

Responsible Recommendation

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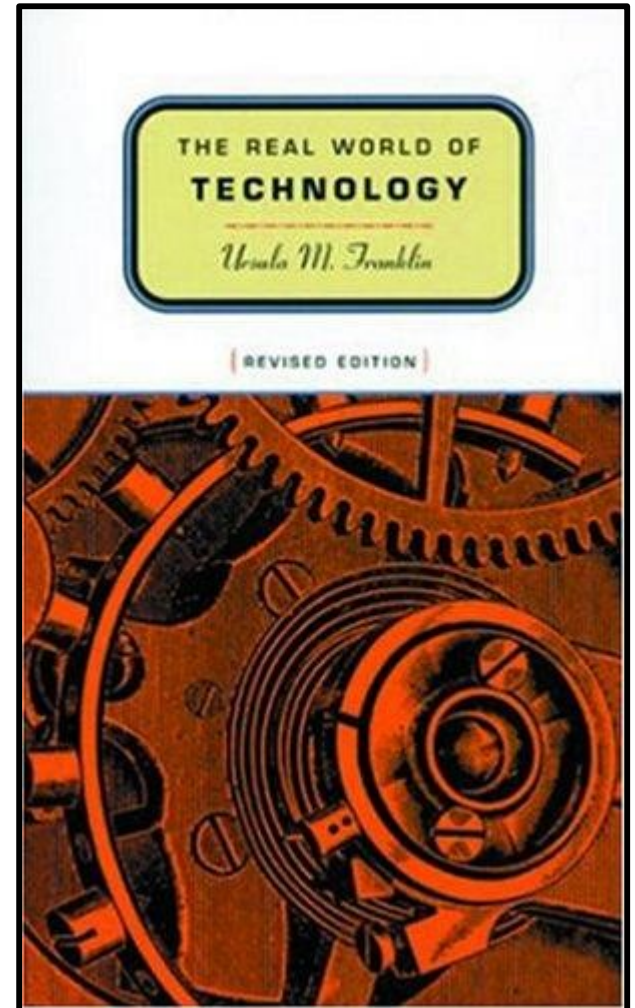


The Real World of Technology

Ursula Franklin's 1989 Massey Lectures

Technology is not just artifacts.

- It is process
- It affects people
- It was designed by human action



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Twenty Ten Idaho Triennial: Sustain + Expand

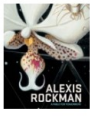
Category: Read.

Description

Product Description

Exhibition Catalogue
BAM Publications
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Programming Collective Intelligence
Building Smart Web 2.0 Applications

By Toby Segaran
Publisher: O'Reilly Media
First Release Date: August 2007
Pages: 362

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Full description

Table of Contents Product Details About the Author Colophon

Chapter 1: Introduction to Collective Intelligence

- What is Collective Intelligence?
- What is Machine Learning?
- Lists of Machine Learning
- Real-Life Examples
- Other Uses for Learning Algorithms

Chapter 2: Making Recommendations

- Collaborative Filtering
- Collecting Preferences
- Finding Similar Users
- Recommending Items

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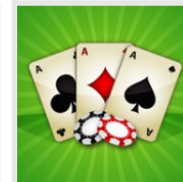
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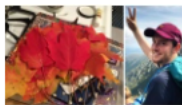
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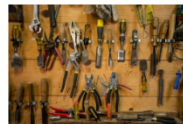


AS IT HAPPENS
Massachusetts man selling autumn foliage for \$19.99



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Journal editors physician affilia call.



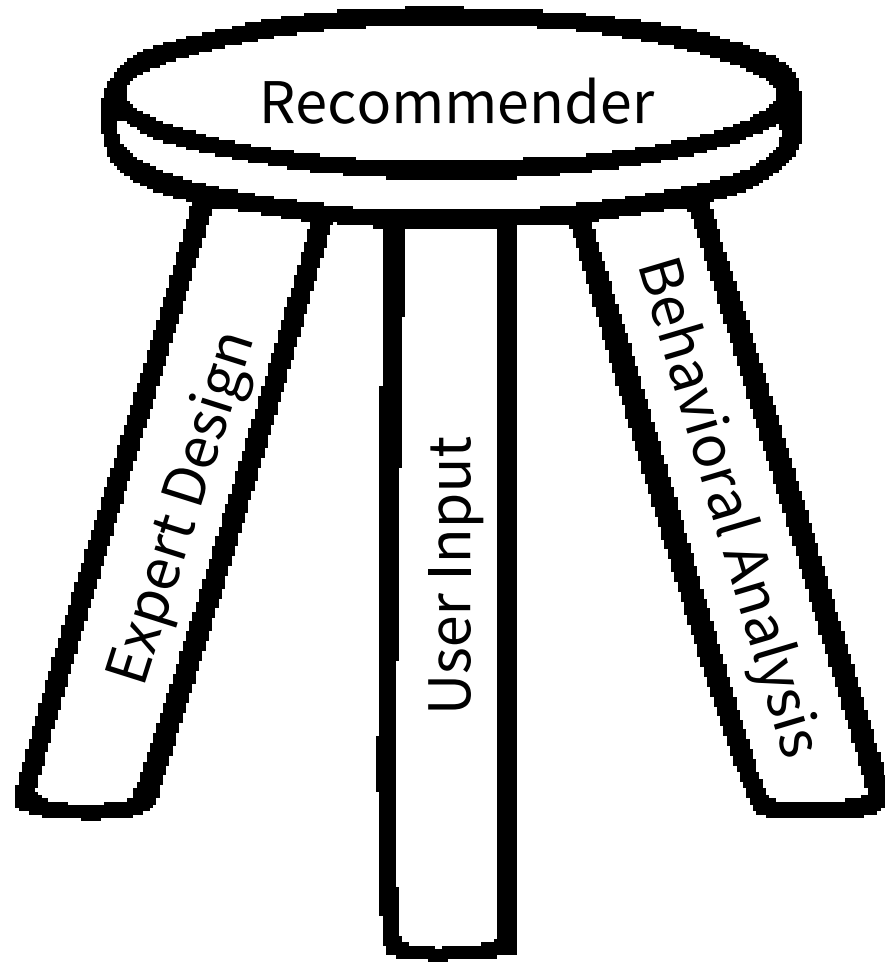
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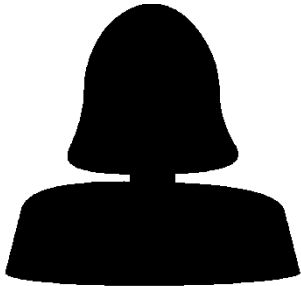
Key Questions

Who is involved in designing and evaluating our systems?

What is these systems' impact?



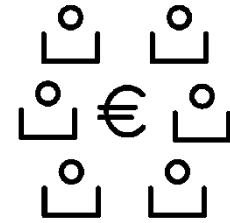
Who Benefits from Recommendations?



Created by Aleksandr Vector
from Noun Project



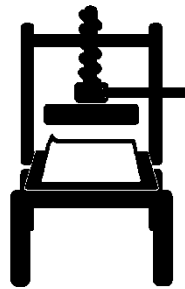
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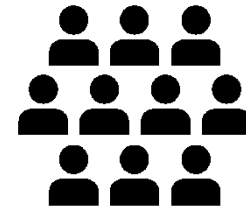
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Created by Luis Prado
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Created by Michael Wohlwend
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Created by Andree Nobis
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Whose voices are in the design process?

Example: Meeting User Information Needs

Problem: naïve statistics over user base emphasizes largest group of users

→ Minority groups might get worse results!

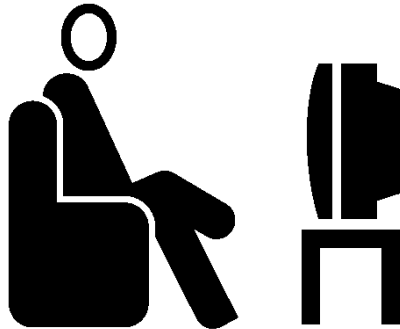
Solution: measure results for each group

Mehrotra et al., 2016 – Microsoft Bing

Example: Limits of Behavioral Observation

Neil Hunt, RecSys '14 keynote:

*NetFlix's metrics cannot distinguish between
an **enr** **'iction**.*



Created by Jems Mayor
from Noun Project

Intention-Behavior Gap

Problem: users say one thing and do another

Old problem: Paul in 1st century said 'What I want to do, I don't do; what I don't want to do, I do.'

- They do not truly understand their desires.
- They are not satisfied with their actions.

Which is true?

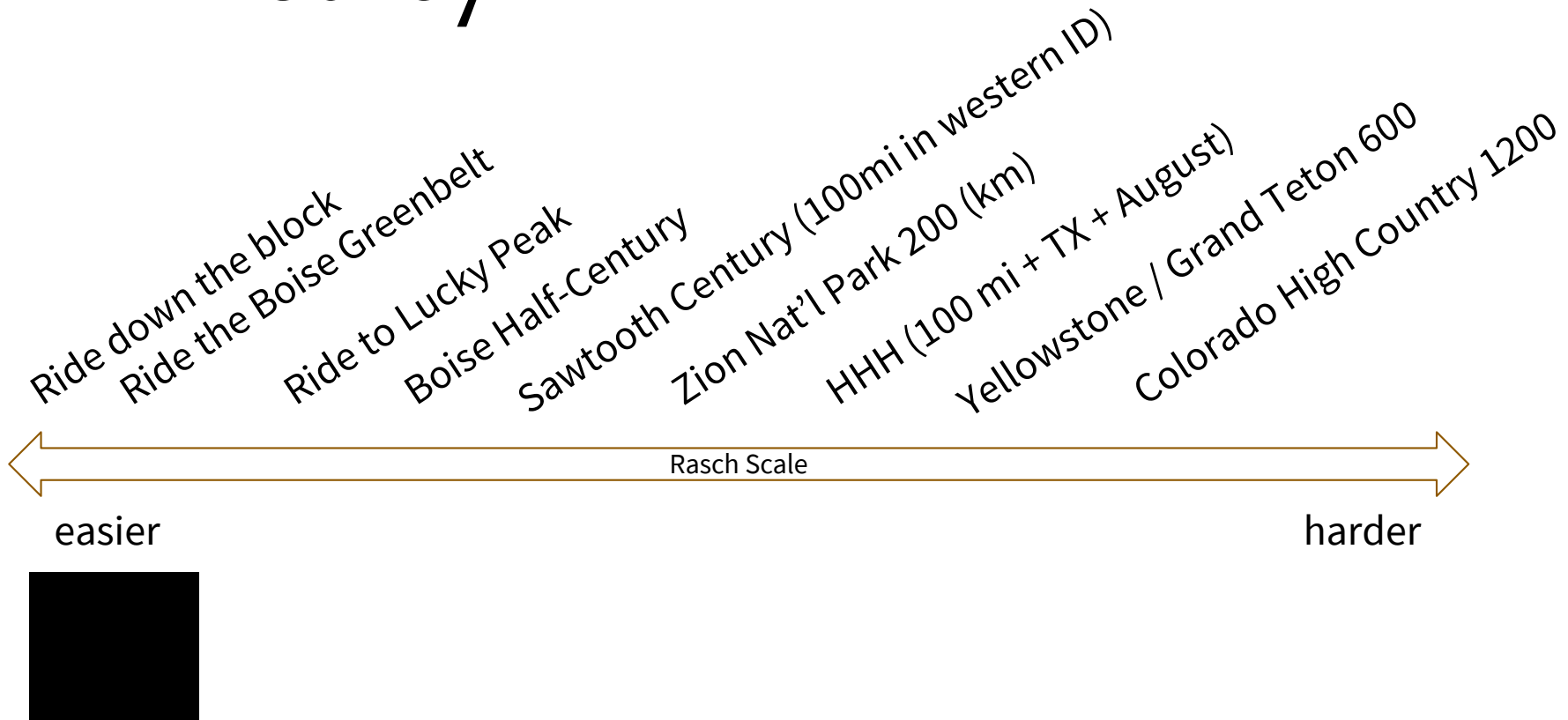


Opportunities for Recommenders

If we know a user's **goals** *and* their **behavior**, maybe the recommender can help!

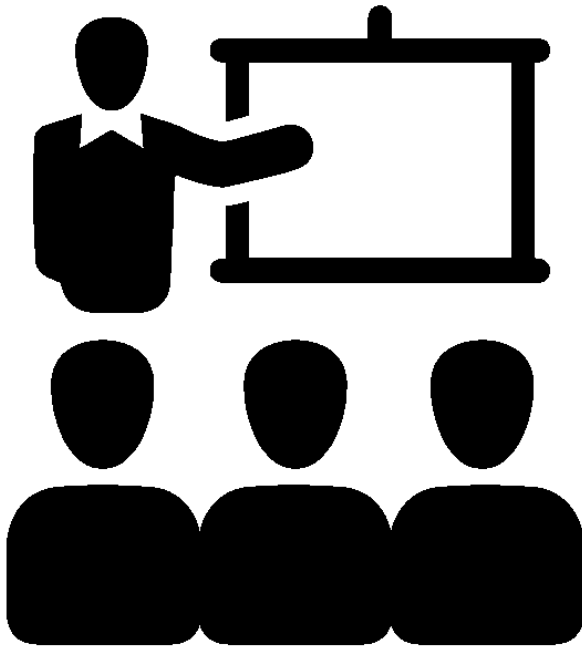
- Find 'baby steps' that are:
 - Likely to be adopted (behavior helps here!)
 - Closer to user's goals (their input necessary here!)
- Persuasive computing has **how**, but recsys can do more for **what**.

Difficulty



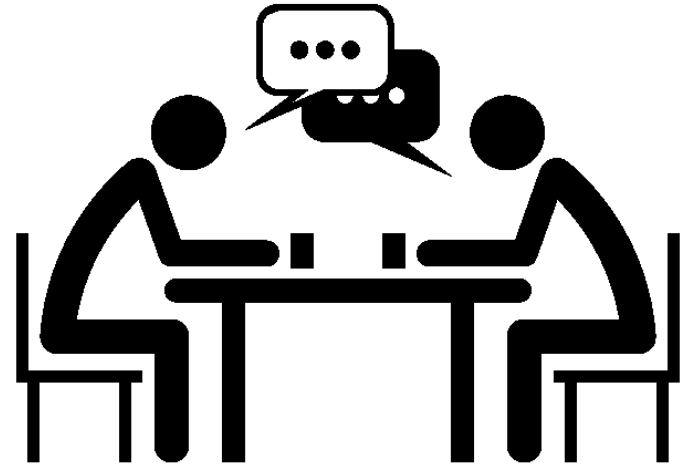
Reciprocity (Franklin, 1989)

Broadcast ...



Created by Delwar Hossain
from Noun Project

... or conversation?



Created by Michael V. Suriano
from Noun Project

Giving Users a Voice

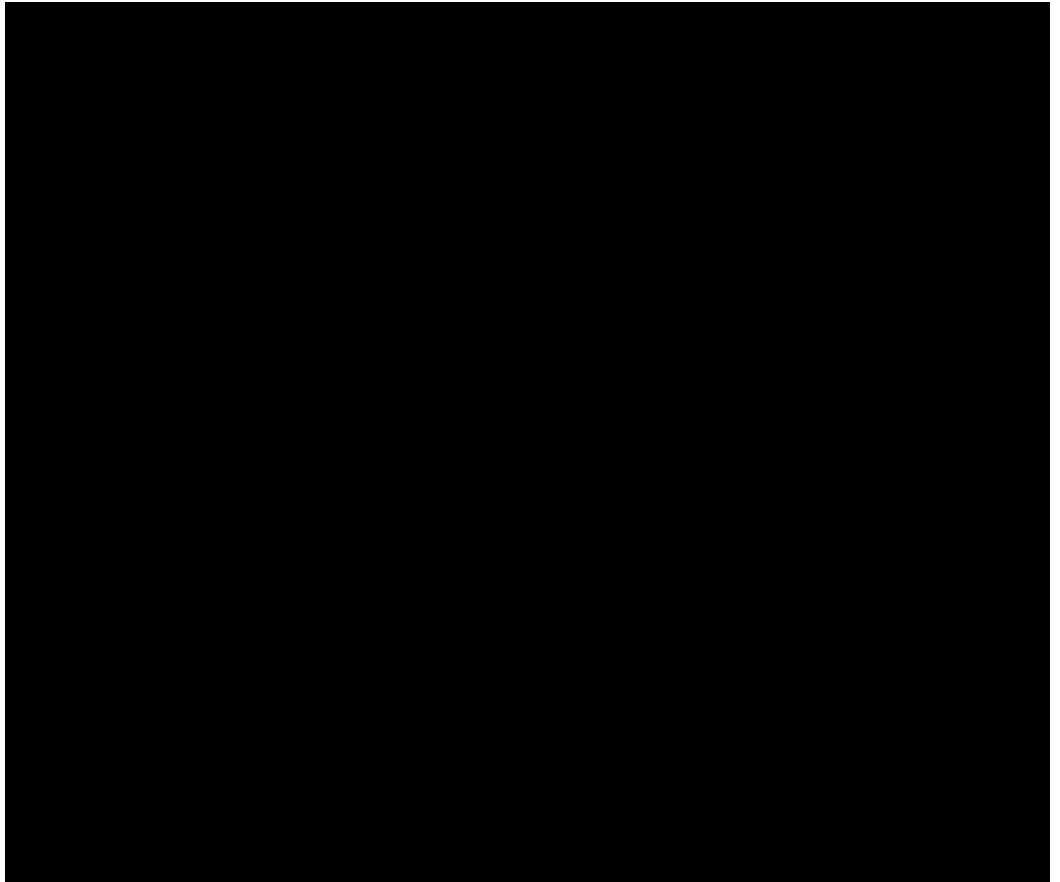
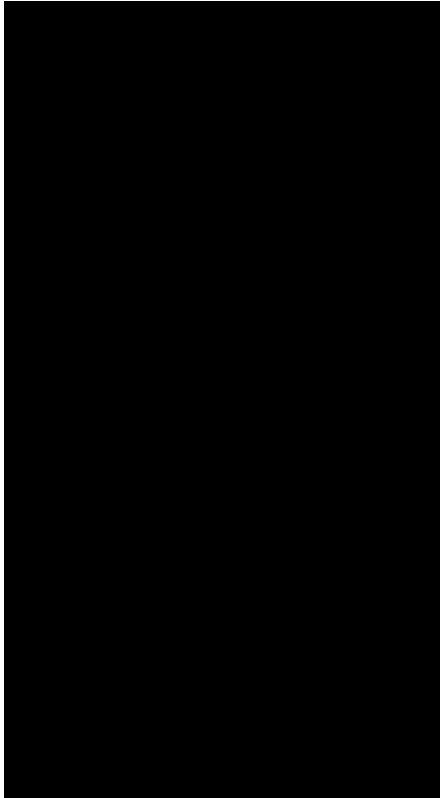
Participatory design provides a framework for incorporating user voices into the design process.

How do we scale it?

How does it apply to advanced algorithms?

Transparency lets users know whose voices are being incorporated and how.

Promote Clickbait



Crash by Myly from Noun Project
Neck Turn by Gan Khoun Lay from Noun Project
Analogy by Ev Williams, contextualized by Biblio.org <https://goo.gl/AIZNly>

Reinforce Biases

Does the system propagate existing social biases?

How does this affect users?

Or content creators?



What's Missing?

A lot of work to do!

- How do we measure these things?
- How can we scale participatory design?
- What does participatory design of algorithms even look like?
- How can we use intention-behavior gap to build compelling recommender experiences?
- How can we provide *meaningful* control over the recommendation process to users?

What We Get

What is the impact of your system?

What will you do about it?

Michael D. Ekstrand



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