Social Computing Systems
EECS 498 – Special Topics (MDE)
T/Th 1:30-3:30pm, Winter 2018
Instructor: **Walter S. Lasecki** (http://wslasecki.com)

Overview:
Computation rarely exists in isolation. From social media, to collaboration and coordination tools, to crowdsourcing and collective intelligence, technology has risen from use as an individual tool for focused domains to play a role in or even mediate a majority of social interactions today. Social Computing is the study of this interplay between social processes and the computation that supports and augments them. This course will cover topics including collaborative systems, social media, systems for supporting collective action, data mining and analysis, crowdsourcing, human computation, and peer production.

Through a semester-long project, this course will satisfy the College of Engineering's Major Design Elective (MDE) requirement.

Course Plan:
This course will be based on readings from the social computing research literature. Practical projects will give students experience using and creating online social computing platforms. A significant team-based final project component will let students gain experience designing and building the types of systems we will study. Students will select a topic, and then propose, design, and build a real system.

Required Skills:
This course will include a significant project component that requires students to develop a usable software system. Knowledge of basic web development (HTML/Javascript/PHP/etc.) is important and basic user interface (UI) design, since it will not be covered in detail as part of the lecture content.

Pre-reqs: EECS 493 (UI Dev.) and/or EECS 485 (Web DB) or instructor permission.

NOTE: Feel free to stop by the first week of class to check out the material and format to see what it's all about and if you want to join in!