

Going Online

INF5220 Feb 16th 2016
Guri Verne, Design group
(Based on Sisse Finken's lecture notes)

Going Online to the *Field site*

- Virtual world? Is it real? -Online/offline?
- Whom/what to study – what field site?
- What do you study?
 - FB group (Reyes and Finken 2012)
 - Culture, online social group - boundaries meaningful to the ones studied
 - Online multiplayer gaming (Bardzell et al 2008, Nardi et al 2006)
- Sit at home, create a persona, rather than the embodied physical appearance (race, gender, age, looks) Markham 2005:794

METHODOLOGY

- Ethnography
- Case Study

What about AR, GT?

What about paradigms?

METHODS

- Observation
- Notes
- Conversations (chat)
- Interview
- Email
- Screen dumps

ROLE OF RESEARCHER

- Open about research agenda
(informed consent?)
- Observer
- Participant
- Facilitator

ISSUES TO CONSIDER

- Ethics
- Methods used
- Realness?
- Non-verbal aspects as in f2f settings
- Silence does not equal absence
- Technology part of the performance
- Space of work or leisure

Markham 2005