

ISOM1090 Social Media: Collective Intelligence & Creativity
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Course Description

The ubiquitous presence of social media has reshaped the web from a medium of deliver information to a platform for participation. Web technology is now connecting a diversity of people and idea and encouraging cooperation and collaboration. However, the nascent proliferation of fakes news is beginning to have an erosive effect on the open and peer-to-peer collaborations that are the underpinning Web 2.0. Our aim of the course is to make students aware of the tug of war between beneficial and harmful effect of this social media phenomenon.

This class is open to undergraduates in all disciplines with either technical or non-technical backgrounds. Course work will include lectures, class discussion, homework, lab, and project presentation.

Learning Outcomes

By the end of this course, you will be able to:

- Articulate the origin and basic characteristics of Web 2.0 applications
- Explain long tail and network effect
- Understand principles of peer production and the Wikinomics model enabled by social media technologies
- Define crowdsourcing & collective intelligence
- Analyze the issues of open source software
- Explain that social media are both a technology and a social phenomenon.
- Understand the bane of fakes news

This course will provide students with opportunity to develop ability to:

- Apply a variety of uses of social media tools
- Participate in social bookmarking, tagging, blogging, podcasting and using wikis
- Communicate and participate in a written discussion
- Deliver a professional quality presentation
- Contribute to the successful and timely completion of a group project

Intended Learning Outcomes Approach

The learning activities in the course are designed to emphasize the participatory and collaborative nature of Web 2.0. Since delivery mode this semester is online, much of the lecture notes will be posted on Canvas.