Pretending on Facebook

JUST THE DEETS
BY JOYCE HUANG

Context

TIMELINE

Part time, 6 months

TEAM

Me

There are Facebook Groups where people "pretend" to be ants, middle schoolers, farmers/cows, or from 1897, with 10,000 - 1.9 million members.

I set out to **qualitatively** understand the member experience of these groups and how platform design affects their experience.

RESEARCH GOALS

- Do members change how they use Facebook when engaging in these groups? (How *do* they engage?)
- Does platform design impact how users participate?
- What leads to a satisfying pretend group experience?

Process

LITERATURE REVIEW

Platform design
Diary studies
Social networking sites
Virtual Spaces
Facebook
Role-playing games
etc...

RESEARCH

13 participants (across 4 Facebook Groups)

13 week-long diary studies + 13 semi-structured interviews on their experience and perception of the group

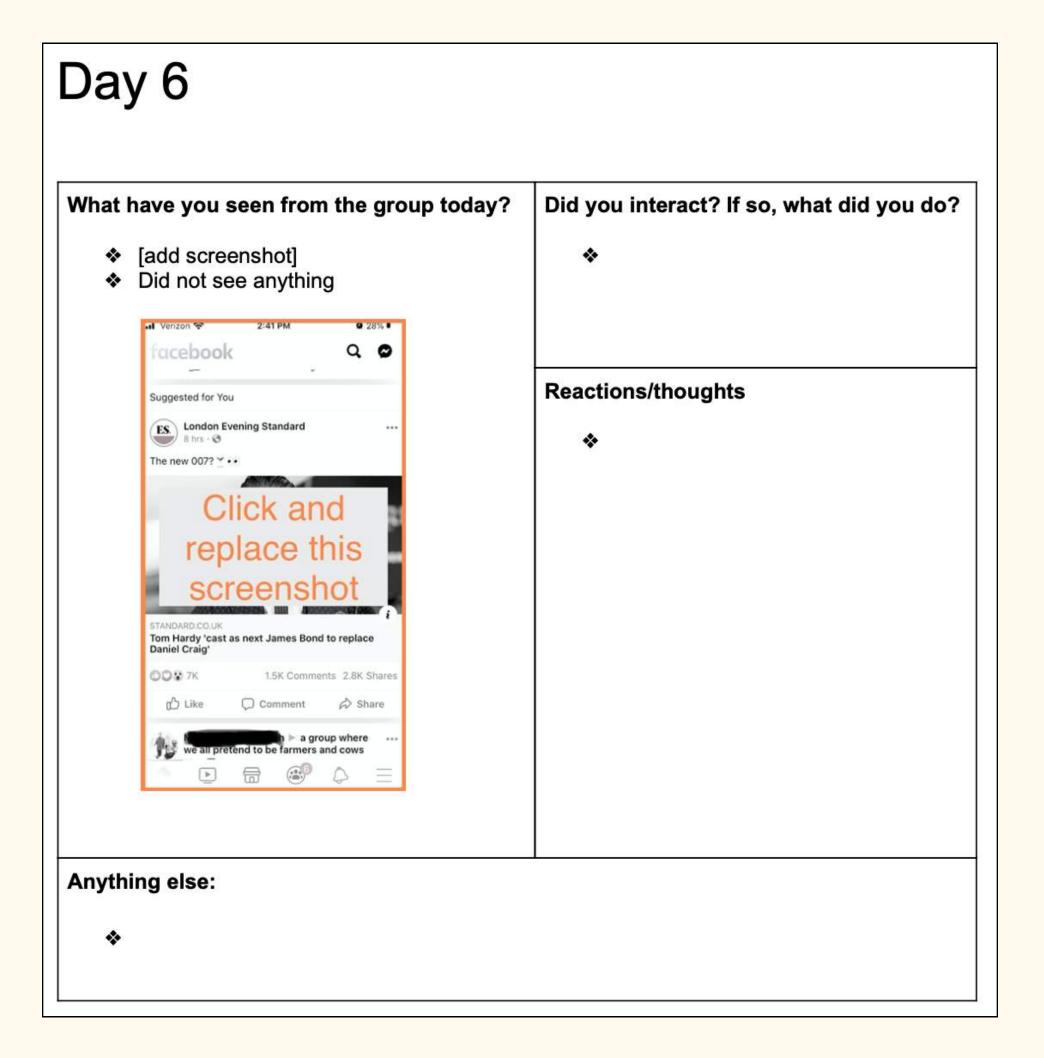
DATA ANALYSIS

Transcribed interviews

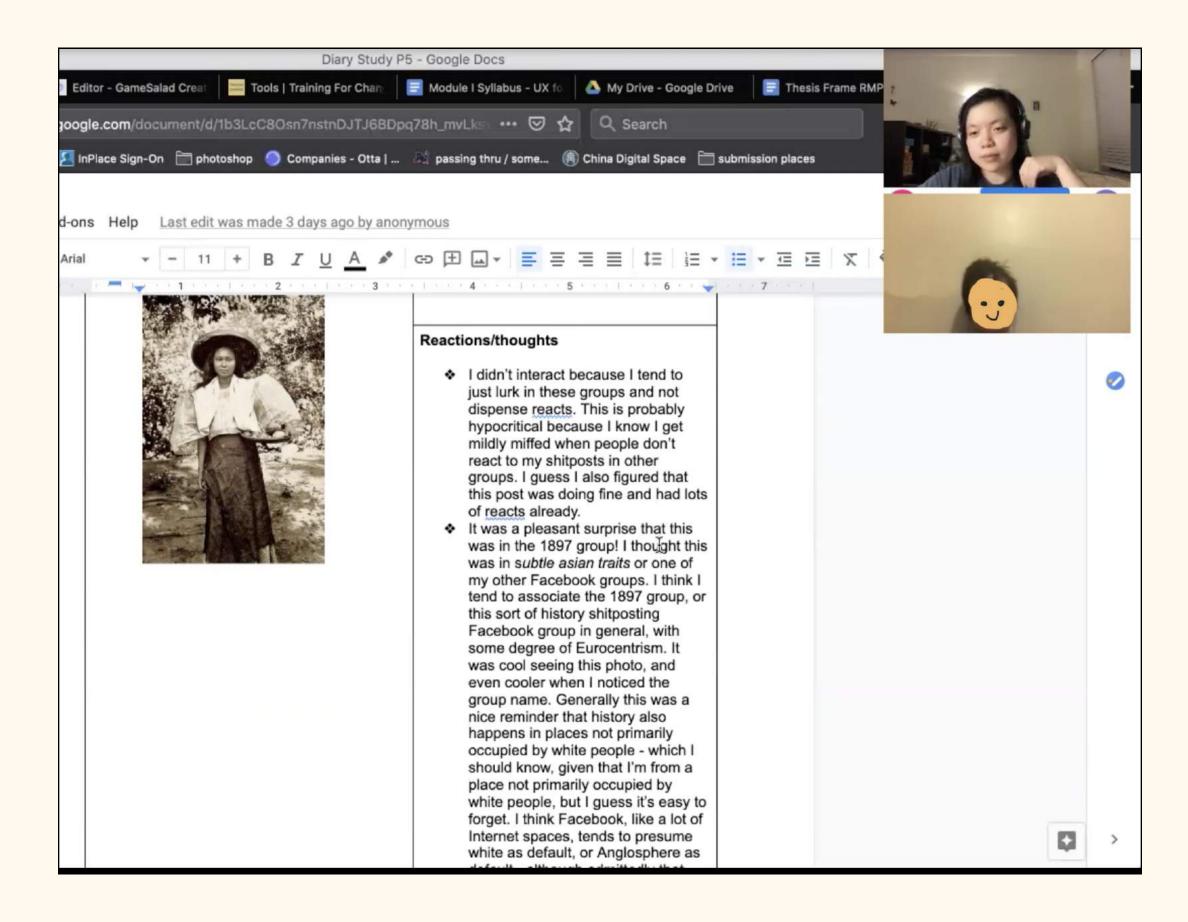
Coded data inductively 2x to reveal patterns

Thematic analysis, inspired by Grounded Theory

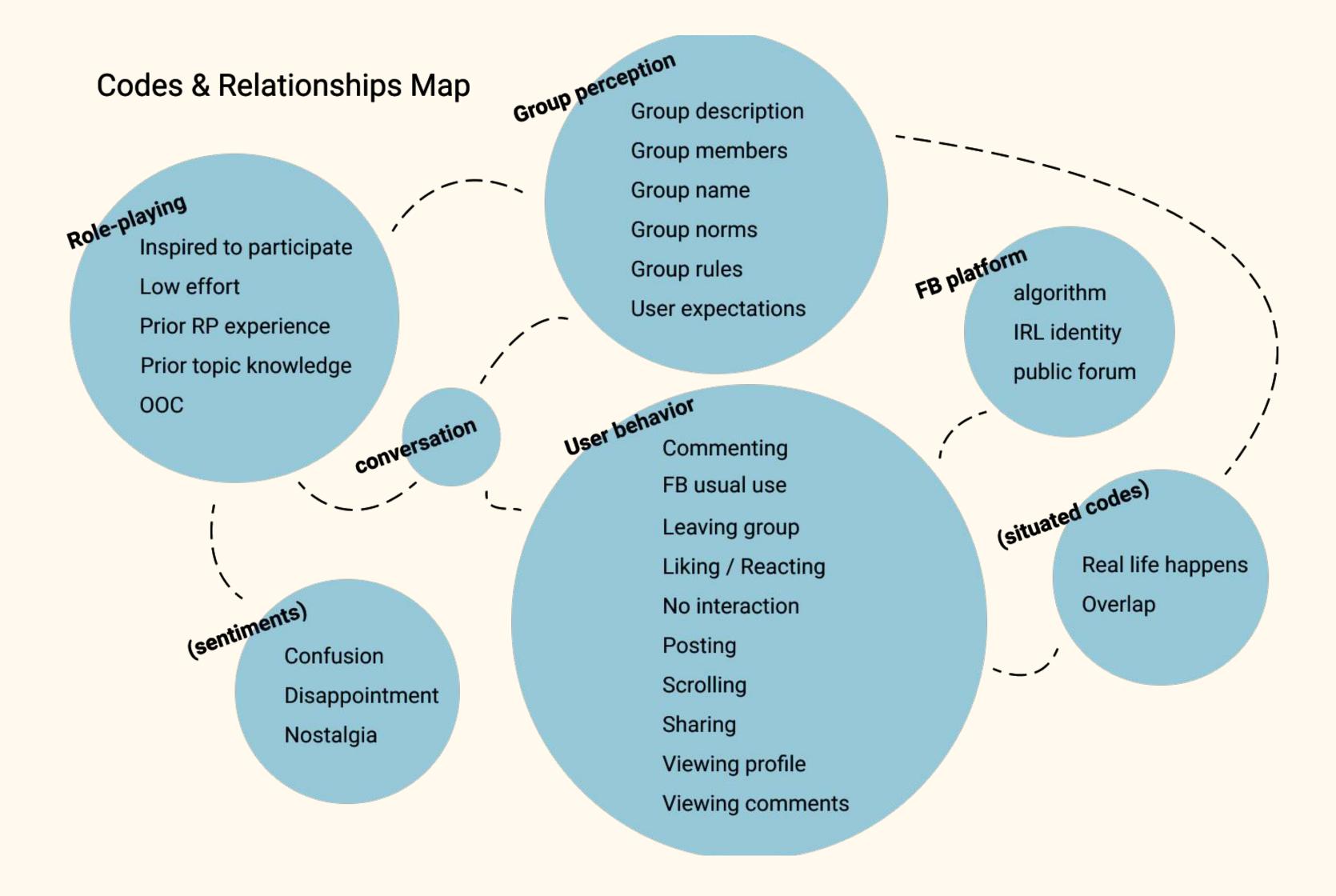
DIARY STUDY SAMPLE PAGE



REMOTE INTERVIEW (USING ZOOM)



HIGH-LEVEL MAPPING OF ALL TOPICS MENTIONED/OBSERVED



Findings Highlights

- The core of the role-playing experience (and the social networking experience) is conversation.
- Platform design affects how the **group norms** are perceived, through explicit and community moderation, and through how Facebook's algorithm serves content.
- Members reinterpreted conversational content to suit the group purpose, but largely perceived platform affordances as usual if they did not relate to producing conversation.

Outcome: Principles for Satisfying "Pretend" Groups

Based on the findings, here's what makes up a satisfying group experience:

- 1. Promote in-character conversation
- 2. Define a clear group purpose
- 3. Encourage distinctive norms
- 4. Foster a collective understanding of group history

