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Social Networking and Developer Programs

Pieter Humphrey Oct 2008

The Social Internet – Web 2.0

- From the beginning
 - Open, freeform, extensible
 - Uniquely addressable items
 - One gigantic content space
- Web 2.0
 - People link to content; content links people
 - Emergent Participatory Web selforganizes through tagging, searching, rating, discussing and remixing
 - Lessons for developer programs ...



Millions of daily contributions get organized through billions of daily interactions

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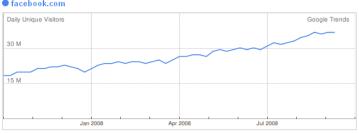
Social Networking growth

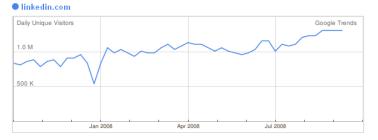
3 Interesting Social Network Traffic Analysis Takeaways:

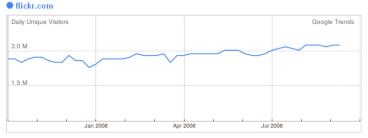
- -There seems to be a decline in social traffic for a multitude of sites since September
- -Twitter and Plurk are seeing explosive increases while Pownce and Identi.ca are falling.
- -Facebook, Flickr, Hi5, Linkedin, Mixx and Yelp to name a few are all seeing large surges of increased traffic over the last year.

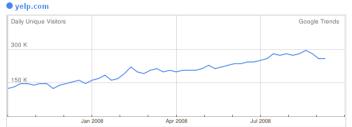
Popular developer sites

- -Twitter
- -Orkut.com
- -Facebook
- -LinkedIN

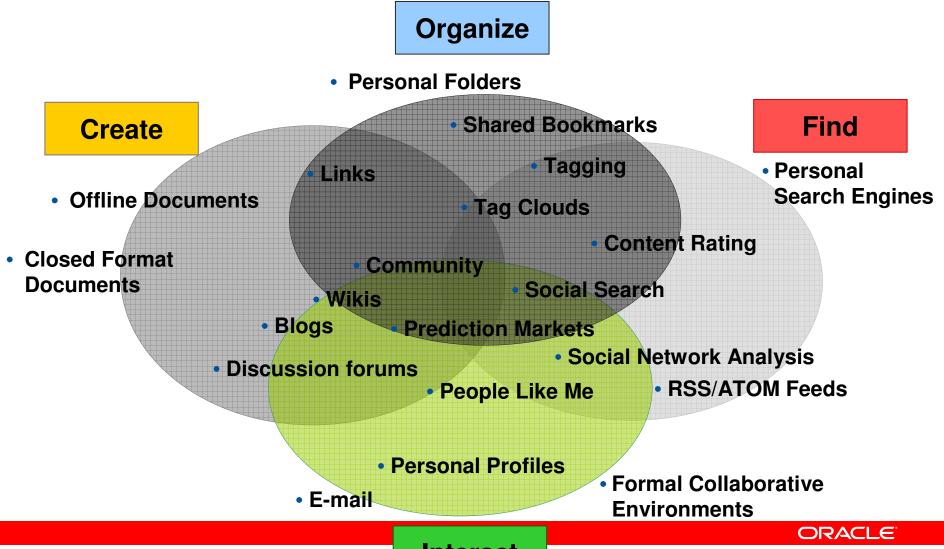








The Technologies of Social Software



Source: Gartner Group

Interact

Social Networking Drivers

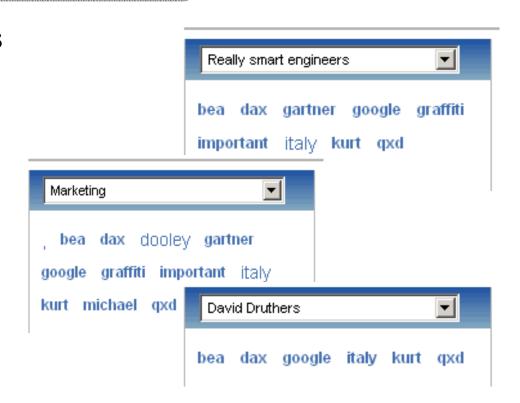
- Ego is the largest driver of participation
- People contribute to increase their social, intellectual, and cultural capital
- Their reasons for contributing are the following:
- 1. Keep in touch with family and friends (75%) [part of this is keeping up with the joneses who already have one eg. my mate uses it, so I'll get one too]
- 2. Being "nosey" 62%
- 3. Express my opinions and views (55%)
- 4. Meet people with similar interests (49%)
- 5. Specific reason, documenting trip to wedding, etc (13%)
- 6. It's a good way to date (7%)



Social networks at work

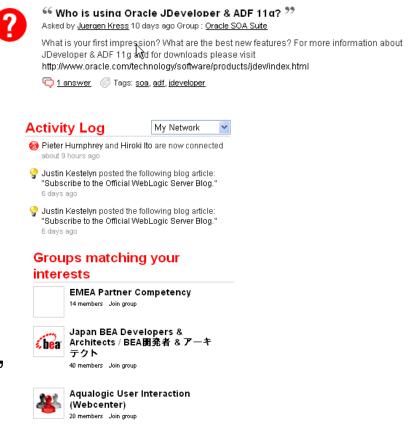
Views of content by experts or group

- Look at content collections through the eyes of others
- Select natural groups or business organizations
- Select specific individuals
- Leverage the wisdom or your crowd
- Allow people with similar interests to self - organize



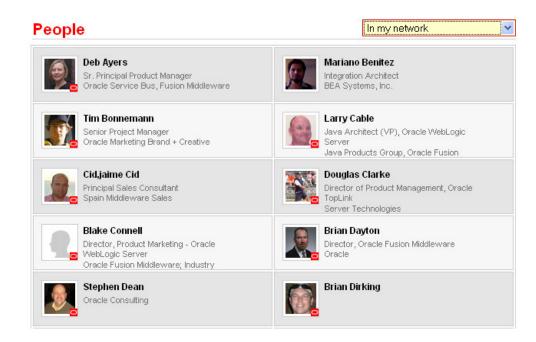
Applying social networks to dev marketing

- Locate users in your company with the same technology experience
- Ask questions, post information, create groups, share experience
- Rate, Tag, Blog, Bookmark
- Survey / Poll
- Activity feeds surface new things your co-workers are doing, similar to twitter
- Archived / searchable conversations, unlike your individual email
- Filtering activity feeds creates value

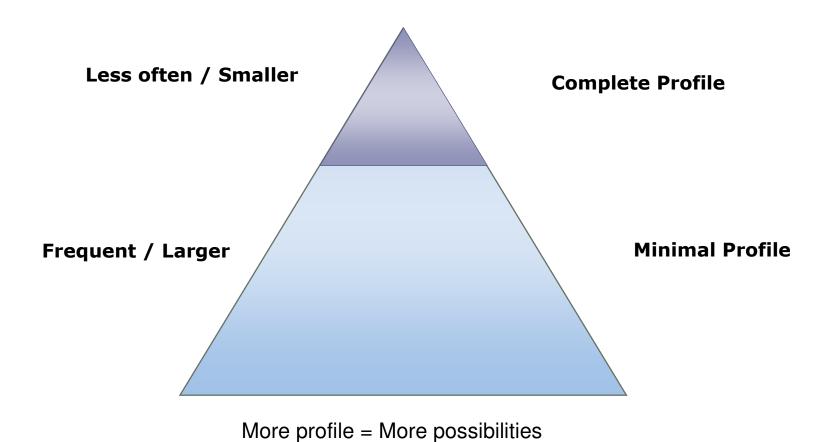


Example: Online User Groups

- With enough profile information, sites can suggest connections
 - Same company
 - Same technology
 - Same role
- Most SN platforms can accomplish the other UG functions
 - next meeting info, meeting content
 - trusted conversations

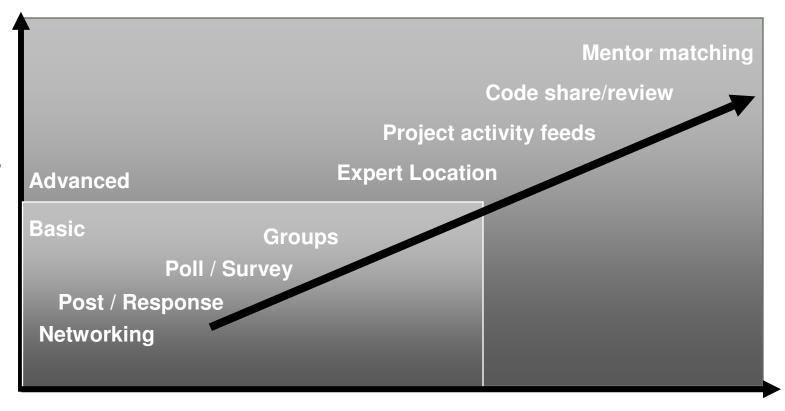


Benefits: Traffic and Demographics



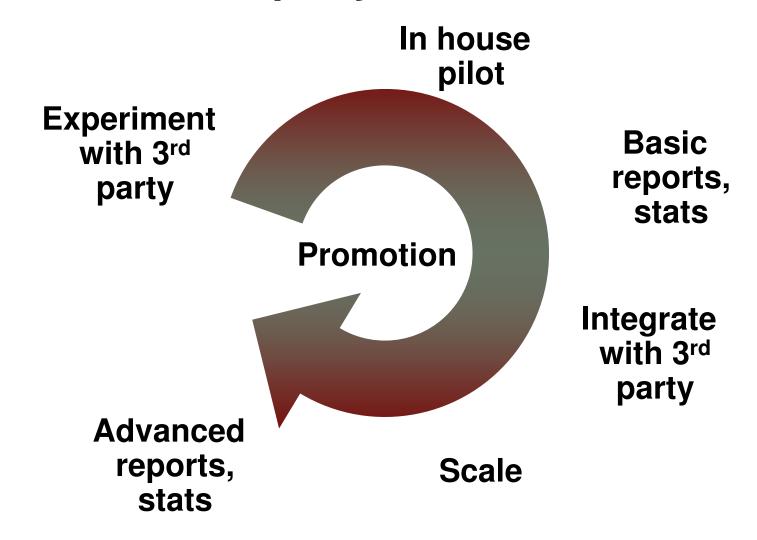
Possibilities

Features & Capabilities



More comprehensive Profile

Consider 3rd party networks



Approaching networks with your content

- Understand consumers motivations for using social networks (ads on flickr for cameras are ok, for example, because motivation of users is photography)
- Offer something programmatic for users to network around
- Create and maintain good conversations (users expect a response)
- Express yourself as a brand
- Empower them to have conversations with each other and get out of the way
- Give users a way to opt in or out, control the "detail" knob
- take the time to learn an existing folksonomy if one exists



Demo



- Post information
- Survey / Poll
- Create / Participate in Groups
- Blog
- Question and Answer
- Activity feeds

