**SOCIAL COMPUTING**

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# 1. Introduction

Social computing is a branch of computer science that deals with computational systems, and social behavior. The branch is based on developing social resolutions through the use of technology and other electronic gadgets that use computers (Connolly & Fedoruk, 2015). In the past decade, the much advancement that has been observed in information technology has led to a great shift in the manner in which people interact. The advent of the internet has also led to many changes that have changed how people socialize. Social computing has thereby come about and has changed most of the aspects that determine how humans interact. Social computing brings forth many risks and opportunities that affect people in numerous ways. As a result, conducting a research on the benefits and risks would allow many organizations to best understand the various strategies that they can adapt to get the best out of social computing.

# 2. Research Problem

The research problem is to examine some of the risks and opportunities that are posed by social computing. Risks here refers to some of the factors that have been brought about by social computing that could have detrimental effects on the relationships that people maintain through the various interactions that happen. These risks have the potential to affect different communities and organizations and as a result need to be controlled (Dryer, Eisbach, & Ark, 2013). On the other hand, social computing also brings about many opportunities that could be explored to develop benefits that can over time effect to enhance the various interactions that we maintain. The research aims at clearly identifying these risks and opportunities so as to create a platform through which the benefits of computing can be enjoyed by the whole society. Clearly identifying the research problem helps develop a hypothesis that can be tested through the study on social computing.

# 3. Problem Importance

The research is imperative or important since it will clearly identify the various pitfalls and benefits that can be associated with social computing. In the recent past, many organizations have been struggling with drawing a line between the benefits and risks that are associated with social computing. Through the research, managers of different institutions can get a clearer picture of the various strategies that they could adapt to ensure that their institutions and their employees get the best out of the various social technologies that are around them (Parameswaran & Whinston, 2016). The research also plays a key role in ascertaining the best practices that can be adopted in regard to the best practices that can ensure shared value through the use of technology, computers, and the internet. The importance of the research would also help develop strategies that would deal with the risks associated with social computing at the organizational level.

# 4. Literature reviews

# 5. Research Methodology

Conducting the research will involve an examination of various sources that discuss social computing and its implications in the society. Such an examination will only assess sources that are scholarly in nature. Scholarly sources are credible since they are based on research and various pieces of evidence that have been collected for a long duration. These sources are also subjective since they are based on experiments that have been conducted in the recent past on the effects of social computing and how organizations can benefit from proper utilization of social computing within various paradigms.

# 6. Human Subjects

The information to be used in the study is to be collected from humans as they interact with various computing systems and the internet. Since it deals with humans, there is a need to make several considerations in regard to the ethical factors that need to be considered. Some of the ethical considerations to be made include privacy and confidentiality of the identities of the participants, informed consent, voluntary participation, assessing only the relevant components to the study, and anonymity. Failure to observe these ethical considerations can at times lead to huge issues such as lawsuits that may be brought up against the research especially when the identities and privacy of the participants are not maintained.

# 7. References

Connolly, R., & Fedoruk, A. (2015). Does computing need to go beyond good and evil impacts? *Journal of Information, Communication & Ethics in Society, 13*(3), 190-204. Retrieved from <https://search.proquest.com/docview/1697397939?accountid=45049>

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