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#### **Previous Work**

- Video-Mediated Communication (VMC)
  - Task outcome measures
  - Effect for type of task?
  - Focus on interaction
- "Surface features" of conversation / interaction
  - Number and length of speaking turns
  - Overlapping speech
- What is video good for?





#### Study Objectives

 Observational field study of small-group discussion

Identify effects of the Access Grid on interpersonal communication

 Learn about how to do data collection on the Access Grid



#### Procedure

- Five two-hour sessions during Spring '01 (4 AG sessions, 1 F2F)
- Participants
  - Minority CS and EE grad students
  - 2 to 4 AG Nodes
  - 1 to 8 students per site
  - 3 to 15 total participants
- Videotaped for later analysis



## Video Excerpts







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# Analysis 20-minute segment from each session Surface features Average length of speaking turn Number of speaking turns Group size Critical incidents Slide 7 of 19

#### Criteria for Critical Incidents

AG system interferes with an utterance

Participants sharing one handheld microphone

AG system directly inhibits a speaker change

General audio problems

Behavior that wouldn't occur faceto-face Looking at screen instead of collocated person

"Formal" moderator intervention

Explicitly "calling on" next speaker

Participant(s) unwilling to give up the floor

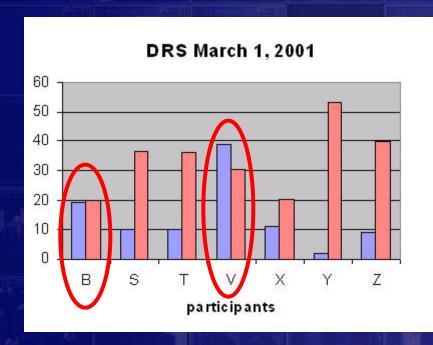
Extremely long speaking turn

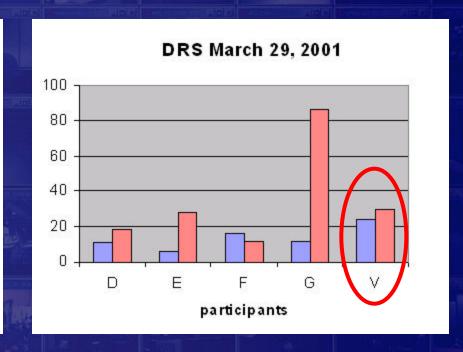
Participant(s) reticent to contribute

Long silence, waiting for someone else to speak



## Results: Rap Session Participation (1)

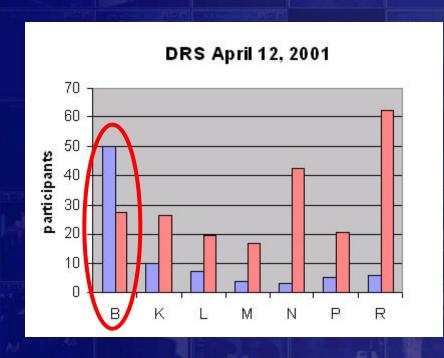


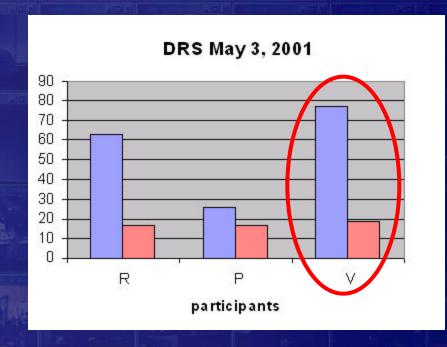




- number of speaking turns
- average speaking turn length

## Results: Rap Session Participation (1)

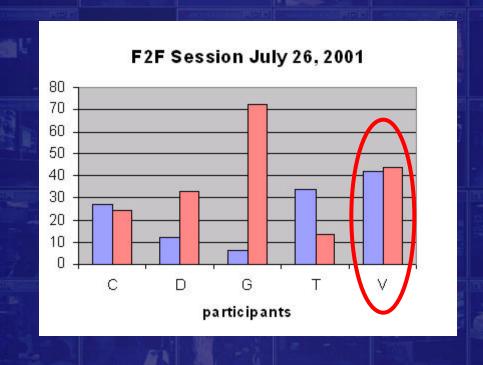






- number of speaking turns
- average speaking turn length

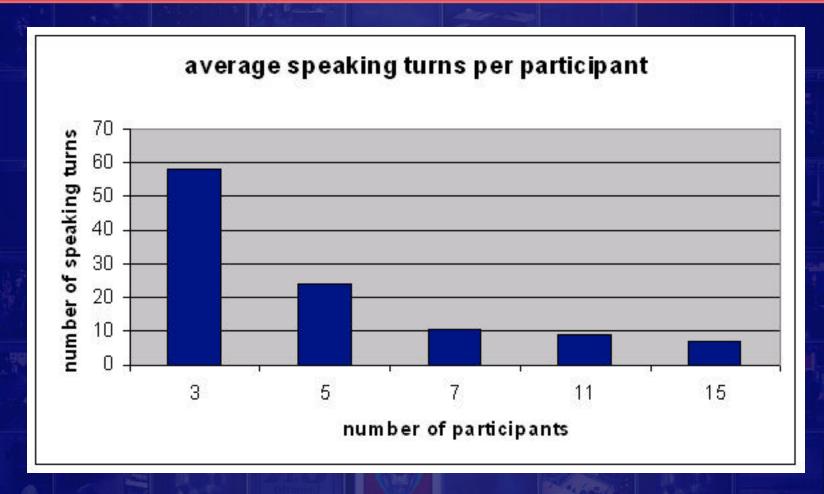
### Results: Rap Session Participation (1)





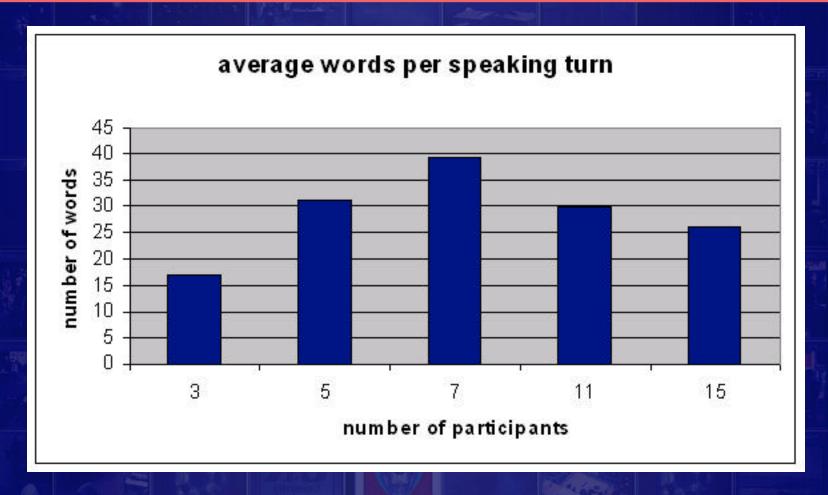
- number of speaking turns
- average speaking turn length

## Results: Group Size (1)





## Results: Group Size (2)





#### Results: Critical Incidents

- Moderator Intervention
- Audience backchannel / nonverbal feedback
- Audio problems
- Camera management
- Adaptation to the AG



### Implications: People "Get It"







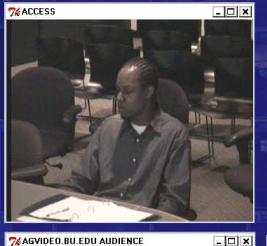






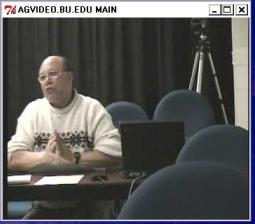


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#### Implications: Design Constrains Use

- AG physical environment design impacts user behavior
- Audio constrained many interactions
- Better transmission of nonverbal cues
- GROUP SIZE also constrains use!



#### Take-Home Message(s)

Data collection on the AG is challenging but worthwhile

Smaller groups are more informal (duh!)

Technology to support tasks, not conversation





#### References



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