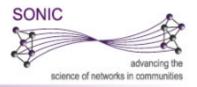




How did this challenge benefit from computational social science?

- The use of computational modeling techniques to optimize sequencing of scale up utilizing data from 16,000 health workers in government, NGOS at the state, district and block levels.
- Provide decision support for who should say what to influence whom.
- Revise optimization sequencing based on scale up response in the field





Three Grand Societal Challenges & Computational Social Science

• Disaster Response: Katrina

• Accelerating Innovation: Watson

Scaling up Global Health Solutions:

Ananya













- We are in the midst of a perfect storm for leveraging Computational Social Science to understand and address grand societal challenges because of recent developments in:
 - Theories: Theoretical advances to address fundamental questions about existing and emerging socio-technical phenomena
 - Methods: Advances in creating "ensemble" methodologies based on theory-driven, data-driven and computational modeling analytic strategies
 - Data: Developments that provide the technological capability to capture, store, fuse, and query large tracts of behavioral data
 - Computational infrastructure: The surge in cloud computing and petascale computing that are critical to face the computational challenges in observing and analyzing these data





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National Cancer Institute

U.S. National Institutes of Health | www.cancer.gov

