# Where we come from Where we're going

Human Agency Towards Digital Inclusion: Implementing an International Study of Tech Help Networks

March 31, 2019 iConference/Maryland USA

#### First:

**Kate Williams** Yan Hui Noah Lenstra Han Shenglong & **Abdul Alkalimat** tell some intellectual history to this project...

...and speak briefly on five aspects of this study

Then we review the draft field manual page by page

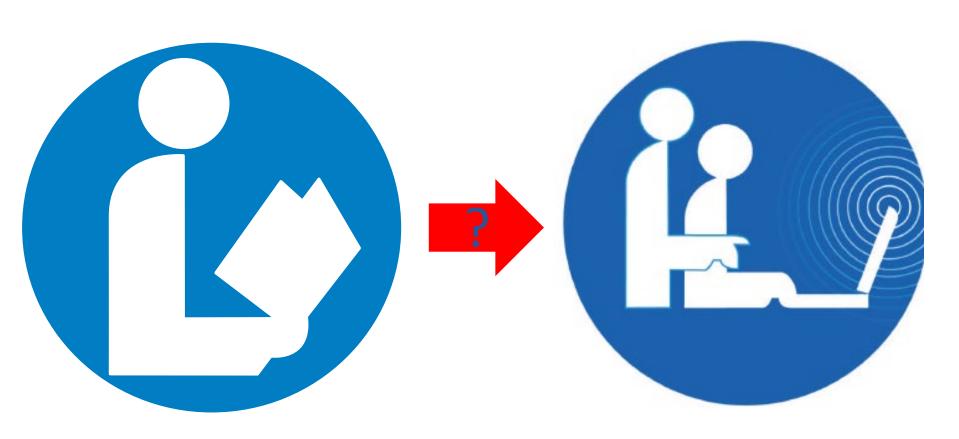
Then you spell out what role you want to play



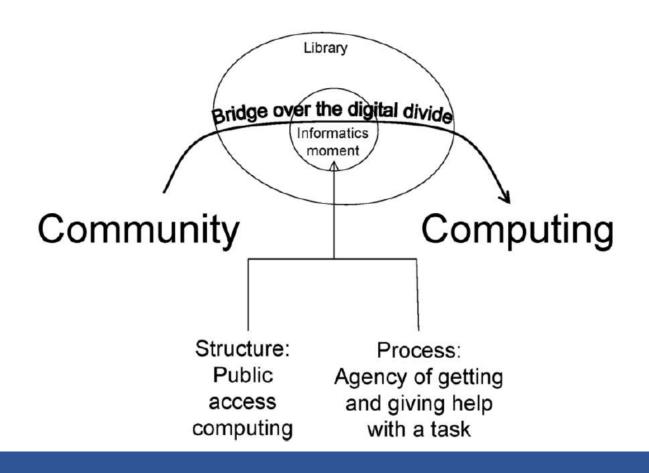
#### Murchison Community Center in Toledo, Ohio



# 1999: Public libraries became the public computing place in the US, and began to invent a new staff role



# Their work was sorely needed... & was the digital revolution in microcosm



# Informatics Moment

# Training library students for this new reality



# Studying the informatics moment without the burden of grantseeking



# US seniors not only get help with IT, they also help others

Have you he	Count	%		
Yes	// 1 C . 1		25	33%
No	"If there is something we		51	67%
	know, then we are glad to be able to share that knowledge"			

# What about other people?

## Method

- 1. We find interested colleagues (you)
- 2. Use a field manual to coordinate our work
- 3. We each recruit a site for access to people
- 4. Assign our students to give tech help and do interviews
- 5. We contextualize student data with descriptions of our sites and our countries
- 6. We share our data and publish





#### Dr. Hui Yan

Associate Professor from Renmin University of China



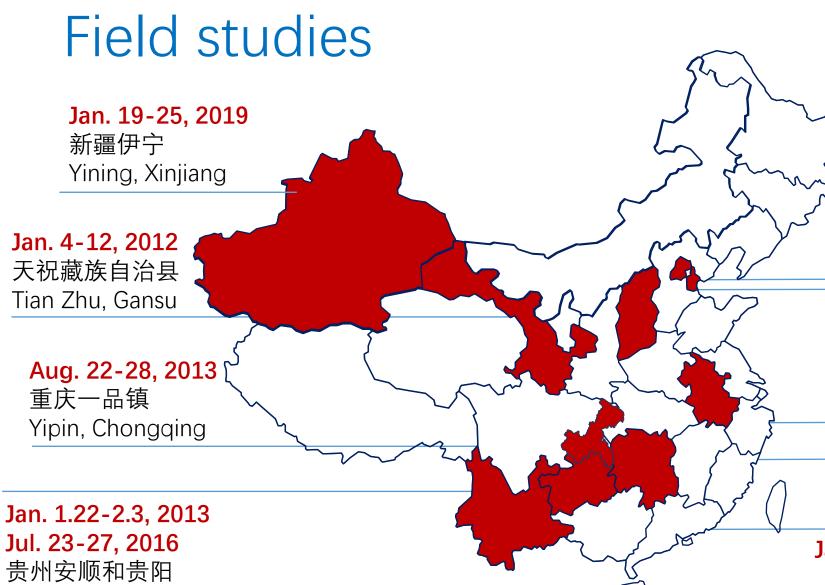






#### Global measurements of ICT

	US	China	ITU	OECD
Uses	<b>√</b>	<b>√</b>	✓	<b>√</b>
Connecting	✓	✓	✓	✓
Places	<b>√</b>	<b>√</b>	<b>√</b>	<b>√</b>
Ownership	<b>√</b>		<b>√</b>	
Attitude	✓	<b>✓</b>		
Devices	✓	✓	✓	✓
Frequency	✓	<b>✓</b>		<b>✓</b>
Identity		<b>✓</b>	√	
Discourse		✓		



Anshun & Guiyang, Guizhou



Oct. 28, 2009 北京房山沿村 Yancun, Beijing

Jul. 9-13, 2012 天津静海蔡公庄 Jinghai, Tianjin

May. 12-27, 2012

**Aug. 5-14, 2012** 安徽东至县 Dongzhi, Anhui

Jan. 18-24, 2018 云南腾冲 Tengchong, Yunnan

#### Tianzhu, Gansu











## Jinghai, Tianjin















### Dongzhi, Anhui









# Yipin, Chongqing











### Dingshu, Guizhou



















### Tengchong, Yunnan









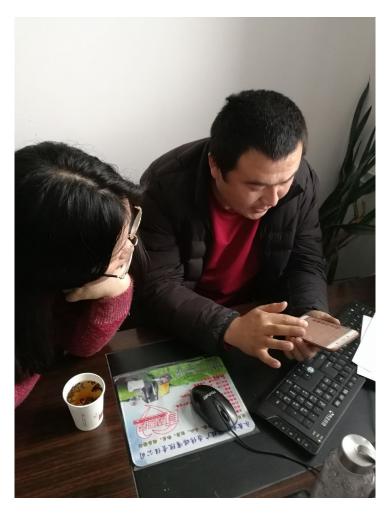








### Yining, Xinjiang







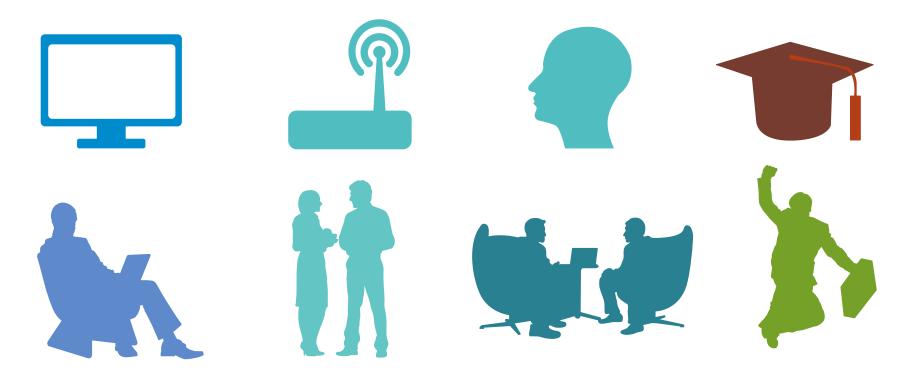




Individual cases on map 34个案 新疆伊宁 Yining, Xinjiang 35个案 48个案 103个案 天津静海蔡公庄 49个案 Jinghai, Tianjin 天祝藏族自治县 Tianzhu, Gansu 安徽东至县 19个案 34个案 重庆一品镇 Dongzhi, Anhui 64个案 34个案 Yipin, Chongqing 湖南湘西土家族苗族自治州 16个案 12个案 贵州安顺和贵阳 Liye, Hunan 49个案 32个案 40个案 Anshun & Guiyang, Guizhou 云南腾冲 Tengchong, Yunnan

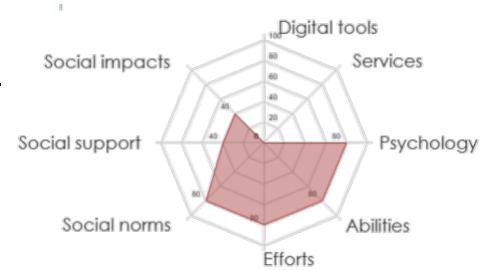
#### Digital poverty: Definition

A multi-dimensional phenomena and status of individuals in digitalization.



#### Type I: The physically poor

- Key features
  - No digital tool ownership or access.
  - No connecting service.
  - Fair social support, psychological preparations.
  - Few efforts.
  - Modest abilities.
  - Seldom impacts on real life.
- Case: Hongda Village, Ganst
  - Scrapbook couple



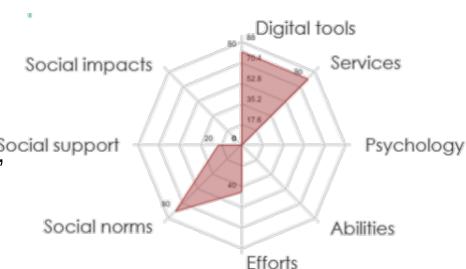






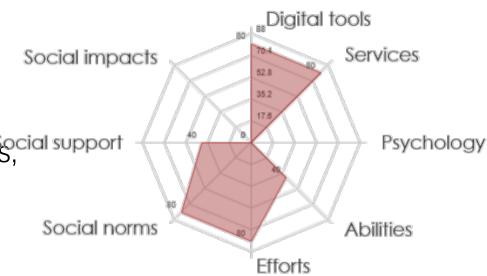
#### Type II: The digitally illiterate

- Key features
  - No psychological preparation.
  - No ability/literacy
  - Fair digital tool ownership or access, ocial support connecting service.
  - Few social support.
  - Low efforts.
  - No impact on real life.
- Case: Mifeng Village, Anhui
  - The retired accountant, Mr Wu, whose son and grandson are digital experts.



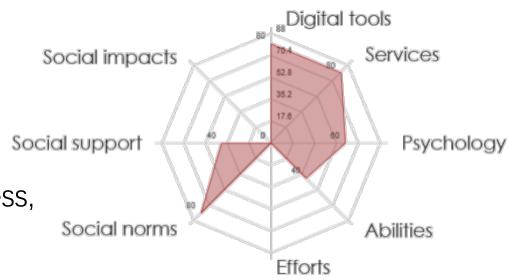
#### Type III: The psychologically vulnerable

- Key features
  - No psychological preparation.
  - Some degree of skills
  - Fair digital tool ownership or access, cial support connecting service.
  - Limited social support.
  - Many efforts.
  - No impact on real life.
- Case: Liye Town, Hunan
  - The 75-years-old senior who described himself as a falling tree.



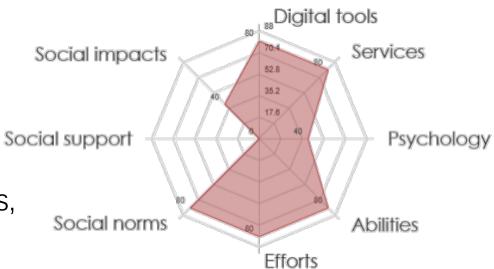
#### Type IV: The digitally idle

- Key features
  - No digital effort.
  - Few psychological preparations.
  - Limited skills and social support.
  - Fair digital tool ownership or access, connecting service.
  - No impact on real life.
- Case: Tuhe Village, Tianjin
  - The middle-aged lady, who is a mahjang fan, hated the running mouse on the computer screen and was interrupted by the boring activities.



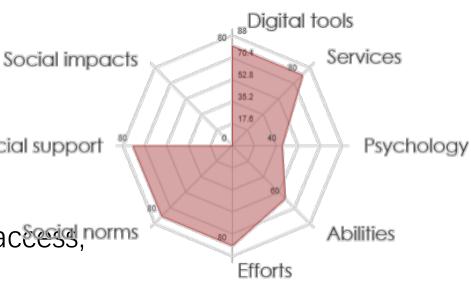
#### Type V: The socially lonely

- Key features
  - No social support.
  - Some psychological preparations.
  - Modest skills.
  - Fair digital tool ownership or access, connecting service.
  - Few impacts on real life.
- Case: Yipin Town, Chongqing
  - The young guy living in city compared himself with those who grew up in villages and their challenges confronting with computers.



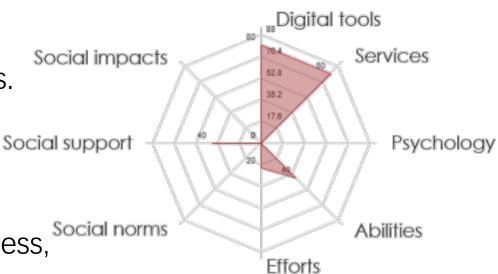
#### Type VI: Vain seekers

- Key features
  - No impact on real life.
  - Lots of digital efforts.
  - Some psychological preparation social support
  - Strong skills and social support.
  - Enough digital tool ownership or acted, norms connecting service.
- Case: Waijiao Village, Guizhou



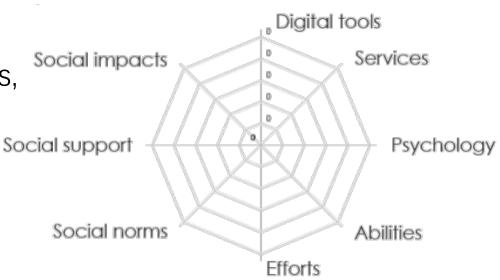
#### Type VII: Digital resister

- Key features
  - Strictly constrained by social norms.
  - Seldom digital efforts.
  - No psychological preparation.
  - Low skills and social support.
  - Some digital tool ownership or access, connecting service.
- Case: Tuhe Village, Tianjin
  - The middle-aged mother, who complained that "Some (online) chats lead to the break of marriage", refused to learn social media software.



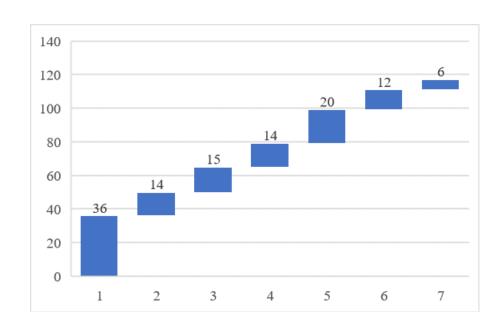
#### Type VIII: The digitally extremely poor

- Key features
  - No digital tool ownership or access, connecting service.
  - No psychological preparation.
  - No digital ability.
  - No digital effort.
  - No positive norm.
  - No social support.
  - No impact on real life.
- Case: Dingshu, Guizhou



#### Frequency of types and composite types

Type	physical	vulnerable	illiterate	idle	lonely	resistant	vain	extre. poor
Frequency	27	38	71	58	39	36	70	6



Quantity	Composite types of digital poverty		
7	The digital extremely poor (6 persons)		
6	Physical + vulnerable + illiterate + idle + lonely + vain = the nonresistant digital extremely poor (5 persons) Physical + vulnerable + illiterate + lonely + vain + resistant = the digital extremely poor without idleness (1 person) Physical + illiterate + idle + lonely + vain + resistant = the unvulnerable digital extremely poor (2 persons) Vulnerable + illiterate + idle + lonely + vain + resistant = the digital extremely poor with tools (4 persons)		
5	Physical + vulnerable + illiterate + idle + vain = the nonresistant and unlonely digital poor (3 persons) Physical + illiterate + idle + lonely + vain = the unvulnerable and nonresistant digital poor (8 persons) Vulnerable + illiterate + idle + lonely + vain = the nonresistant digital poor with tools (4 persons) Vulnerable + illiterate + idle + resistant + vain = the unlonely digital poor with tools (1 person) Illiterate + idle + resistant + lonely + vain = the unvulnerable digital poor with tools (4 persons)		
4	Physical + illiterate + lonely + vain = the unvulnerable, unlonely and nonresistant digital poor (1 person)  Vulnerable + illiterate + idle + lonely = the nonresistant digital poor with tools and not in vain (1 person)  Vulnerable + illiterate + idle + vain = the unlonely and nonresistant digital poor with tools (5 persons)  Vulnerable + illiterate + resistant + vain = the unlonely digital poor with tools and without idleness (1 person)  Illiterate + idle + resistant + lonely = the unvulnerable and influentially digital poor with tools (1 person)  Illiterate + idle + lonely + vain = the unvulnerable and nonresistant digital poor with tools (3 persons)  Illiterate + lonely + resistant + vain = the unvulnerable digital poor with tools and without idleness (2 persons)		
3	Physical + illiterate + idle (1 person)  Vulnerable + illiterate + lonely (3 persons)  Vulnerable + illiterate + vain (2 persons)  Illiterate + idle + lonely (1 person)  Illiterate + idle + vain (4 persons)  Illiterate + lonely + resistant (1 person)  Illiterate + lonely + vain (2 persons)  Illiterate + resistant + vain (1 person)		
2	Vulnerable + illiterate (1 person), Illiterate + idle (1 person), Illiterate + vain (2 persons), Idle + Ionely (3 persons) Lonely + resistant (4 persons) + Lonely + vain (3 persons)		
1	Vulnerable (1 person), Illiterate (1 person), Ionely (20 persons), Resistant (8 persons), Vain (6 persons)		

#### Conceptualization

1. Research question: How do people access and provide help with digital technology?

2. Independent variable: People

3. Dependent variable: The informatics moment

#### Conceptualization

#### People

- 1. Country: Profile of economics, digital divide measures, digital divide policies [from national survey data, census data, OECD data, and researcher's knowledge of policies; one profile per country]
- 2. Setting: social, economic, and demographic profile of local community and organization granting us access [One profile per locale]

#### Conceptualization

#### People

- 3. Demographics: CLASS/SES i.e. work/retired/in school, occupation, income, education attained, AGE by decade, GENDER m/f, ETHNICITY, HOUSEHOLD i.e. solitary, partner, children, group home, LOCALE i.e. urban/rural
- 4. Informatics lifecourse: Individual's history with digital technologies: start-up, distinct phases of use, purpose(s) of use?
- 5. Ownership and use of digital technologies?
- 6. Places of use: home, work, school, other (specify)?

#### Conceptualization

#### Informatics moment:

- 1. Who helps you: demographics, nature of connection to them, why them?
- 2. Who do you help: demographics, nature of connection to them, why them?
- 3. Stories of informatics moments you have experienced
- 4. Enough help/not enough help?

### Human agency towards digital inclusion: Implementing an international study of tech help networks

# Conceptualization

## Sample:

• Convenience sample. Sample size determined by class size. Two interviews per researcher, done in pairs by on campus students, solo by distance students. Odd number of students in class can do interview in triplet or solo.



# Community Informatics in an Aging Society

GREENSBORO

and Information Studies

Department of Library

Dr. Noah Lenstra, Assistant Professor of Library and Information Studies

NoahLenstra.com / @NoahLenstra

# **U.S.** and World Population Aging

Percent of humanity that is	in 1965	in 2015	in 2050	in 2100
age 0-14	38%	26%	21%	18%
age 60 or more	8%	12%	21%	28%
World population aging. (United Nations, 2013)				

Percent of United States that is	in 1960	in 2010	in 2050	in 2100
age 0-18	36%	24%	23%	22%
age 65 or more	10%	13%	21%	26%
U.S. population aging. (U.S. Census Bureau, 2010)				

# Starting Point: Older adults contribute to communities

Photographs Uploaded by "Facebook Archivist," Dec. 2009-Feb. 2010

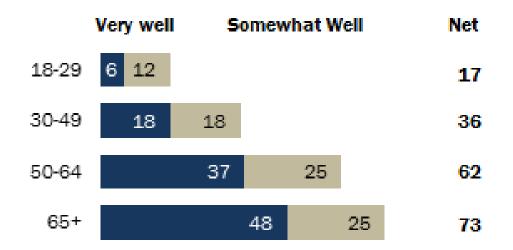
,			
	# of	% of	
Type of Album	images	images	
Events	3608	42%	
Personal/Family	1587	18%	
Funerals	1239	14%	
Church	1181	14%	
People	904	11%	
History	72	1%	
TOTAL	8591	100%	



# And with support they could do even more

### Most seniors say they need help using new electronic devices

% of U.S. adults who say the statement, When I get a new electronic device, I usually need someone else to set it up or show me how to use it,' describes them very or somewhat well, by age



Note: NET category calculated prior to rounding. Source: Survey conducted Oct. 13- Nov. 15, 2015. "Tech Adoption Climbs Among Older Adults"

### PEW RESEARCH CENTER







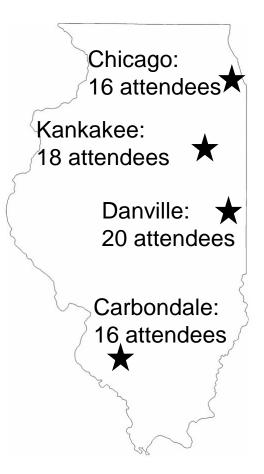
Legacy of Katherine Dunham in East St. Louis, Illinois Studying Intergenerational Digital Heritage with eBlackCU.net





# Confirming and extending trends across state of Illinois (and moving more into public libraries)





# Studying digital literacy of older adults in libraries and senior centers



# Foregrounding agency of older adults

	Institution started	Public Wi-Fi / Computers appeared	% African- American
Senior Center 1 (SC1)	1976	2014	8%
Senior Center 2 (SC2)	1978	2010	13%
Senior Center 3 (SC3)	1978	1997	90%
Public Library 1 (PL1)	1970	1994	95%
Public Library 2 (PL2)	1876	1988	28%
Public Library 3 (PL3)	1874	1984	33%



# Digital Learning becomes an essential dimension of public librarianship

# What is Project Outcome?

We help public libraries understand and share the true impact of their services and programs with simple surveys and an easy-to-use process to measure and analyze outcomes. Project Outcome is a free toolkit offering libraries access to training, data analytics, and standardized surveys that measure outcomes in seven key library service areas:

### Service Areas



### Civic/Community Engagement

Services to inform, enrich, preserve, and promote community engagement, ranging from government issues to recreational activities. Examples include: Cultural Activities, Government Services, or Civic Engagement services and programs.



### **Digital Learning**

Services to access technology, build technology-related skills and confidence, and make beneficial use of digital resources and services to meet patron needs. Examples include: Technology Usage Skills, Internet Education, or Computer Education services and programs.



### Pelham Bay Library @PelhamLibrary

#Bronx #seniors: remember @PelhamLibrary offers "Stay Well", an exercise class geared for adults 55+, every Tuesday @ 10:30 am! Brought to you by @NYCSeniors #wellness

# From Movies to Meals: Senior Services and Spaces at Your Local Library

# **Class Details**

Libraries often are the de facto senior centers of our growing - and aging - communities. The Marion Public Library embraces this role through program design, community feedback, and strategic partnerships. In addition to "traditional" library programming, the library works to meet the nutritional and social needs of seniors through twice-weekly congregate meals as well as a monthly mobile food pantry visit.

# Current work - Technology in context, or the library as community center

# Collecting Data – Procedures for Classes

### Instructors and students are the researchers:

- 1) Identify field site where people welcome tech help
- 2) Schedule tech help sessions linked to interviews
- 3) Work in pairs to give tech help and then do 20-30 min interview
- 4) Complete consent form with study participant
- 5) One person interview, the other enter answers verbatim into spreadsheet [or done alone in the case of online students]
- 6) Partners send spreadsheets to organizers

# Questionnaire

# People

Who are you, where are you, what technology do you own/have access to, where do you use it, how have you used it over time (informatics lifecourse)?

# Informatics moments

Who helps you with technology, who do you help, share a story of technology help, do you have enough help?

# Data Collection goals

# **Convenience Samples**

Sample size determined by class size.

Two interviews per researcher, done in pairs by on campus students, solo by distance students.

Odd number of students in class can do interview in triplet or solo.

Could also be extended up or down – could do more interviews per class or could become a larger independent study led by one or more students, including PhD students

# Visiting UIUC

2008.7-2009.6

- Met with Kate
- Visited 47 states, mostly drove by myself, nearly 25,000 miles
- Road trips in the US make it easier for me to lead the field study



# COINFO'10 Beijing, Cl seminar

### 2010.11.27-29

- Met with Kate's team
- Presented my 5-year experience as an online game player, based on participant observation













# First CI Summer School at Peking University

### 2011 Summer

- Sponsored by PKU Graduate School, organized by me.
- Taught by Professor Abdul Alkalimat, Professor Kate Williams, Professor Hui Yan.
- 38 students from 15 institutions in China. They are mostly graduate students and doctoral students, and a small number of senior undergraduate students and young scholars.
- Kate Williams, Abdul Alkalimat, Han Shenglong, and Hui Yan, editors. "Seeking Truth From Facts: Studies in Community Informatics." Proceedings of the First Community Informatics Summer School in China. Beijing: Peking University Department of Information Management. 2011. 339 pages.















# "Our future plans" in summer 2011

"This book and the archive of all our work is the basis for summation, analysis, and sharing. The summer school is part of a process that must continue. We need community informatics to become a global movement to overcome the digital divide in every country, every community, every neighborhood where people are having a difficult time getting online, getting the information they need, and in providing information that in sum we all need if the world is to progress and become a desirable place for all of us to live in and prosper."

Kate Williams and Abdul Alkalimat

# Joined Yan's field study in northwest China

### 2012.1

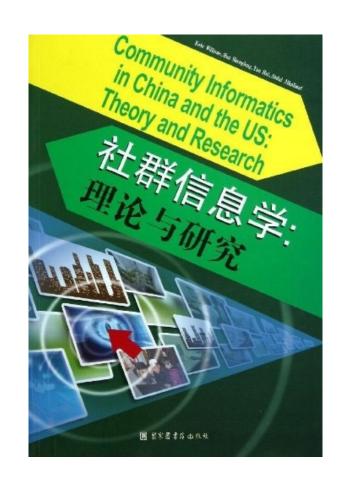
- Tianzhu County, Gansu Province
- My first experience in the field



# Second CI Summer School and a textbook

### 2012 Summer

- 66 students from 18 institutions in China.
- Kate Williams, Abdul Alkalimat, Han Shenglong, and Hui Yan, editors. "Seeking Truth From Facts: Studies in Community Informatics." Proceedings of the Second Community Informatics Summer School in China. Beijing: Peking University Department of Information Management. 2012. 346 pages.
- Textbook "Community Informatics in China and the US: Theory and Research" published by National Library Press in China



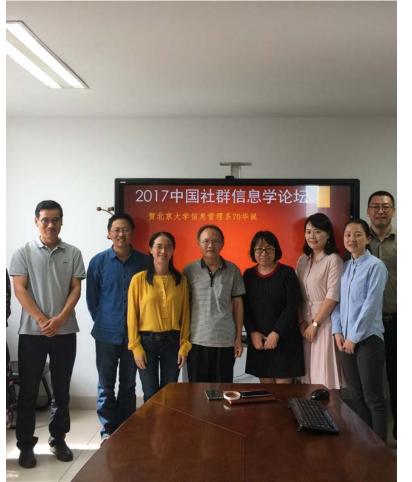












# First CI seminar in China at PKU

### 2017 Fall

- Sponsored by Department of Information Management@PKU
- Scholars and students from 8 China Universities participated, discussed on the development of Cl in China
- Kate and Abdul attended via Skype, and Kate gave a 15-minute talk

# My research

### 2012.5-2018.7

- The digital divide between China's urban and rural areas and its impact on urbanization process
- Sponsored by national fund for social sciences
- Finding: The shrinking of digital divide between urban and rural China doesn't necessarily boost the urbanization process. In some cases, we found evidence showing that people are moving or planning to move from city to country, which is, deurbanization.

### 2018.8 - now

- Poverty alleviation through E-commerce: will it work? and how?
- Initiated by a group of students in my class
- We've investigated five villages and the preliminary finding is that it is very hard for rural residents to be just empowered with ICT to get rid of poverty though Ecommerce, they also need to be organized or helped by organizations from both public and private sectors.

# Policies on the data set

### Data submission

• Research partners use the field instruments (spread sheet template) provided by the organizers to collect data in the field, and submit the clean data in a month. The data should include the spread sheets, and recordings, photos, and transcribed and translated text if available. The data will then be uploaded onto the ftp space.

# Policies on the data set

## Data usage

- 1. The partners can
- Use the data produced by themselves freely.
- Use the data produced by others through application.
- 2. Non-partners can
- Use the data through application and authorization.
- 3. All related publications should cite the data set as "GLOBAL TECH HELP NETWORKS data set".

# DOCUMENTATION STANDARDS for the project

### Name structure of each research data file

- Structure: abbreviation of partner's name + 4-digit serial number
   + 8-digit date
- Example: HSL-0001-20190910.xlsx stands for the first data fill done by Shenglong's team on September 10, 2019
- Note: there is a folder for each research data file to hold related audio/visual/text information if available

# DOCUMENTATION STANDARDS for the project

### Name structure of each index file

- Structure: abbreviation of partner's name + "INDEX"
- Example: HSL-INDEX.xlsx stands for the index file of Shenglong's data files

# DOCUMENTATION STANDARDS for the project

### Record structure of the index file

Filed name	Meaning
------------	---------

No. Serial number

Filename name of each research data file

Interviewer name of the interviewer

Interviewee name of the interviewee

Recorder name of the audio recorder

Photographer name of the visual recorder

Transcriptor name of the audio-text transcriptor

Translator name of the translator (if translation happens)

Location location of the interview

Date date of the interview

Start-time starting time of the interview

End-time ending time of the interview

Note anything else related to the interview that needs to be filed