ICT158

Introduction to Information Systems



Topic 7

Types of Information Systems: Social IS





COMMONWEALTH OF AUSTRALIA

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Learning objectives



After completing this topic you should be able to:

- Describe the characteristics and components of social information systems
- Name some technologies used in social IS
- Explain how an organisation can make use of social IS for internal collaboration and support
- Briefly describe current approaches to knowledge management

Cont'd ...

Learning objectives...



- Describe how an organisation can use social IS as part of their business strategy
- Describe several ways in which crowdsourcing can be used by an organisation
- Discuss how an organisation can guard against potential risks of social IS

Readings



- Rainer, K.R., Prince, B., & Watson, H. (2013).
 Management Information Systems: Moving
 Business Forward. (2nd ed.) Wiley. Chapter 8: Social
 Computing [available through MyUnitReadings]
- Kroenke, D. (2013). Experiencing MIS (4th ed.):
 Cengage Learning. Chapter 8: Social Media
 Information Systems [available through
 MyUnitReadings] You can omit sections Q2 and Q3

Overview



- What are Social IS?
- Social IS within the organisation
- Social media IS
- Using social IS for competitive advantage
- Crowdsourcing
- Managing the risks of social IS

7.1 What is Social IS?



- 7.1.1 Exploring the concept
- 7.1.2 Defining social IS
- 7.1.3 Features of social IS

Information systems within the organisation [Recap from Topic 6]

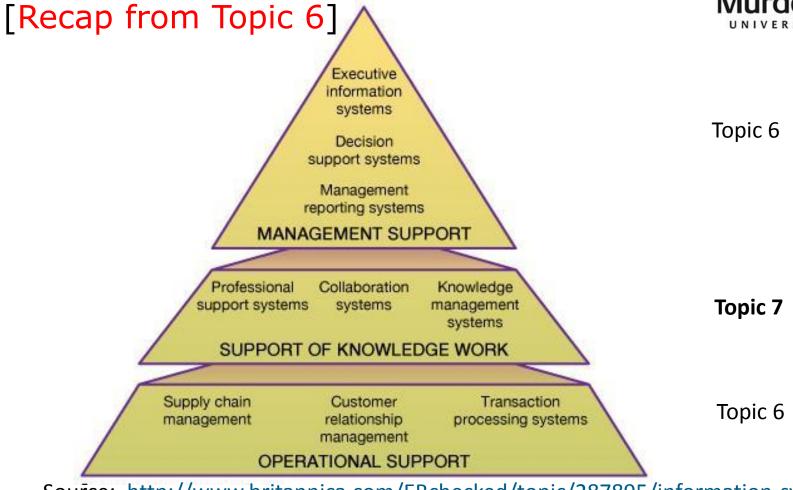


An organisation needs information systems

- that support routine day-to-day activities and that help it add value to its products and services
- that assist in informed management and decision making
- to integrate in order to provide added benefits

Organisational information systems in perspective – an alternative view





Source: http://www.britannica.com/EBchecked/topic/287895/information-system

So what is a *social* IS? Where does it fit in?



- A relatively newer concept, but growing rapidly in importance
- Not such a clear definition as TPS, MIS, etc and encompasses many different aspects
 - Social computing, social media IS, social commerce, etc
- We will focus on how social IS support the traditional IS of an organisation and provide additional opportunities for achieving competitive advantage

Social IS



Broadly, any IS where the focus is on *sharing* and the value of the *human* component of the information, both within and outside the organisation:

- Collaboration and professional support
- Knowledge management
- Social media IS
- Crowdsourcing

Why Social?



Social computing combines the social behaviour of people with information systems to create value

Humans are social creatures, and their behaviour and decisions are influenced by social context

In social IS, information is not anonymous but is significant *because* is it linked to particular individuals, who are in turn linked to their own networks of individuals

Source: Rainer et al (2013) p274

Why social?



- In social computing, users rather than organisations produce, control, use and manage content via interactive communications and collaboration
- This is *transforming power relationships* in organisations, as employees and customers can organise themselves and influence those in power
- Organisations can benefit significantly from the innovative use of social IS but there are also risks

What characterises social IS?



There is no single definition but the following are some characteristics:

- Social interaction
- Openness
- Participation
- User-generated content
- Social media applications and tools (Facebook, Twitter, LinkedIn, blogs, wikis, etc)
- Online









Features of social IS



		v
	Social Information Systems	Traditional Information Systems
Sociality	Community; focus on information exchange	No community; focus on information processing
Openness	Large number of users; voluntary contributions	Limited number of users; mandatory use
Contributors	Externals, employees outside of formal hierarchy	Employees
Contents	User-generated	Generated by professionals or generated automatically
Technology	Lightweight tools, flexible structures, open source software	Often complex, fixed structure; commercial software
Location	Online; networked	Offline; local

Source: Schlagwein et al (2011)

http://www.shawnday.eu/downloads/Schlagwein-Schroder-Fischbach-SIS%20Overview.pdf

Recap



Social IS shifts the core system function from the work and decision-making support of traditional IS to online social interaction (such as comment, rating, "friending," and similar feedback mechanisms) or open collaboration

7.2 Social IS within the organisation



- 7.2.1 Overview
- 7.2.2 Computer-Supported Cooperative Work
- 7.2.3 Other organisational social IS
 - Enterprise 2.0
 - Shared repository
 - Knowledge management

Overview



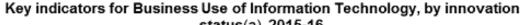
Many organisations are adopting social media systems and expect to gain

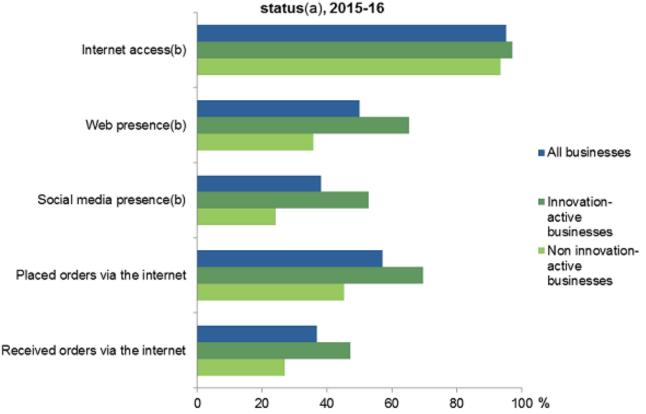
- improved employee engagement
- internal communications
- the formation of internal and external communities for more effective business.

Several effective ad hoc uses of social media systems within most organisations are already under way and the staff involved are already experiencing the benefits

Australian organisations 'social presence'







Source: (a) Proportions are of all businesses in each output category.

(b) As at the end of the reference period, 30 June 2016.

http://www.abs.gov.au/ausstats/abs@.nsf/Latestproducts/8167.0Main%20Features12015-16?opendocument&tabname=Summary&prodno=8167.0&issue=2015-16&num=&view=ICT 158 Introduction to Information Systems

Computer-Supported Cooperative Work (CSCW)



CSCW has been developing since the early 1980s, when computers first became available to non-IT staff

Focus of CSCW is on enabling groups of individuals to work together facilitated by various types of **groupware**

CSCW looks at how people work cooperatively in teams within an organisation and how technology impacts on that

Groupware



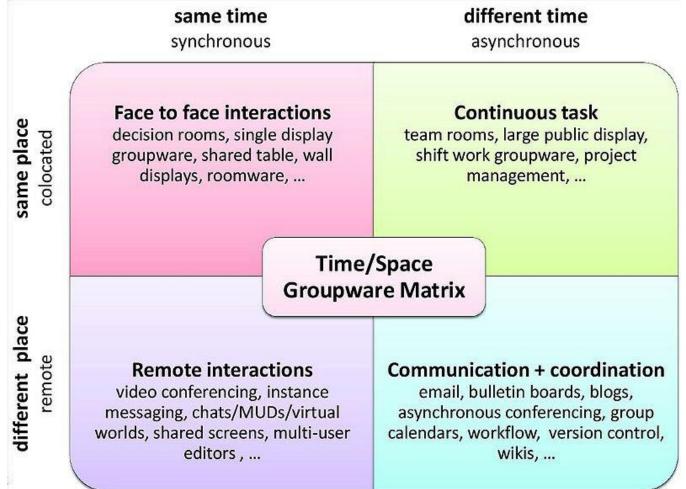
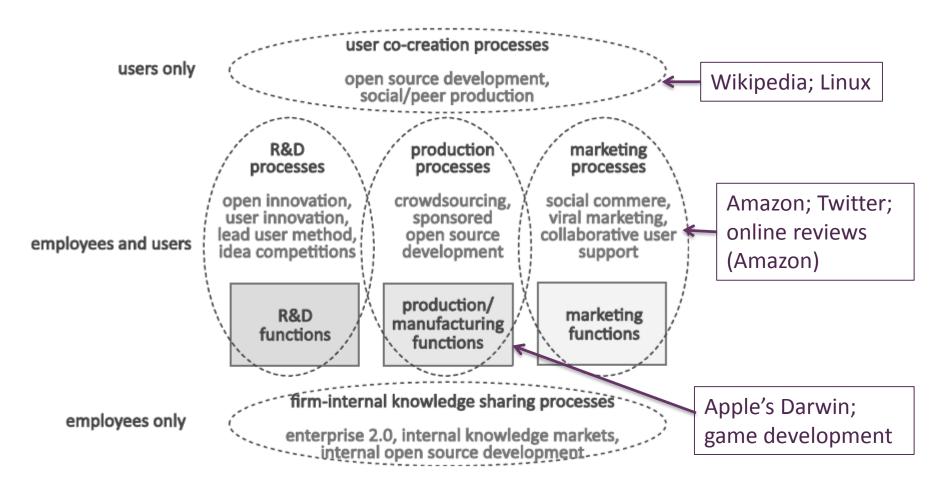


Image from http://en.wikipedia.org/wiki/Computer-supported cooperative work

Other organisational social IS





Source: Schlagwein et al (2011)

"Enterprise 2.0"



Term coined by Andrew McAfee in 2006:

"Enterprise 2.0 is the use of emergent social software platforms within companies, or between companies and their partners or customers."

http://andrewmcafee.org/2006/05/enterprise 20 version 20/

By 'emergence' McAfee was emphasising software free of built-in workflow or organisational identities, in which patterns and structures of people's interactions become visible over time





Repository software allow mediated access to team spaces, document and picture libraries, etc

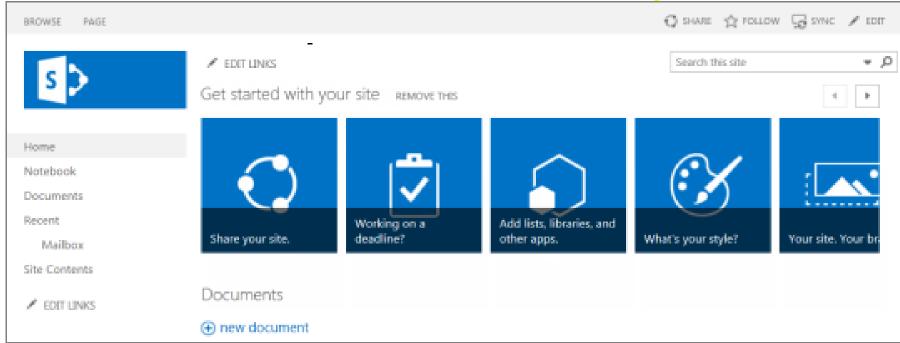
Microsoft Office SharePoint Server is typical (next slide)

- Functionality includes sharing, organising, searching, groups and communities, data visualisation, expertise locators, etc
- Browse around their website at
 http://office.microsoft.com/en-us/collaboration-software-sharepoint-FX103479517.aspx and view the demos and case studies to get an idea of the range of functionality available

Shared repositories...







Source: https://support.office.com/en-us/article/What-is-SharePoint-97b915e6-651b-43b2-827d-fb25777f446f

Knowledge management

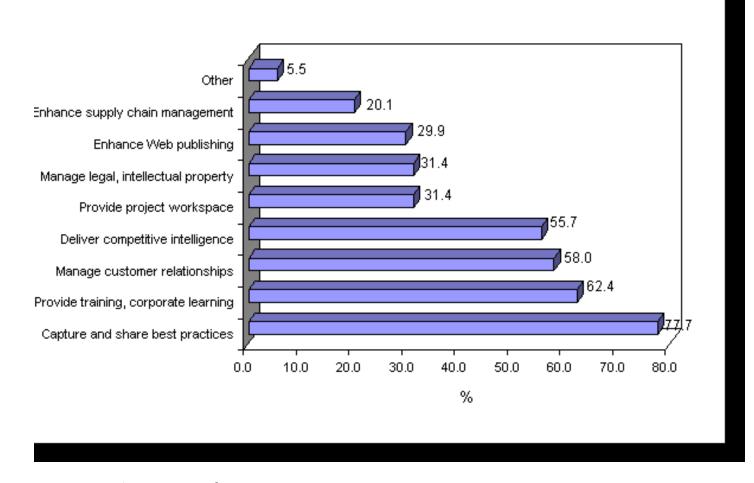


KM is about creating value to the organisation from *all* the available knowledge in the organisation – particularly knowledge which is "in people's heads"

The end purpose of knowledge management is to adjust quickly to the changing environment in order to boost efficient and hence profitability

Business uses of knowledge management





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Source: http://www.tlainc.com/articl42.htm

Emphases of KM



KM has had many emphases over the years, including:

- artificial intelligence and expert systems
- knowledge discovery in large data sets
- learning organisations
- documentation and metadata
- currently socialised KM

"Socialised" KM



Whereas the 'old' model of KM emphasised centralised repositories of knowledge, formally classified and managed by designated gatekeepers...

...'socialised' KM emphasises retaining the knowledge at source, with individuals, from where it can be tagged and accessed on an as-needs basis by others'

(summarised in table from Gartner report, next slides.)

Table 1. Contrasting Earlier KM with Socialized KM

Aspect of KM	Early KM	Socialized KM
Supply side		
Identification of knowledge sources	Top down	Bottom up and sideways
Capture	Formal process including vetting, formatting and archiving	Identification of knowledge locations (which also includes expertise location)
Approach	Knowledge is taken from sources and put in a location (repository)	Knowledge remains in its original location and is connected via federated links
Knowledge types	Primarily text	Text, graphics, audio, video, people (profiles) and links among these knowledge sources
Categorization and organization	Taxonomies and ontologies	Tagging, bookmarking, rating, usage
Maintenance	Performed by KM specialists	Performed by specialists, users and systems that track how knowledge is used
Valuation of the knowledge	Quantity of knowledge available (IT-defined)	Use of knowledge to improve business processes and performance (user-defined)
When the knowledge valuation occurs	Pre-consumption by the KM team	Post-consumption by the user

Table continued on next slide

Early KM	Socialized KM
Search of the knowledge repository	Enterprise and personal search of multiple knowledge sources aided by tagging, bookmarks and ratings supplied by others; asking others in your network via IM, e- mail, wikis and so on.
Users go to the knowledge repository and check out required information	Knowledge is located at its source, or delivered to users via RSS feeds, syndication
Knowledge is provided usually as read-only documents	Users participate in the creation of knowledge via collaborative tools
Knowledge is extracted, reformatted by the user and sent to colleagues	Users have multiple methods of alerting colleagues when they find valuable knowledge, such as tagging, live links, blogs, microblogs
Knowledge is integrated by users using cut-and-paste and programmed changes to repository (relational database functions)	Knowledge components are mashed up via Web services to suit the needs of the users
KM team provides the approved knowledge on a topic	Users filter knowledge based on input from trusted sources
	Search of the knowledge repository Users go to the knowledge repository and check out required information Knowledge is provided usually as read-only documents Knowledge is extracted, reformatted by the user and sent to colleagues Knowledge is integrated by users using cut-and-paste and programmed changes to repository (relational database functions) KM team provides the approved

Source: Gartner (April 2009)

Recap



Collaboration within the organisation has a long

history and has been supported by various different

technologies.

Products such as SharePoint are increasingly

incorporating social media applications for this

purpose.

Recap



Modern knowledge management emphasises

connecting people who have expertise and
know-how, rather than attempting to

'separate' the knowledge from its source.

Social technologies can play a role here.

7.3 Social media IS



- 7.3.1 Technologies
- 7.3.2 Roles
- 7.3.3 Communities
- 7.3.4 Components

Some social technologies



Blogs & podcasts

Microblogging

Tagging and geotagging

RSS (Really Simple Syndication) & other output for syndication and re-use of content

AJAX

Wikis & other collaborative spaces

Social bookmarking

Mashups of two or more data sources to create a remix of content

Social networking platforms

Instant messaging & chat

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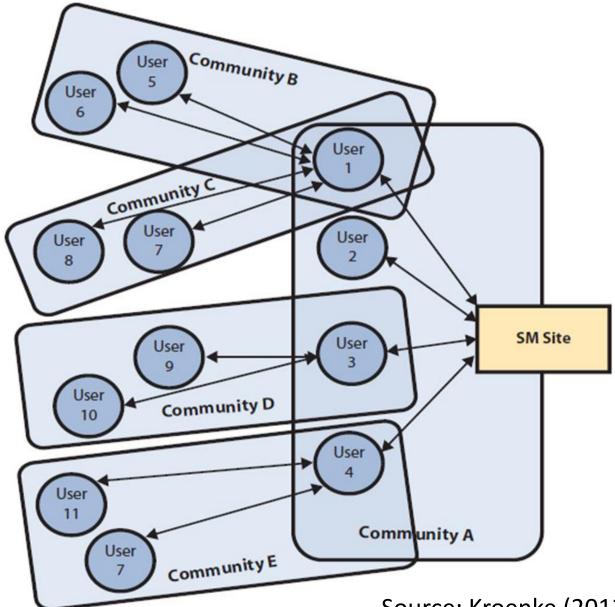
Roles in Social Media IS



- User communities the people who use the social IS (and may belong to several)
- Social media sponsors the organisations that choose to support a presence on a social media site (eg Woolworths having a Facebook page)
- Social media application providers the companies that operate the social media site (eg Facebook)

Social media communities





Source: Kroenke (2013)

Components of a social media IS



As with any IS, there are several basic components (see Topic 1):

- Hardware, software and networks
- Data repositories
- People
- Procedures

These are summarised for the different roles in a social media IS next:

Components of a social media IS

Component	Entity	Description		
Hardware	User	Any user computing device		
	SM sponsor	Any user computing device		
	Application provider	Elastic, cloud- based servers		
Software	User	Browser, iOS, and other applications		
	SM sponsor	Browser, application tools		
	Application provider	Application, NoSQL or other DBMS		
Data	User	User- generated content, connection data		
	SM sponsor	Sponsor content		
	Application provider	Content and connection data storage and rapid retrieval		
Procedures	User	Informal, copy each other		
	SM sponsor	Create, manage, remove content; extract value from content and connections; manage risk		
	Application provider	Run and maintain application (not relevant)		
People	User	Adaptive, can be irrational		
	SM sponsor	Key users		
	Application provider	Staff to run and maintain application (not relevant)		

Source: Kroenke (2013)

Components of a social media IS



Data repositories

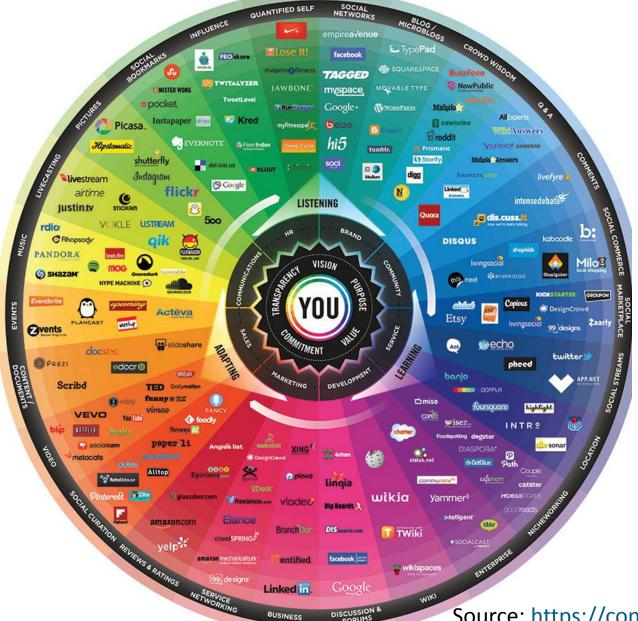
- Content data, usually user-generated
- Connection data, about relationships (eg what you 'liked')

Procedures

 For the user, procedures are informal, socially oriented, and still evolving. For the SM sponsor, these need to be formalised to manage SM risk

People

 Users are of many sorts, with individual motivations, may be irrational. SM sponsors cannot be casual





Source: https://conversationprism.com/

Recap



While social media IS have the same basic components as any IS, they also have typical features that can be contrasted with 'traditional' IS

7.4 Using social IS for competitive advantage



- 7.4.1 Potential benefits/risks of social IS
 - Customers
 - Business
 - Risks
- 7.4.2 Commerce
- 7.4.3 Marketing
- 7.4.4 Market Research
- 7.4.5 CRM
- 7.4.6 HRM

This section mainly from Rainer et al (2013), 8.2-8.6

Snapshot of Australian use (2015-6) Murdoch

- The most frequently reported use of social media was to **develop company image or market products** (79%), followed by **communicating with customers** (70%)
- Financial activities (including online banking, invoicing and making payments) was the most commonly reported business internet activity by all businesses (87%)
- Business use of the internet to enable working from home (46%) was next. Working from home was most prevalent in the Financial and Insurance services and the Information media and telecommunications industries (71%)
- More than half of all businesses with internet access (53%) reported that mobile internet was of a major importance to their business
- By employment size, enhanced digital skills or capabilities was reported as the most common factor that significantly changed the way businesses with 200 or more persons employed used ICT (14%). Conversely, lack of access to digital infrastructure was the most common factor for businesses with 0-4 persons employed (7%).

Source: http://www.abs.gov.au/ausstats/abs@.nsf/mf/8129.0

Potential benefits of social IS



Benefits to Customers:

- Better and faster vendor responses to complaints, as complaints are aired in public
- Customers can assist other customers (eg online forums)
- Customers' expectations can be met more fully and quickly
- Customers can easily search, link, chat and buy while staying on a social network's page

Source: Rainer et al (2013)

Potential benefits of social IS...



Benefits to Businesses:

- Can test new products and ideas quickly and inexpensively
- Learn a lot about their customers
- Identify problems quickly and alleviate customer anger
- Learn about customers' experiences via rapid feedback
- Increase sales when customers discuss products positively on social network sites

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Source: Rainer et al (2013)

Potential benefits of social IS...



Benefits to Businesses ...

- Create better marketing campaigns and brand awareness
- Use low-cost, user generated content (eg in marketing campaigns)
- Get free advertising through viral marketing
- Identify influential brand advocates and reward them

Source: Rainer et al (2013)

A (very) few examples ...





Ice Bucket Challenge

http://www.mndaust.asn.au/Get-involved/Ice-Bucket-Challenge.aspx

Dumb Ways To Die (Metro Trains Melbourne)

https://www.youtube.com/watch?v=IJNR2EpS0jw

Poo-Pourri https://www.youtube.com/watch?v=ZKLnhuzh9uY

United Breaks Guitars

https://www.youtube.com/watch?v=5YGc4zOqozo

Story here: http://www.davecarrollmusic.com/music/ubg/

Potential risks of social IS

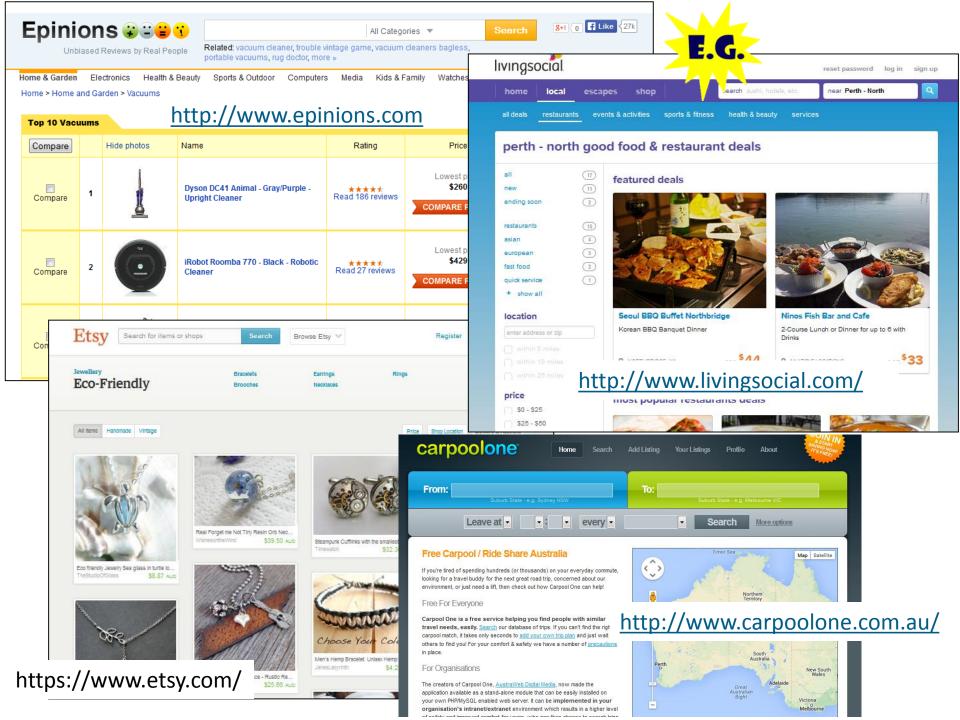


- Negative feedback
- Information security concerns
- Invasion of privacy
- Violation of intellectual property and copyright
- Employees reluctance to participate
- Data leakage of personal information or corporate strategic information
- Poor or biased quality of user generated content
- Cyberbullying/cyberstalking and employee harassment

Commerce



- 'Social' shopping helps shoppers connect with each other based on tastes, location, age, gender, etc
- Collect information before purchasing, via Ratings, reviews and recommendations
- Find special deals for Group shopping or Shopping communities and clubs
- Social marketing and direct sales of members own products and services (eg Etsy)
- Peer-to-peer shopping models renting or sharing goods and services



Marketing



- Social advertising makes use of the social context of the user viewing the ad
- the social networks themselves are ideal places to place ads
- Viral marketing is effective with social networks as users pass on the sponsored story/offer
- YouTube channels now incorporate ads

Market Research



- Demographic information is central to market research for targeting potential customers and huge amounts of this is now provided via social network sites
- Markets can be assessed in near real-time
- Companies can provide users the opportunity to directly interact to review products, test-market campaigns, have discussions about products, etc
- Text analytics software can sift through all messages on an organisation's social media sites to identify themes

Customer Relationship Management



- CRM has changed immensely as customers have new ways of connecting and interacting with companies customers are now incredibly empowered: companies must
- monitor social networks closely in case of negative comments, and respond to them
- make use of any opportunities to involve customers proactively and turn them into champions for the company

Human Resource Management



Recruiters and job seekers are both moving to online social networks as recruiting platforms:

- Professional networks such as LinkedIn maintain profiles for individuals and organisations
 Linked in section with the control of t
- Job aggregator sites let you sort and filter from available vacancies

7.5 Where to use social IS



7.5.1 Value Chain

How does an organisation decide where to use social media IS?



To be useful to an organisation, a social IS must contribute to its overall strategy

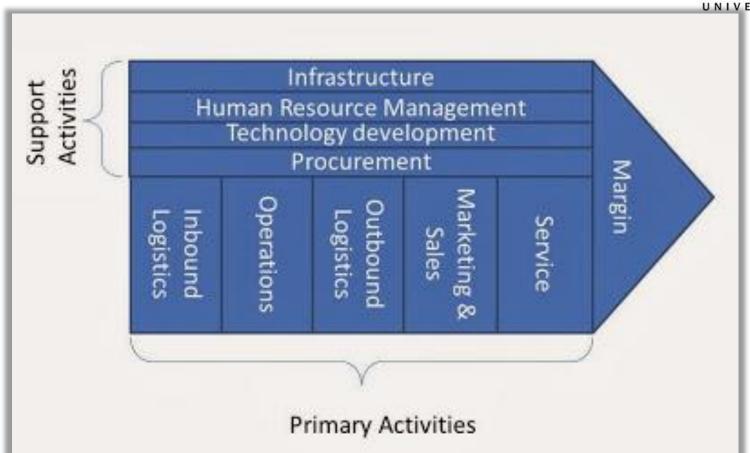
 In Topic 4 we saw many examples of how 'traditional' business models are being extended in the ways discussed here

Kroenke considers how to use social IS by using Porter's *Value Chain* to see where activities can be enhanced by social IS

- He divides the types of communities needed into 'seekers of truth' (communities build around a common desire to learn something or solve a problem)
- and 'defenders of faith' (communities build around a common belief)

Porter's value chain (from Topic 4)





Source: http://www.ifm.eng.cam.ac.uk/research/dstools/value-chain-/

Social media IS in Value Chain activities



Activity	Community type	Focus	Dynamic process	Risks
Sales and marketing	Defender of belief	Outward to prospects	Social CRM Peer-to-peer sales	Loss of credibility Bad PR
Customer service	Seeker of the truth	Outward to customers	Peer-to-peer support	Loss of control
Inbound logistics	Seeker of the truth	Upstream supply chain providers	Problem solving	Privacy
Outbound logistics	Seeker of the truth	Downstream supply chain shippers	Problem solving	Privacy
Manufacturing and operations	Seeker of the truth	Outward for user design Inward to operations and manufacturing	User-guided design Enterprise 2.0 Knowledge management	Efficiency/effectiveness
Human resources	Defender of belief	Employment candidates Employee communications	Employee prospecting, recruiting, and evaluation SharePoint & Enterprise 2.0 for employee-to- employee communication	Error Loss of credibility

Figure 8-6 in Kroenke, 2013

Recap



To be effective, social media IS must be incorporated into an organisation's overall strategy. There are many opportunities for extending or transforming traditional business models and operations.

7.6 Crowdsourcing



- 7.6.1 Overview
- 7.6.2 Types of crowdsourcing
 - Task completion
 - Ideas and problem-solving
 - User-contributed content
 - Design
- 7.6.3 Benefits/risks
 - Managing risks
- 7.6.4 Social media guidelines

Crowdsourcing



"the act of taking a job traditionally performed by a designated agent (usually an employee) and outsourcing it to an undefined, generally large, group of people in the form of an open call"

Jeff Howe, 2006

The principle is that a large number of enthusiasts can outperform a small number of experienced professionals

Crowdsourcing



"Crowdsourcing is a sourcing model in which organizations use predominantly advanced internet technologies to harness the efforts of a virtual crowd to perform specific organizational tasks"

Source: Saxton et al, 2013

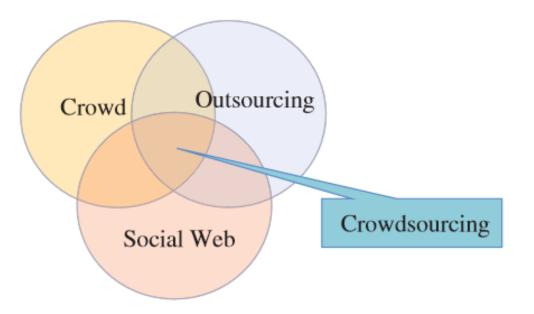


Image from Saxton et al at http://www.tandfonline.com/doi/pdf/
10.1080/10580530.2013.739883

A company can call on the crowd in three ways:



- Open call for **participation** all users can share ideas and participate with the organisation (eg comment, vote on ideas)
- Open call for **solutions** a problem is posted and the crowd invited to solve them
- Open call for **candidates** candidates are selected based on proposals they have submitted, and then collaborate with each other/the company

Types of crowdsourcing



There are many different types, depending on

- How skilled the tasks are
- How novel the desired results are
- How much the users collaborate
- How much management of the users is needed

Participants may work for a small or large fee, or be motivated by altruism

Types of crowdsourcing



Various different categorisations have been proposed, but a simple one identifies crowdsourcing for:

- Task completion
- Ideas and problem solving
- User-contributed content
- Design

Crowdsourcing for *task* completion

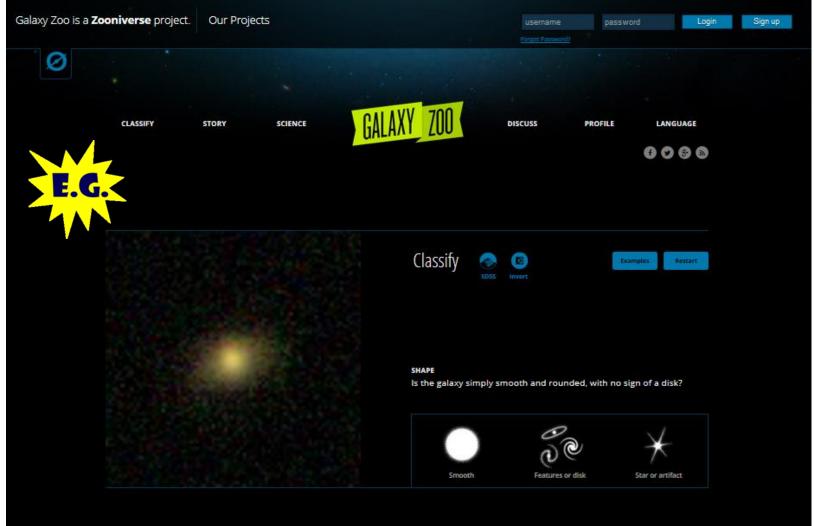


In a distributed work model, many nonexperts complete simple, repetitive, nonskilled tasks, eg

- Galaxy Zoo www.galaxyzoo.org
- Distributed Proofreaders http://www.pgdp.net/c/

Galaxy Zoo





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Distributed Proofreaders





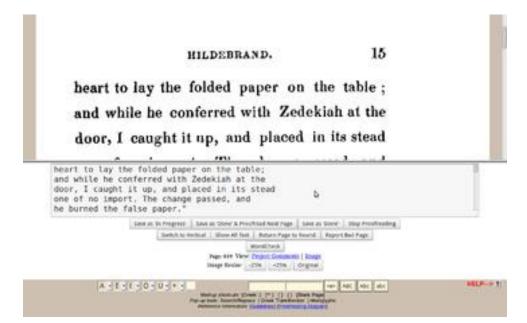


Image from
http://en.wikipedia.or
g/wiki/Distributed_Pr
oofreaders

See article at

http://www.theatlantic.com/technology/archive/2013/04/massive-volunteer-collective-proofreads-25-000-public-domain-books/274876/

Amazon Mechanical Turk https://www.mturk.com/mturk/welcome





Your Account

HITs

Qualifications

Already have an account

Introduction | Dashboard | Status | Account Settings

Mechanical Turk is a marketplace for work.

We give businesses and developers access to an on-demand, scalable workforce.

Workers select from thousands of tasks and work whenever it's convenient.

208,745 HITs available. View them now.

Make Money

by working on HITs

HITs - Human Intelligence Tasks - are individual tasks that you work on. Find HITs now.

As a Mechanical Turk Worker you:

- Can work from home
- · Choose your own work hours
- · Get paid for doing good work



Get Results

from Mechanical Turk Workers

Ask workers to complete HITs - *Human Intelligence Tasks* - and get results using Mechanical Turk. <u>Get Started.</u>

As a Mechanical Turk Requester you:

- Have access to a global, on-demand, 24 x 7 workforce
- Get thousands of HITs completed in minutes
- Pay only when you're satisfied with the results



or learn more about being a Worker

Crowdsourcing for *ideas* and problem solving



People compete to provide ideas and solutions to business, social, policy, technical, scientific challenges

- Dell IdeaStorm http://www.ideastorm.com/
- InnoCentive http://www.innocentive.com/

Ideas are evaluated by experts or reviewed and voted on by the crowd

Dell Idea Storm



Shop

Support

Community



IdeaStorm can help take your idea and turn it into reality.

OVER 23.825 IDEAS SUBMITTED, 747.812+ VOTES, 101.776+ COMMENTS, 549+ IDEAS IMPLEMENTED.





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Featured

NFC-chip equipped laptops



Posted by: SonnydeRuiter

The latest smartphones nowadays are equipped with NFC chips, allowing smartphones to react whenever ...

31 Votes | 12 Comments



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Silent Mouse - no click

Posted by: Houler Status: Acknowledged Sep 7, 2015

It would be awesome if Dell would create high quality silent mice for gaming (mmo, fps, moba) and standard usage. You ...



16:10 1920x1200 or higher resolution screen for high-end lap

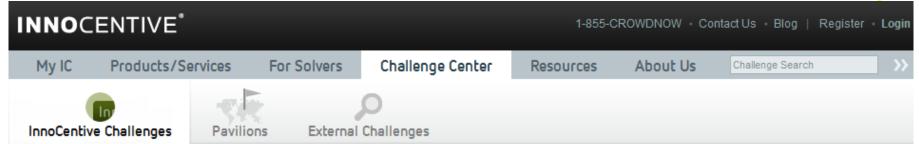
Posted by: RadioActive_Rabbit Status: Acknowledged Aug 30, 2015

Dear Dell, There are a few forums on the Internet about this topic and it has even been mentioned here on IdeaStorm a ...

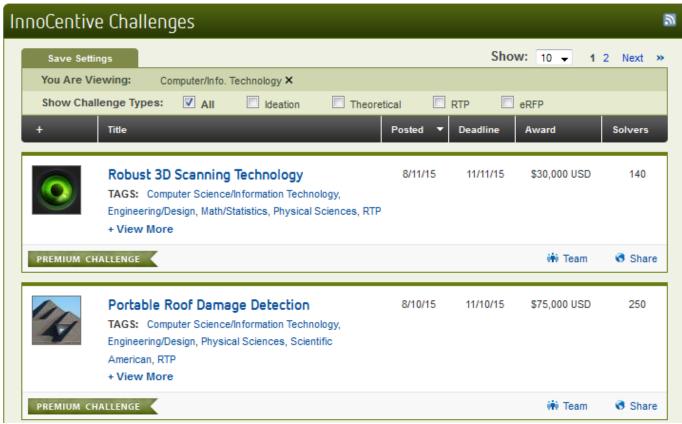


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Crowdsourcing for *user-contributed content*

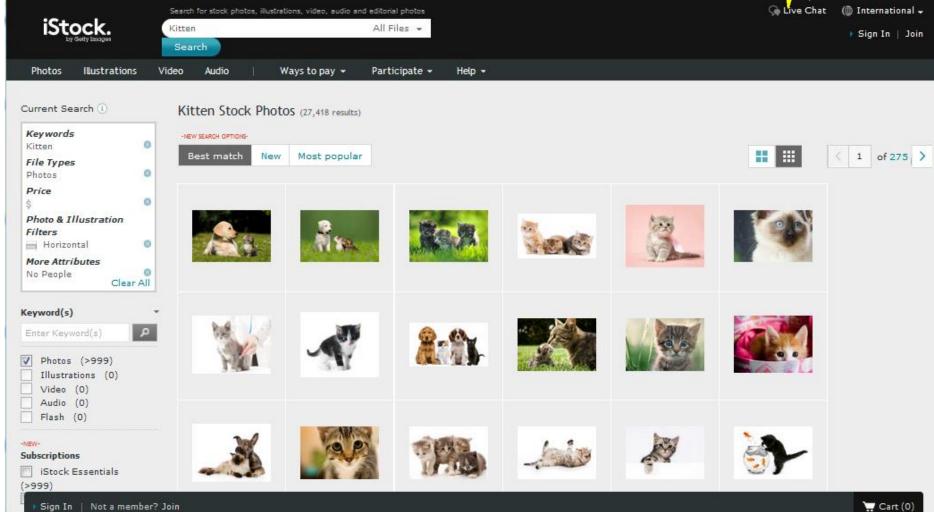


Users provide content at a fraction of the cost of professionally produced material

- iStock http://www.istockphoto.com
- Wikipedia https://en.wikipedia.org/wiki/Main_Page

iStock





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From today's featured article



Balch Creek is a 3.5-mile (5.6 km) tributary of the Willamette River in the U.S. state of Oregon. Beginning at the crest of the Tualatin Mountains, the creek flows generally east down a canyon and through Forest Park, a large municipal park in Portland. It then enters a pipe and remains underground until reaching the river. Danford Balch,

after whom the creek is named, settled a land claim along the creek in the 19th century, and was the first person legally hanged in Oregon. Basalt, mostly covered by silt in the uplands and sediment in the lowlands, underlies the Balch Creek watershed, which includes the Audubon Society of Portland nature sanctuary. Mixed conifer forest with a well-developed understory of shrubs and flowering plants is the natural vegetation. Sixty-two species of mammals and more than 112 species of birds use Forest Park. A small population of coastal cutthroat trout resides in the stream, which in 2005 was the only major water body in Portland that met state standards for bacteria, temperature, and dissolved oxygen. Although nature reserves cover much of the upper and middle parts of the watershed, industrial sites dominate the lower part. (Full article...)

In the news

- Guatemalan President Otto Pérez Molina (pictured) is arrested after resigning amid charges of customs fraud.
- The ancient temples of Bel and Baalshamin in Palmyra are destroyed by the Islamic State of Iraq and the Levant.



Otto Pérez Molina in 2013

- Mount McKinley, the tallest mountain in North America, is renamed to its traditional name of Denali by the United States.
- Flash floods and mudslides caused by Tropical Storm Erika kill at least 31 people across Dominica in the Lesser Antilles.
- India is declared free from maternal and neonatal tetanus.
- Wildfires across the U.S. state of Washington, including the Okanogan Complex fire, destroy more than 200 homes and burn 920 square miles (2.400 km²).

Crowdsourcing for design



Turning to the crowd for design ideas (logos, book covers, etc) can be attractive for small (or larger) businesses

Designers submit a finished design for a brief + price, and the business selects from them

- 99 designs https://99designs.com.au/
- Design Crowd http://www.designcrowd.com.au/
- Freelancer https://www.freelancer.com.au

99 designs



REQUEST A DESIGN CONSULTATION



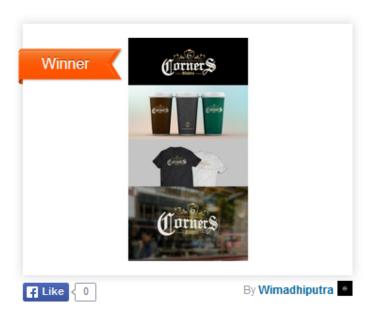
BROWSE CATEGORIES ▼

HOW IT WORKS

PRICING

TESTIMONIALS

LOG IN



6 Corners Bistro picked a winning design in their other design contest

For just US\$299, they received 132 designs from 48 designers.

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Hire Expert Freelancers For Your Online Job

Millions of small businesses use Freelancer to turn their ideas into reality.

Hire

Work



Crowdsourcing: benefits



- Problems can be explored quickly and at low cost or free
- Organisation can tap into a wider pool of talent than it has in-house
- Organisations gain first hand insight into their customers' desires
- Crowdsourcing taps into the global world of ideas, helping companies work through a rapid design process

Source: Rainer et al (2013)

Crowdsourcing: risks and concerns



- Accuracy, relevance and quality of results and how they are maintained
- Whether the 'crowd' should be limited to experts, and how to do that
- How to evaluate ideas if too many submitted
- Violation of copyright
- Quality of decisions depends on the composition of the crowd, which can't be known in advance

Source: Rainer et al (2013)

Recap



An organisation can use crowdsourcing for various purposes, from low skilled to highly skilled tasks. There are many potential advantages, but also many concerns.

Managing the risks – usergenerated content



Organisations need to decide how they will deal with junk and crackpot contributions, inappropriate content, unfavourable reviews, etc that are posted on their social media site

Kroenke (p 209) suggests three possibilities:

- Leave it
- Respond to it
- Delete it

Managing the risks - employees



To alleviate problems arising from employee use of social media, most organisations have a **social media policy** - a statement that sets out employees' rights and responsibilities in the use of social media

Guidelines indicate appropriate online behaviour

See http://www.socialmediatoday.com/content/social-media-

employee-policy-examples-over-100-organizations for examples!

Intel Social Media Guidelines



3 Rules of Engagement





http://www.intel.com/content/www/us/en/legal/intel-social-media-guidelines.html

Recap



Organisations need to be aware of potential risks as well as benefits before embarking on social media. Most companies will have a social media policy and set of guidelines for employees.

Summary



- Social IS emphasise the individual, human nature of the interactions within and outside the organisation
- Social media are currently enabling new ways of working and doing business, and organisations today need to engage with a variety of networks to form relationships of benefit to all participants

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