Big Data and the Digital Human

Big Data Research in the Department of Digital Humanities

Mark Cote

@markcote

Tobias Blanke

@tobias_blanke



Digital Human

Understanding the Human Realities of the Technical Objects of Big Data

Social and cultural dimensions of *datafication*





Datafication

- process whereby the lifeworld is captured in data
- & reconstituted into new forms of value

Insights on

 what we think, how we feel, what we respond to and in what way, where we go, what we do, who we interact with, what we listen to, what we read, what we like, who we like it with, who we like, and so on

Who has the access and capacity to create new forms of value through the critical and creative recombination of SoBigData?

· data as *polyvalent* resource



Techno-Cultural Method: Interdisciplinary and Applied

Explores an array of tools, methods and practices in big data.

Designed for non-data scientists
Co-laboratories

Simondon on Datafication

A Techno-Cultural Method

Mark Cott, Januajir Pylus

Abstract

This article proposes the techno-culticul workshop as an innovative method for opening up the materiality of computational media and data firm to order to increase understanding of the socio-cultural and political economic dimensions of datafaction. Building upon the critical, creative backer effect of technological engagement, and the collective practice of the haukathon, the techno-cultural workshops in directed at humanities researchers and social and cultural theories. We conceptually frame this method via Simondon at a practice-led apportunity to rethink the contested relationship between the human. nature and technology, with a view to challenging total and cidtural theory that ignores the human reality of the technical object. We outling an exemplar techno-cultural workshop which explored mobile appears it it an apportunity to use new digital tools for empirical research, and ii) as technical objects and elements for better understanding fluir social and cultural dimensions. We see political efficacy is the techno-cultural method not only in augmenting critical and creative agravy, but as a practical exploration of the concept of data technicity, an inculrantible relationality that exceeds the normative and regulatory utility of the data we generate and can be linked oncointe collective copacitive to act.

Keywords: Datafloation; backer; digital materiality; data technicity.

Introduction

Hackathons have been riding the wave of the data deluge, growing from a niche event for programmers and software developers to an established techno-cultural phenomenon with foci ranging from social justice issues to corporate profit. Related but not limited to the hackathon is the subject of the hacker, defined by the 1993 Internet Users' Glossary as a person that 'delights' in having an intimate understanding of the internal workings of a system, computers and computer networks in particular' (Malkin and Parker 1993; 20). This paper draws on both the gractice of the hackathon and subject of the hacker to sak after the data deluge, what! That





Search website



Overview

Our Big Data in Culture & Society MA recognises the growing importance of Big Data in contemporary society and addresses the theory and practice of Big Data from an arts and

Key information

Open

Duration

Research and Teaching

From mobiles to IOT to the Cloud From social media to search From social-cultural data analytics to network VİZ.

From Big Data to Algorithms to Al

- **Search/Planning**
- Reasoning and Knowledge representation
- iii. Perception
- **Actuation**
- **Natural Language Processing**

Machine Learning

MA Big Data in Culture and Society



i) Theorising Big Data
 ii) Big Data in Practice: Co-laboratories,
 Tools & Methods
 iii) Social and Cultural Analytics
 iv) Big Data Law and Ethics
 v) Dissertation

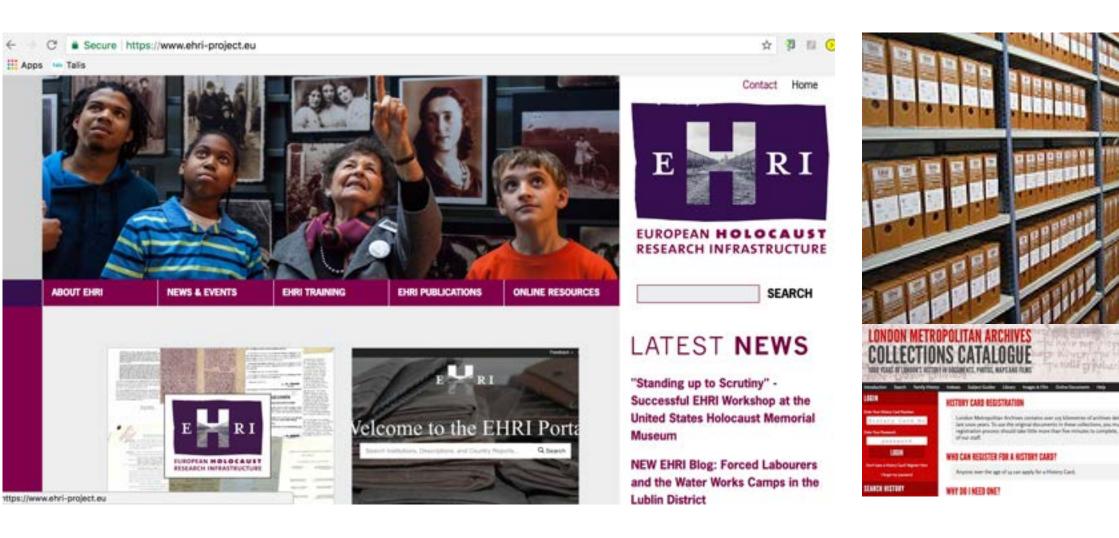
http://www.kcl.ac.uk/study/postgraduate/taught-courses/big-data-in-culture-and-society-ma.aspx

Data and Methods of the Digital Human

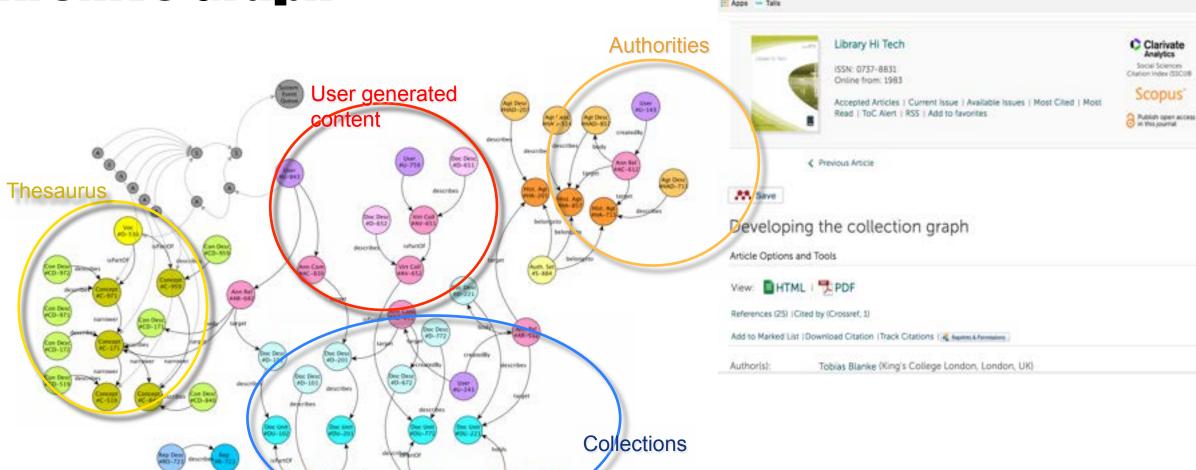
Digitized Humans: Archive Graphs

Born-digital humans: Mobiles

European Holocaust Research Infrastructure: Archives as Research Data



Archive Graph



Www.emeraldinsight.com/doi/sibs/10.1108/LHT-07-2015-0070?mobileUi-08/journalCode-lht

Archives and Big Data: Complexity challenge



Research Use Case No 1: Names and Networks. Chances of survival

- Aim: Specifying which networks contributed to survival.
- Method: Network visualisation.
- Sources: Digitised archive of the Jewish Council of Amsterdam and Friesland; Digital Monument to the Jewish Community the Netherlands.















tab Talis

Apps

Born digital big data

ABOUT

BLOG

EVENTS

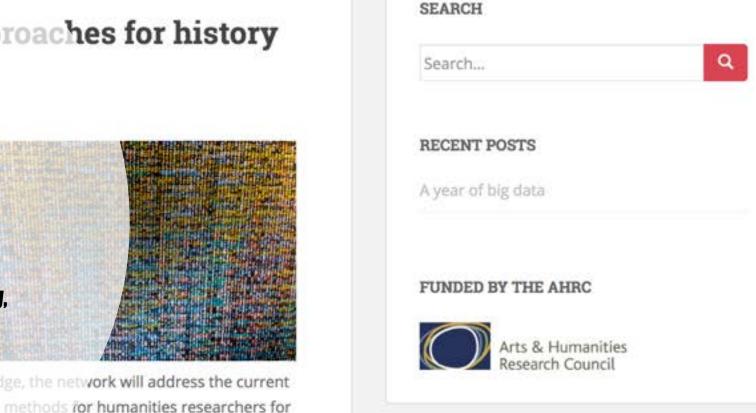
PARTNERS IN THE NETWORK

Born digital big data and approaches for history and the humanities

This AHRC-funded network will bring together

- **Partners: SaS and KCL (lead)**
- Sussex, Oxford, Warwick, Cambridge, **Sheffield, National Archives, British Library,** MediaLab, Waterloo, Glasgow, Leeds

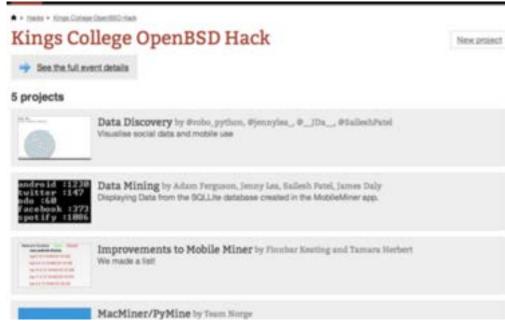
University of London, and one at the University of Cambridge, the network will address the current state of the field; establish the most appropriate tools and methods for humanities researchers for whom born-digital material is an important primary source; discuss the ways in which researchers and archives can work together to facilitate big data research; identify the barriers to engagement with big data, particularly in relation to skills; and work to build an engaged and lasting community



Born digital humans: Our Data Ourselves





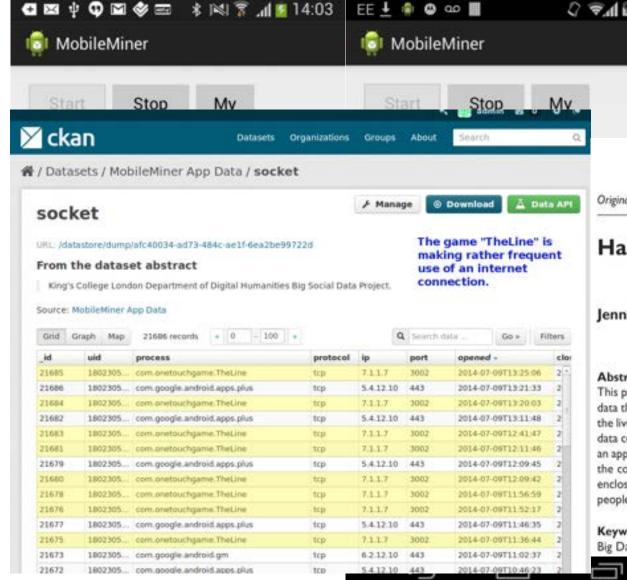


Tobias Blanke Mark Coté Jennifer Pybus Giles Greenway





Research Devices & Outputs



Mining Mobile Youth Cultures

Tobias Blanke, Giles Greenway, Jennifer Pybus and Mark Cote Department of Digital Humanities, King's College London, United Kingdom Email: tobias.blanke@kcl.ac.uk, giles.greenway@kcl.ac.uk, jennifer.pybus@kcl.ac.uk, mark.cote@kcl.ac.uk

Abstract-In this short paper we discuss our work on coresearch devices with a young coder community, which help investigate big social data collected by mobile phones. The development was accompanied by focus groups and interviews on privacy attitudes and aims to explore how youth cultures are tracked in mobile phone data.

I. INTRODUCTION

Our social and cultural world is transformed through the unprecedented growth in the data we generate about ourselves. We exist in a data-centric society characterised by our information-rich environment and a 'quantified self' [1]. In order to better understand these changes, we have engaged in a project to investigate 'Big Social Data (BSD)', and the role it plays in digital culture.

The project thus identifies BSD as a distinct subset of big data, one particularly relevant to arts and humanities researchers.

II. BACKGROUND - REALITY MINING

Sandy Pentland is widely recognised for his idea of using mobile phones for 'reality mining' [3]. In 2004, he and his colleagues analysed 350,000 hours of mobile phone data and have since captured in 'living laboratories' human culture on an unprecedented scale [3]. They investigated mobile phone data from the Ivory Coast to track commuter behaviour on public transport. The aim was to find patterns that would help reduce commuting time. This experiment is typical for a host of reality mining projects that discover patterns of real-life regularities in terms of mobility, lifestyle choices, opinions, etc. from born-digital traces of human life.

Original Research Article

Hacking the social life of Big Data

Jennifer Pybus¹, Mark Coté² and Tobias Blanke³

Big Data & Society July-December 2015: 1-10 © The Author(s) 2015 Reprints and permissions: sagepub.com/journalsPermissions.nav DOI: 10.1177/2053951715616649 bds.sagepub.com

(\$)SAGE

6 SOCIETY

Abstract

This paper builds off the Our Data Ourselves research project, which examined ways of understanding and reclaiming the data that young people produce on smartphone devices. Here we explore the growing usage and centrality of mobiles in the lives of young people, questioning what data-making possibilities exist if users can either uncover and/or capture what data controllers such as Facebook monetize and share about themselves with third-parties. We outline the MobileMiner, an app we created to consider how gaining access to one's own data not only augments the agency of the individual but of the collective user. Finally, we discuss the data making that transpired during our hackathon. Such interventions in the enclosed processes of datafication are meant as a preliminary investigation into the possibilities that arise when young people are given back the data which they are normally structurally precluded from accessing.

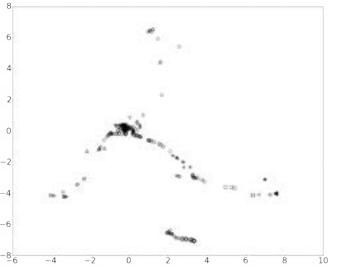
Keywords

Big Data, data making, datafication, hacking, mobiles, youth

Computer Social Networks











https://www.buzzfeed.com/craigsilverman/fake-news-real-ads?utm_term=.qxj0NA96WN#.tnl4YW73zY



Horizon 2020 SoBigData

For ethically sensitive scientific discoveries and advanced applications of social data mining to the various dimensions of social life, as recorded by 'big data'

Multi-disciplinary including digital humanities and social sciences

http://sobigdata.eu/

SoBigData@KCL

Lead on the training and education:

- Summer schools: Lipari summer schools on computational social science and London summer school on FakeNews
- 2. Datathons: NervousNet Zurich and Estonia social impact
- 3. Gender and diversity issues in data science: R ladies and Artificial Intelligence for Gender Minorities
- Open teaching materials (video lectures, virtual machines, SWIRL and Notebooks)











Engaging the digital human

New platforms of engagement

Exporting Techno-Cultural workshop

- Critical data examination for the rest
- Engage new audiences beyond the classroom and the academic workshop?
- How can the techno-cultural method inform the development of new collaborative spaces to facilitate innovative humanities research that can engage the general public, augmenting knowledge exchanges between experts and non-experts?





Empowering Data Citizens

Towards a Mobile Social Data Commons

Giles Greenway*, Leonard Mack[†], Tobias Blanke*, Mark Cote* and Tom Heath[†]

*Department of Digital Humanities, King's College London, United Kingdom

†Open Data Institute, London, United Kingdom

Email: tobias.blanke@kcl.ac.uk, giles.greenway@kcl.ac.uk, mark.cote@kcl.ac.uk

Abstract—This paper discusses how born-digital cultural material can be opened up for research. We focus in particular on the grey area between private mobile phone data and its publication and use for research and beyond. We report on the results of the 'Empowering Data Citizens' (EDC) project, which is a collaboration between King's College London and the Open Data Institute. The work builds on the project Our Data Ourselves (http://big-social-data.net/), which studies the content we generate on our mobile devices, what we call big social data (BSD), and explores the possibilities of its ethical storage.

I. INTRODUCTION

Our project addresses a basic research question: How do we transform BSD into open data, and in turn, empower the end users of mobile devices and cultivate new data communianonymisation technologies for publishing cultural data. This approach will cultivate open data cultures, for example, by presenting the potential surplus from integrating it with other linked data resources such as the concept ecosystem of DB-pedia [1].

The main vector of our research is in approaching borndigital cultural content via the model of open data. Open data refers to data available for anyone to use for any purpose and free of cost. Open data should be in formats that are interoperable, that is, it can be linked, and thus easily shared, in a standard and structured format for easy reuse. The key deliverable of our project is the cultivation of an ethical environment of openness for this kind of important born-digital content for cultural analysis.

Greenway, G., Mack, L., Blanke, T., Cote, M., Heath, T. 'Towards a mobile social data commons'. In *Big Data (Big Data), 2015 IEEE International Conference on*. IEEE, pp. 1639–1642, 2015.



closed

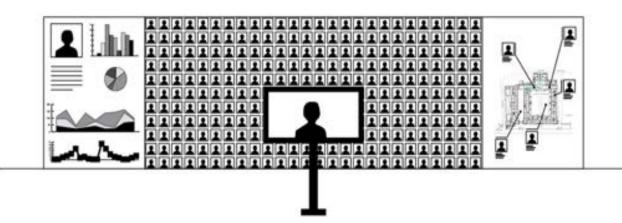
Shared shared taken layer



MobileMiner lenables user controlled data collection and limited local data storage on smartphones) onen Personal Data Store enabling differential state & access manager Database/Datastore (openPDS backend) Juser-generated micro-data is stored in an encrypted back-end database; only users have access to stored data; third parties cannot access stored data)) openPOS frontend data access layer for third parties and secure computing environment; query based access to data is granted only to trusted third parties who sign up for service and meet minimum requirements with regard to data processing). query based data Trusted 3rd parties Trusted 3rd parties (can query openPDS data to create open (have no data sharing data sets; subject to specific permission and rights; subject to specific data licensing agreements (enforcing access permission responsible data aggregation and agreements) anonymisation) open data Any third parties, including data linkers (using aggregated and anonymised open data):

Big Bang Data

PERSONANONDATA



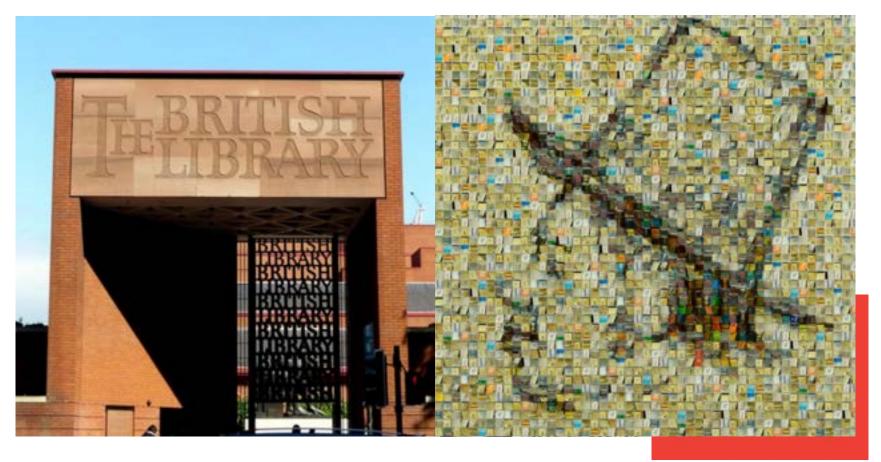
PERSONANONDATA



Salvatore Iaconesi & Oriana Persico January-March 2017

Somerset House Gallery http://artisopensource.r

Internet of Cultural Things







Data Translation Zone: KCL & Tactical Tech Community Partnership



The Glass Room Tactical Tech Collective

An immersive 'tech store with a twist' that disrupts our relationship with technology and encourages visitors to make informed choices about their online life.

Thank you

References for all the grants

SoBigData Research Infrastructure (2015-09 to 2019-08)

H2020: 654024

URL: https://grants.uberresearch.com/501100000780/197882/SoBigData-Research-Infrastructure

Our Data Ourselves (2013-09 to 2015-06)

AHRC: AH/L007770/1

URL: https://grants.uberresearch.com/501100000267/828AB831-87F5-44DC-84B0-5F22769821BE/Our-Data-Ourselves

Empowering Data Citizens (2014-08 to 2015-10)

AHRC: AH/M002551/1

URL:

https://grants.uberresearch.com/501100000267/1C1C8D07-D739-4DB9-B973-C9D6C57163CF/Empowering-Data-Citizens

An Internet of Cultural Things: Creative Explorations of Data in Cultural Institutions (2015-09 to 2016-09)

AHRC: <u>AH/M010015/1</u>

URL:

https://grants.uberresearch.com/501100000267/EC35E997-E3D0-4CE8-BEED-DAEE7D722687/An-Internet-of-Cultural-Things-Creative-Explorations-of-Data-in-Cultural-Institutions

References for all the publications

i) Hacking the social life of Big Data

Big Data & Society | 2015-12-01 | journal-article

- DOI: 10.1177/2053951715616649
- ii) Simondon on Datafication

Digital Culture and Society | 2016-12-01 | journal-article

- DOI: DOI 10.14361/dcs-2016-0206
- iii) Mining mobile youth cultures

Proceedings - 2014 IEEE International Conference on Big Data, IEEE Big Data 2014 | conference-paper

- DOI: <u>10.1109/BigData.2014.7004447</u>
- iv) Towards a mobile social data commons

Proceedings 2015 IEEE International Conference on Big Data, IEEE Big Data 2015 | conference-paper

DOI: <u>10.1109/BigData.2015.7363932</u>