



Teenagers and Their Virtual Possessions

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This Talk

- An overview of the paper
- How I would extend the experiment / what's the next logical step
- My evaluation of the ideas presented

- Teenagers and Their Virtual Possessions: Design Opportunities and Issues
 - William Odom, John Zimmerman, Jodi Forlizzi
 - Human-Computer Interaction Institute
 - Carnegie Mellon University
 - In *Proceedings of the SIGCHI Conference on Human Factors in Computing Systems (CHI '11)*. ACM, New York, NY, USA, 1491-1500.

Virtual Possessions

- Virtual possessions
 - Previously material items
 - music, photos, movies
 - Newer items
 - SMS archives, social networking profiles, online gaming avatars
- Virtual possessions have become ubiquitous

Research Questions

- “How do people *perceive value* in their virtual possessions?”
- “Do people *form attachments* to their virtual possessions?”

Digital Possessions

- Possessions are increasingly becoming digital
 - ebooks outsell paper books
 - Digital downloads have surpassed CD sales
 - Video and audio streaming services such as Netflix, Pandora, and Spotify deliver streaming content on demand
- More of the things that we possess reside inside computers

The Study

- 21 'tweens' and teenagers
 - Mid-sized city in the US
 - Ages 12 – 17
 - 9 female, 12 male
 - Middle and upper-middle class families
 - Had direct access to the Internet

- Interviews
 - Semi-structured
 - 1.5 to 2 hours long
 - Held in participants' bedrooms
- Participants gave a tour of their:
 - Material possessions
 - Stored or on display
 - Virtual possessions
 - PC, phone, media player

- Results of Interviews
 - Videos of the interviews
 - Photographs
 - Field notes
- Drew out underlying themes
- Created conceptual models and affinity diagrams

Findings: Possessions

- Material possessions:
 - Photographs
 - Collages
 - Mementos
 - Symbols of personal achievement
- Virtual possessions:
 - Homework assignments
 - Blog entries
 - Archived SMS messages
 - Digital video, music, and artwork



Themes: Storage

- Reliance and preference for cloud computing
 - Better accessibility
 - Better safety
 - Requires less storage on mobile device
- Cell phones
 - Portals to online locations
 - Temporary storage centers

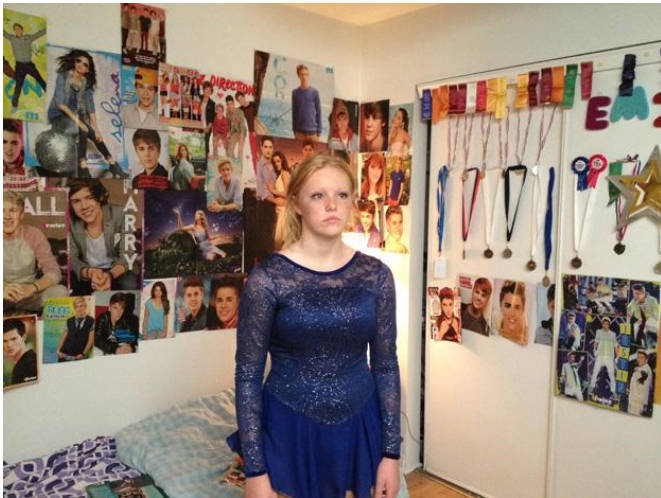


Associated Press / Kristin Murphy

<http://notanotherhistoryteacher.edublogs.org/tag/cell-phones-in-school/>

Themes: Presentation of Self

- Sense of self
 - Bedroom: presentation of trophies, photos, posters, and bedding
 - Digital devices: background images, colors, and PlayStation skins

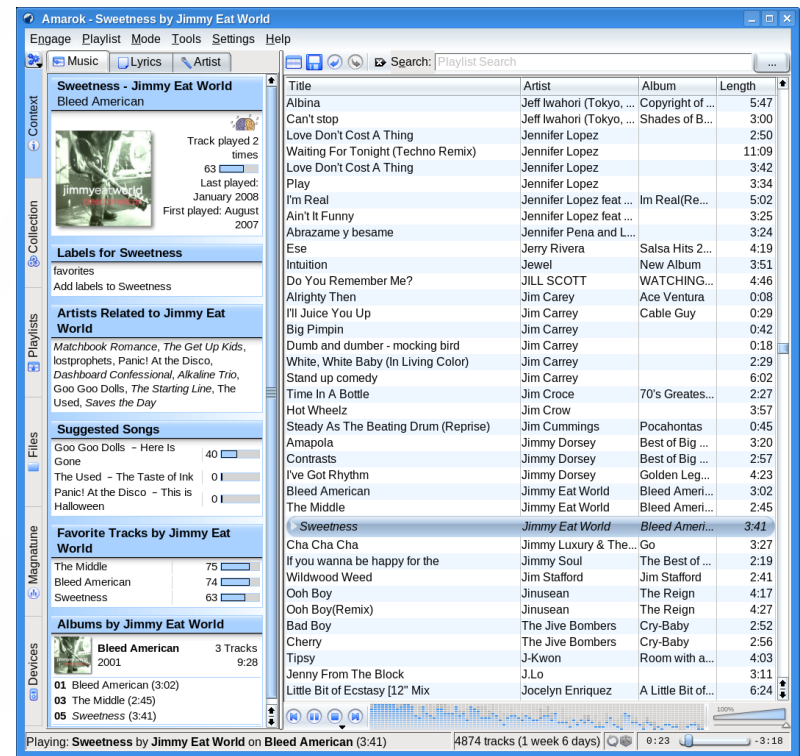


<http://pitchfork.com/features/directors-cut/8963-grizzly-bear-yet-again/>

http://current.com/news-and-politics/89708080_show-home-includes-messy-teens-bedroom.htm

Themes: Metadata

- Provided a platform for users to
 - “collaboratively and individually personalize a possession”
 - “relationally link multiple types of virtual possessions together”
- Types of metadata
 - Social metadata
 - Tagging photos
 - Music metadata



Themes: Transition

- Compensation for virtual possessions lacking material form
 - Always left digital devices on
 - Printed and displayed virtual possessions



Design Opportunities

- Three areas for investigation:
 - Accrual of metadata
 - Placelessness and presence
 - Presentation of self

- Research
 - “Explored how teenage participants perceive, value, and form attachments to their virtual possessions”
- Goal
 - “To critically consider the **benefits** and **potential dangers** of designing new technologies that might enable people to find more value in their virtual things”

My Evaluation

- Teenagers want to control their environment
- Technology can help them achieve this



My Evaluation



<http://www.engadget.com/2011/05/03/microsofts-home-of-the-future-lulls-teens-to-sleep-with-tweets/>

My Evaluation

- Teenagers want to seamlessly blend their virtual possessions



Future Work



Future Work



Future Work

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BLACK EYED PEAS

MP PLAYLISTS

- Hot & Cool Summer 2010
- Yours
- 1. Bad Romance
- 2. Good On Soul Boy
- 3. Day 'N' Nite

LEAFY WORD CLOUD

good night tonight
wahoo
rock
gonna

GIFTED PLAYLISTS

From Mam

- 1. My Humps
- 2. Where is the Love
- 3. I Gotta Feeling
- 4. Brown Bottom Power
- 5. Let's Get Recycled
- 6. Inna Be
- 7. Sexy

NEW PLAYLIST

Black Eyed Peas
I Gotta Feeling

SHARED

- 79 songs
- 11 playlists

278 songs

17 playlists

Mam

PSYC 5014

Drawing for the we had there for the best!

Rock on? This was our favorite rock!

1. Hot solo solo with Morning 1223 night 11

My Conclusions

- This is a good and important ethnography study in how teenagers interact with their virtual possessions
- It needs to be scaled up to consider other age groups
- The results can guide the direction of new technologies

THANK YOU!

QUESTIONS OR COMMENTS

