

IntroBot: Exploring the Use of Chatbot-assisted Familiarization in Online Collaborative Groups



Donghoon ShinUniversity of Washington



Soomin Kim Seoul National University



Ruoxi Shang
University of Washington



Joonhwan Lee Seoul National University



Gary HsiehUniversity of Washington



HUMAN
CENTERED
DESIGN &
ENGINEERING



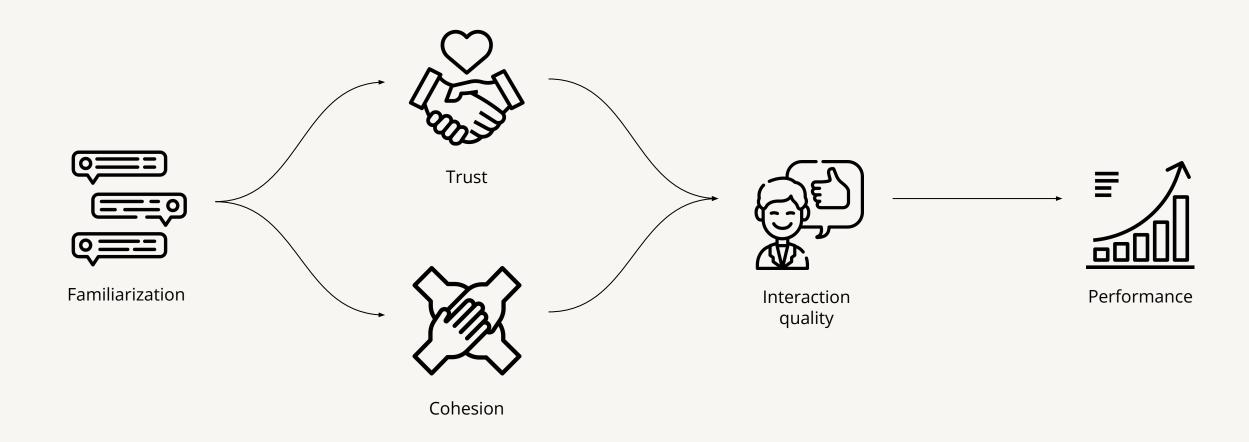




Online Ad Hoc Collaboration







Reference: Braun et al., 2013; De Jong et al., 2016; Karau & Hart, 1998; Mullen & Copper, 1994

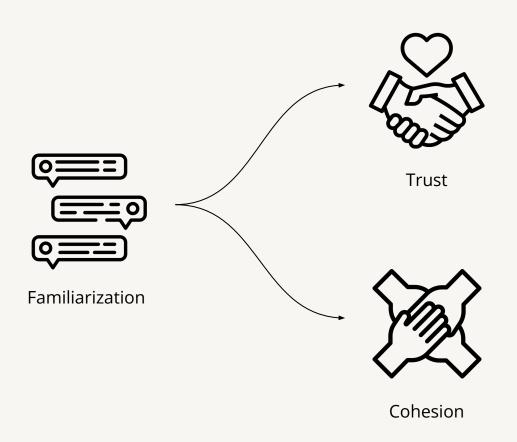


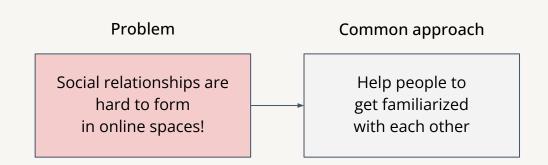
Problem

Social relationships are hard to form in online spaces!

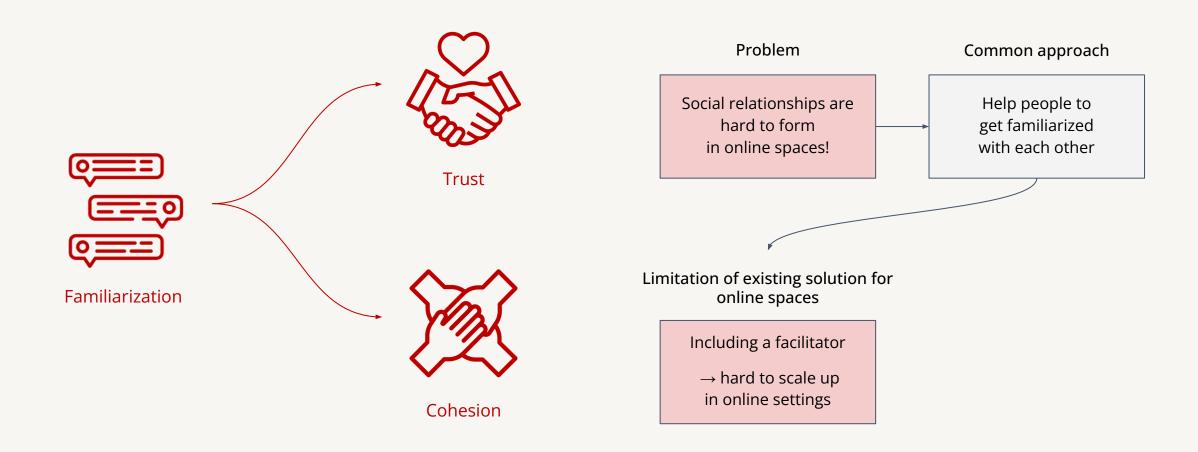


Reference: Johnson et al., 2009; Duysburgh et al., 2014; Choi & Kang, 2010; Hudson et al., 2015

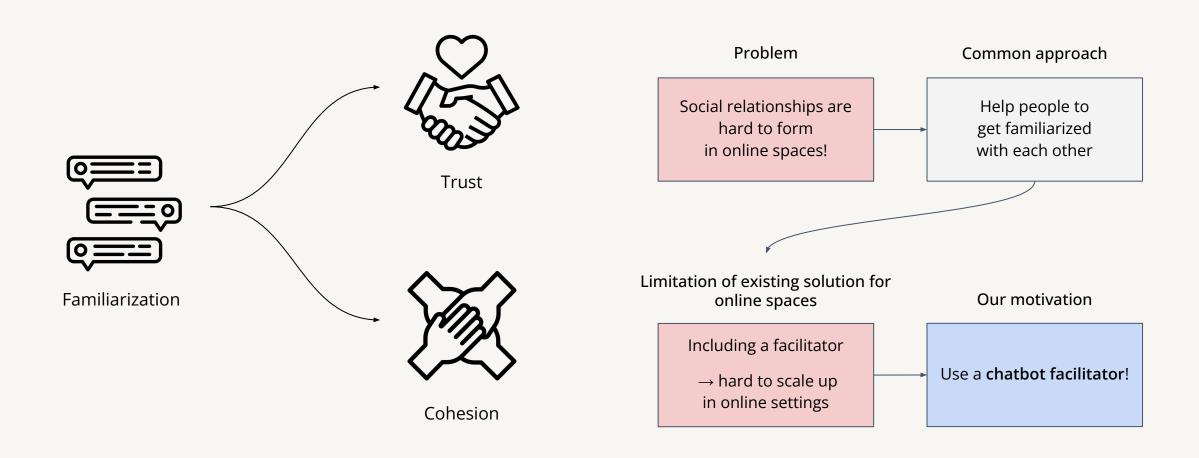




Reference: Barbosa, 2006; Holton, 2001

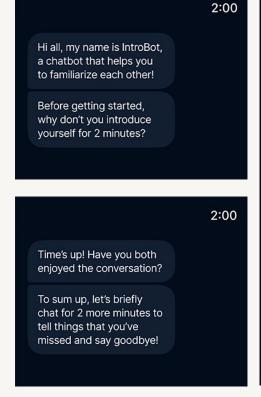


Reference: Beebe & Masterson, 2015; Dixon et al., 2006; McGrath et al., 2014

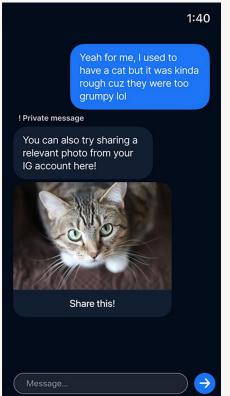


IntroBot

A chat facilitator for helping ad hoc teammates to get familiarized





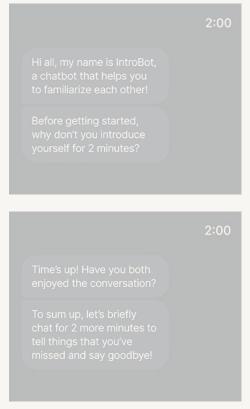




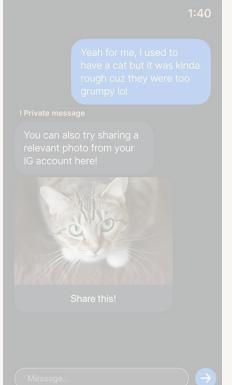


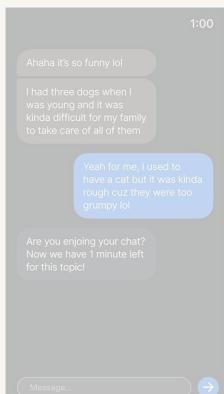
Intellectual Role

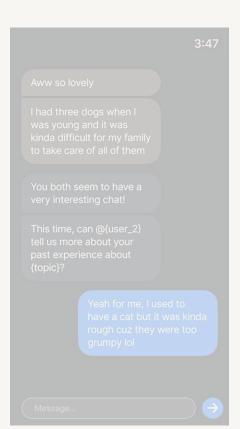
Selection of the topics of common interest





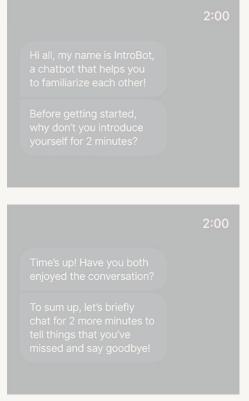




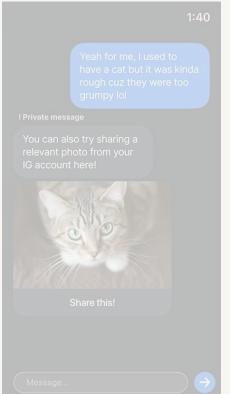


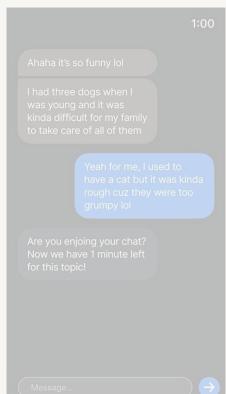
Intellectual Role

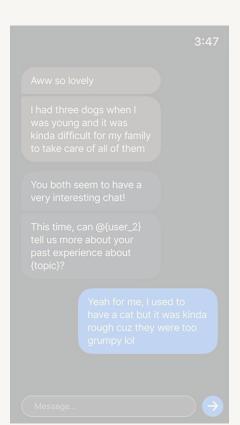
Initiating chat





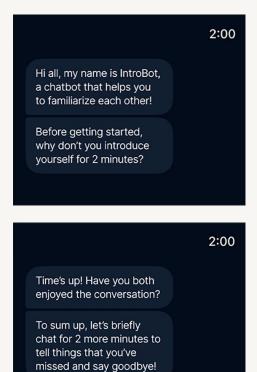






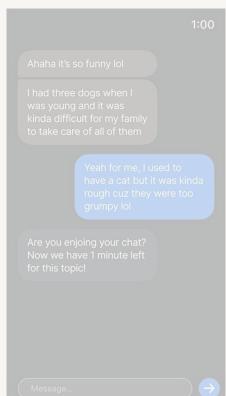
Managerial Role

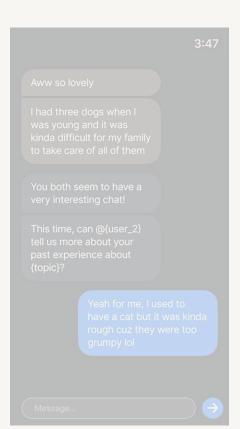
Structuring the conversation







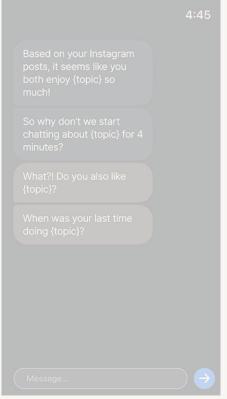


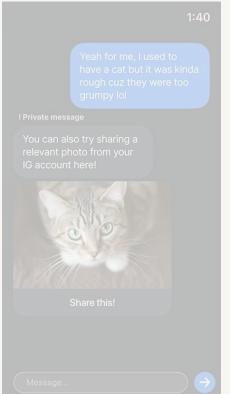


Managerial Role

Detecting and recovering dying chat





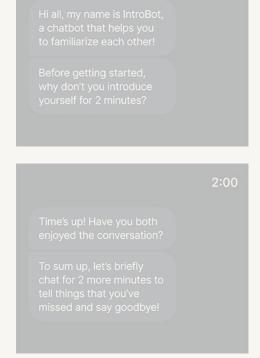


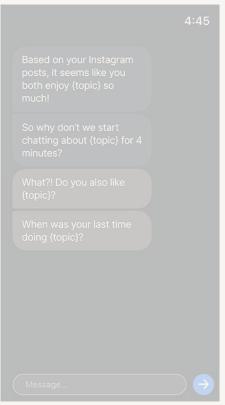


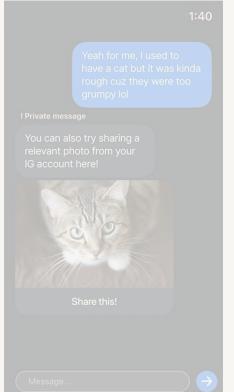


Managerial Role

Time management





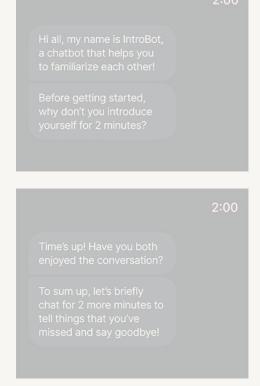




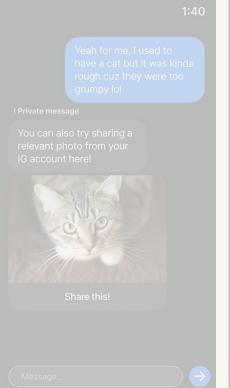


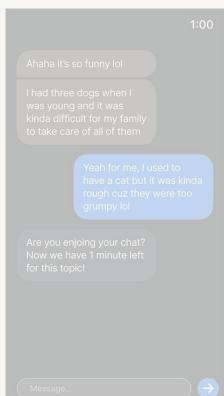
Social Role

Encouragement









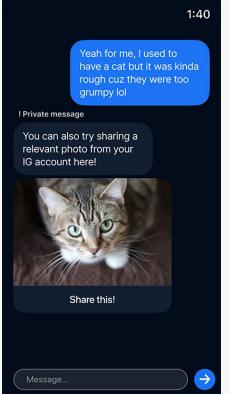


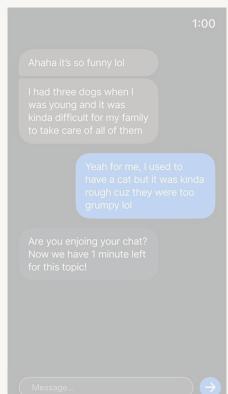
Social Role

Recommending users to share relevant photos



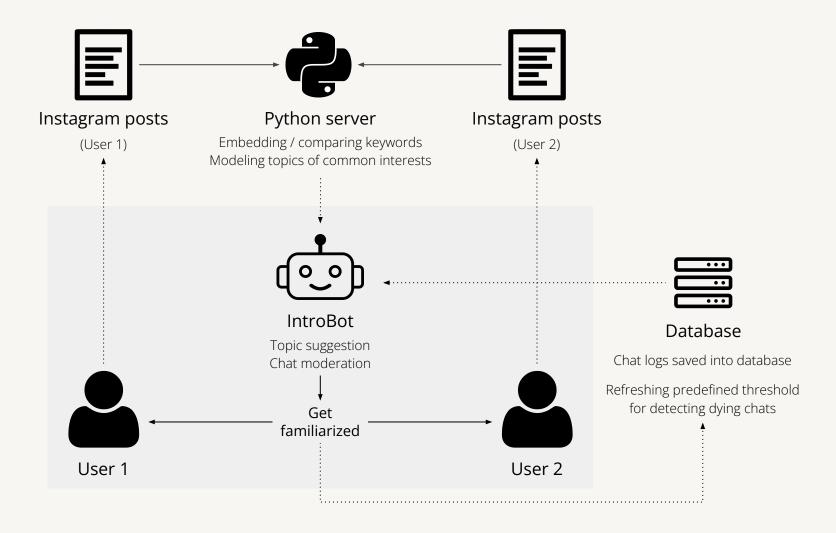






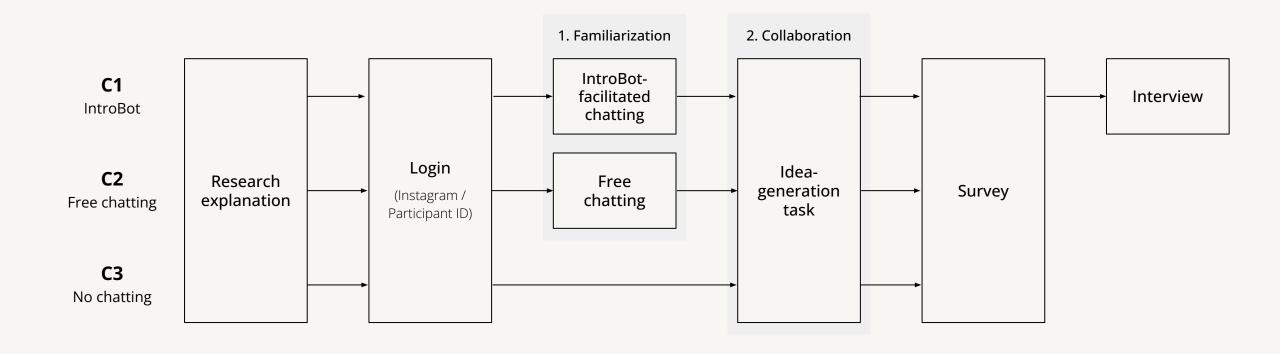


Implementation



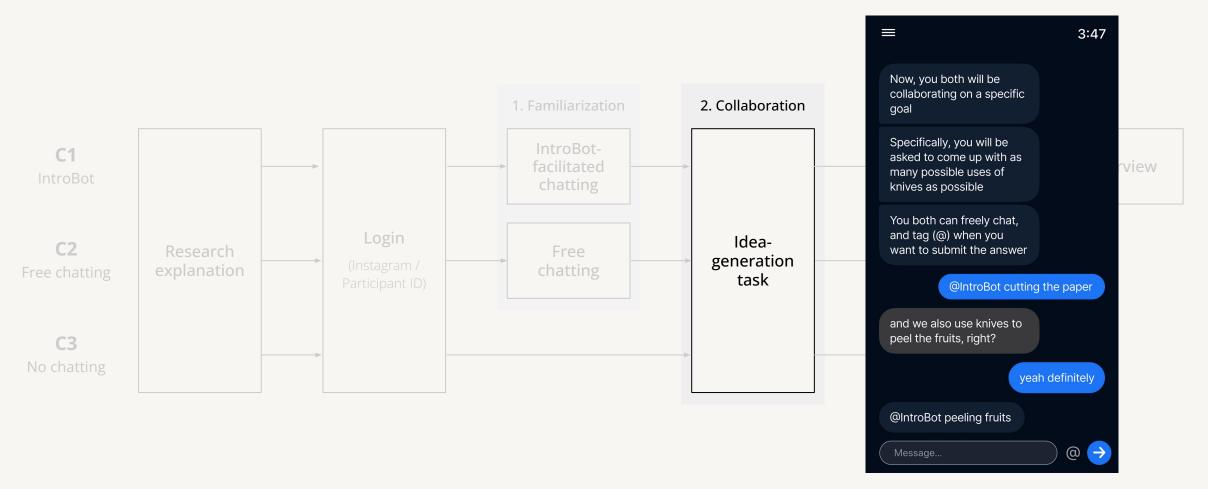
Study

Between-subjects study design (N = 60)



Measuring Collaborative Performance

Idea-generation task



Reference: Karau & Hart, 1998; Williams & Karau, 1991; Charbonnier et al., 1998

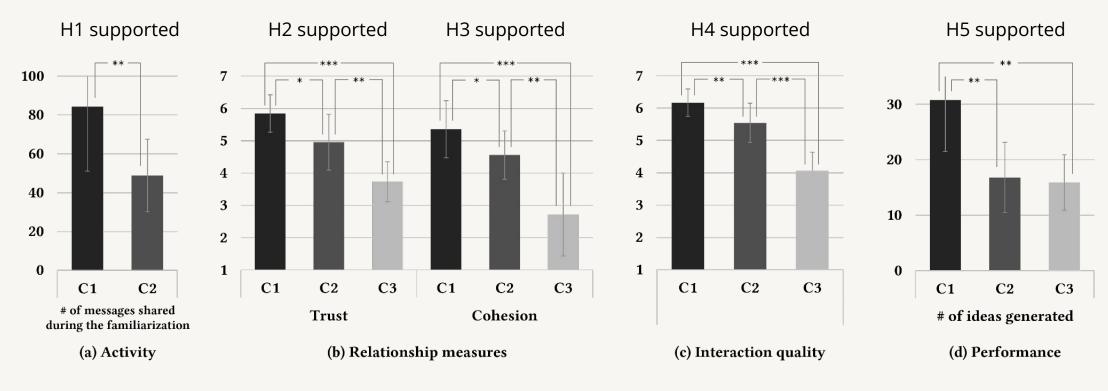
Hypothesis & Measurement

H1: Participants using IntroBot will chat more during the familiarization process	 Comparison of the level of chat activity (# of chats during the familiarization; C1 - C2)
H2 : Participants using IntroBot will have higher trust	 Survey (dyadic trust scale; C1 - C3)
H3: Participants using IntroBot will have higher cohesion	 Survey (small group cohesion scale; C1 - C3)
H4 : Participants using IntroBot will have higher interaction quality	 Survey (quality of interaction scale; C1 - C3)
H5 : Participants using IntroBot will have higher performance	 Comparison of the performance in idea-generation task (# of ideas generated; C1 - C3)

Results

Quant

From the ANOVA followed by pairwise analysis, participants who used IntroBot (C1) showed significantly higher level of activity (H1), relationship measures (H2, H3), perceived interaction quality (H4), and performance (H5)



Results

Qual

Topic recommendation of IntroBot helped ice-break

Topic recommendation (i) reduced potential awkwardness between participants and (ii) acted as a stepping stone for exploring further common interests

e.g., "It was much easier to have a conversation with someone I didn't know at all because the chatbot suggested the topic to talk about." (P8)

IntroBot facilitated social interaction by managing conversation

IntroBot's managerial role of moderating discussion by structuring the overall conversation process helped participants to have a systematic and efficient conversation, without having to worry about wasting time

e.g., "The chatbot has well structured the overall collaboration process. It set a topic for our conversation, so we could have a fun time. Also, we could have a systematic discussion because the chatbot did the time-check." (P2)

Photo sharing between participants enhanced social cues and trust

Seeing the shared photos helped participants strengthening social cues, assisting them to build mutual trust during their conversation

e.g., "... once the partner shared the photo from Jeju island (a popular tourist attraction in South Korea), it reminded me of the days when I traveled there before, and the partner seemed to be 'more lively' and closer." (P13)

Enhanced understanding between participants improved task experience and performance

Understanding each other helped the collaborative process by creating a more comfortable environment and allowing *collaborative* relationship, rather than being *individualistic*

e.g., "Rather than coming up with an idea individually, I enjoyed the task while laughing and talking with my partner." (P16)

Discussion

1. IntroBot effectively supported team-building practice and enhanced collaboration in ad hoc online settings

- a. Participants who used IntroBot showed higher trust, cohesion, interaction quality, and collaborative performance
- b. IntroBot's orchestration of diverse roles, including intellectual, social, and managerial roles, played a significant role in its success
- c. Specifically, we identified that photo-sharing helped a lot

2. Our results suggest that IntroBot's design could be applied to other collaborative contexts

a. e.g., online gaming or remote software developer teams, integration with existing collaborative platforms as an add-on

3. Ethical and privacy considerations should be taken into account when scaled up

- a. Although we already included precautionary steps to avoid potential issues (e.g., requiring user consent for sharing images, asking users to choose keywords to discuss from recommended topic lists), considering further ethical / privacy issues is necessary when scaling up
 - i. e.g., filtering potential offensive words, privacy around the photo-sharing

Reference

Susanne Braun, Claudia Peus, Silke Weisweiler, and Dieter Frey. 2013. Transformational leadership, job satisfaction, and team performance: A multilevel mediation model of trust. *The Leadership Quarterly* 24, 1 (2013), 270–283.

Bart A De Jong, Kurt T Dirks, and Nicole Gillespie. 2016. Trust and Team Performance: A Meta-Analysis of Main Effects, Moderators, and Covariates. *Journal of Applied Psychology* 101, 8 (2016), 1134.

Steven J Karau and Jason W Hart. 1998. Group Cohesiveness and Social Loafing: Effects of a Social Interaction Manipulation on Individual Motivation Within Groups. *Group Dynamics: Theory, Research, and Practice* 2, 3 (1998), 185.

Brian Mullen and Carolyn Copper. 1994. The Relation Between Group Cohesiveness and Performance: An Integration. *Psychological Bulletin* 115, 2 (1994), 210.

S.A. Beebe and J.T. Masterson. 2015. *Communicating in Small Groups: Principles and Practices, Updated Edition*. Pearson Education.

Julie Dixon, Heather Crooks, and Karen Henry. 2006. Breaking the ice: Supporting collaboration and the development of community online. *Canadian Journal of Learning and Technology* 32, 2 (2006).

Naomi McGrath, Sue Gregory, Helen Farley, and Pauline Roberts. 2014. Tools of the trade: Breaking the ice with virtual tools in online learning. In *Proceedings of the 31st Australasian Society for Computers in Learning in Tertiary Education Conference (ASCILITE 2014)*. Macquarie University, 470–474.

Kirsten M Barbosa. 2006. Computer-mediated Communication and Group Cohesion. *Modern Psychological Studies* 12, 1 (2006), 6.

Judith A Holton. 2001. Building trust and collaboration in a virtual team. *Team Performance Management*(2001).

Stefanie K Johnson, Kenneth Bettenhausen, and Ellie Gibbons. 2009. Realities of Working in Virtual Teams: Affective and Attitudinal Outcomes of Using Computer-Mediated Communication. *Small Group Research* 40, 6 (2009), 623–649.

Pieter Duysburgh, Shirley A Elprama, and An Jacobs. 2014. Exploring the Social-technological Gap in Telesurgery: Collaboration within Distributed OR Teams. In *Proceedings of the 17th ACM Conference on Computer Supported Cooperative Work & Social Computing*. 1537–1548.

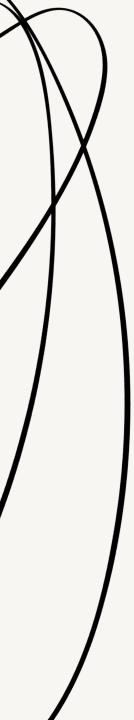
Hyungshin Choi and Myunghee Kang. 2010. Applying an activity system to online collaborative group work analysis. *British Journal of Educational Technology* 41, 5 (2010), 776–795.

Matthew Hudson, Paul Cairns, and A Imran Nordin. 2015. Familiarity in Team-Based Online Games: The Interplay Between Player Familiarity and the Concepts of Social Presence, Team Trust, and Performance. In *International Visual Informatics Conference*. Springer, 140–151.

Emmanuelle Charbonnier, Pascal Huguet, Markus Brauer, and Jean-Marc Monteil. 1998. Social loafing and self-beliefs: People's collective effort depends on the extent to which they distinguish themselves as better than others. *Social Behavior and Personality* 26, 4 (1998), 329–340.

Steven J Karau and Jason W Hart. 1998. Group Cohesiveness and Social Loafing: Effects of a Social Interaction Manipulation on Individual Motivation Within Groups. *Group Dynamics: Theory, Research, and Practice* 2, 3 (1998), 185.

Kipling D Williams and Steven J Karau. 1991. Social Loafing and Social Compensation: The Effects of Expectations of Co-Worker Performance. *Journal of Personality and Social Psychology* 61, 4(1991), 570.



Thank you!

Donghoon Shin

Ph.D. student Human Centered Design and Engineering University of Washington

