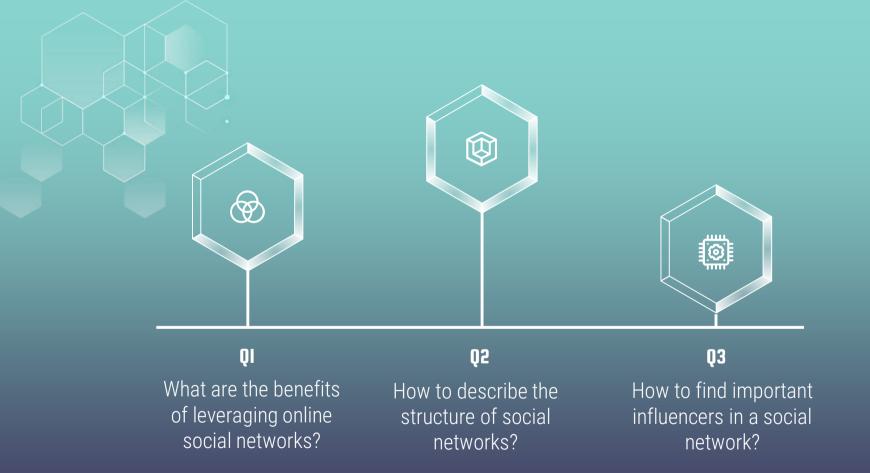
Social Networks

Connecting with others



What is the difference?

Web 1.0

Expedia
Google
eBay
Amazon.com
CNN.com
WSJ.com

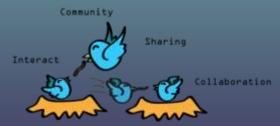
Web 2.0 and beyond

Twitter
Snapchat
Instagram
Pinterest
Reddit
Wikipedia
Facebook

Customer-to-Customer Interactions



WEB 2.0





Get Fans



The vast majority of large brands today have an active social media presence, such as FB fan page. For brands to resonate on Facebook, the first step is to accumulate your fan base.

Engage



Brand messages only reach subset of fans.

Users that engage in fan page more likely to receive messages on news feed.

Users can engage by *liking*, *sharing*, *posting*, *commenting* and *checking* in.



Amplify



Spread brand message across social network (i.e., newsfeed).

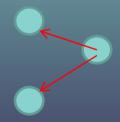
Organic word-of-mouth advertising.

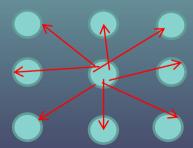
Network can also be used for social advertising.

Amplification Ratio

Amplification ratio

= # Friends of Fans exposed / # Fans exposed

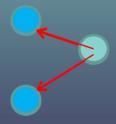


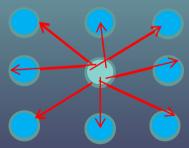


Amplification Ratio

Amplification ratio

= # Friends of Fans exposed / # Fans exposed

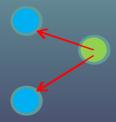


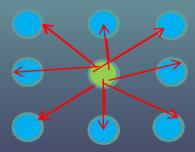


Amplification Ratio

Amplification ratio

- = # Friends of Fans exposed / # Fans exposed
- = 10/2 = 5.





AMPLIFICATION RATIO

Here are some facts. According to FB:

The top ten corporate brands had an average Amplification Ratio average of 1.05 (Range: 0.42 to 2.18).

The top 100 brands (excluding Celebrities & Entertainment) had an average Amplification Ratio of 0.84 (Range: 0.06 to 2.87).

CASE STUDY: Holiday Sales

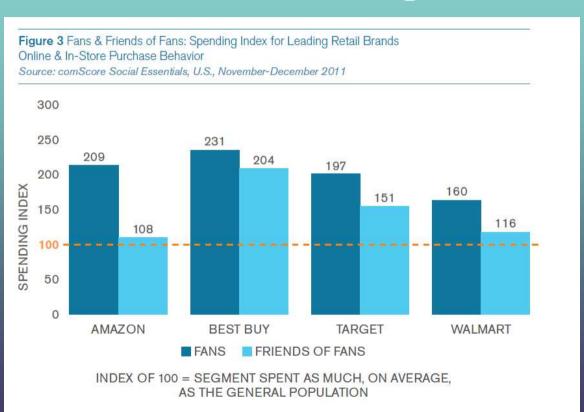
Case study focused on Amazon, Best Buy, Target and Walmart.

Retailers offered Facebook fans Black Friday deals.

Friends of Fans received notifications about their friends becoming fans, which lead to increased amplification.

Online and offline purchases of exposed fans and Friends of Fans compared to typical week.

CASE STUDY: Holiday Sales

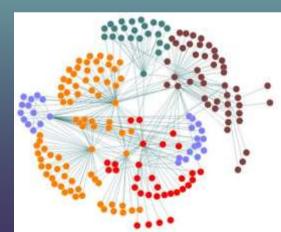




Social Network Analysis Useful for...

Spotting influential people
Who has a lot of linkages?
Who is vital at linking people up?
Why not just looking at no. of friends/followers?
Strength of tie

Understanding how connected the network is How many people are connected?
What is the longest path between people?
How to measure the density of a network?



Metrics

Individual

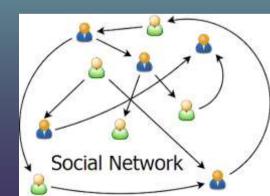
Has meaning independently of social network You live in Hong Kong island, HK

Connection

You are close friends with 10 people at HKU

Whole Network

On average, students know each other within 4 steps





Edges

Person 1





Edges

Person 1

Person 2





Undirected (e.g., study at HKU)

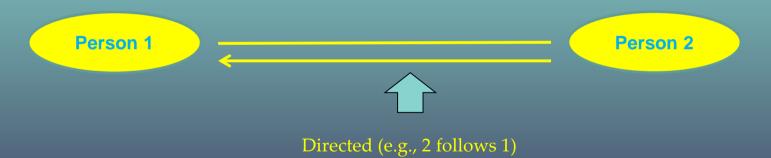


Person 1

Person 2



Edges





Edges

Person 1 Person 2

Edges are also called links or ties.

Nodes and Edges

Vertex/Node: an end point Often a person

Edge/Link: What connects up the Nodes A relationship

Maximum number of edges in group of size N(N-1)/2. Where everyone connects to everyone else If undirected (my friends also have me as a friend)

Who is well-connected?

Degree (centrality): The number of linkages you have.

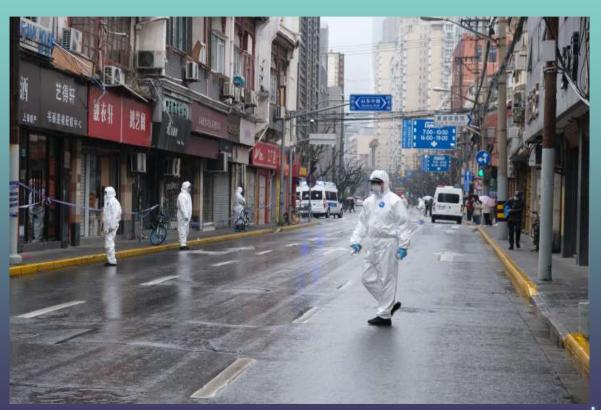
"In-degree", e.g., someone that follows me.

"Out-degree", e.g., I follow someone else.

Edge Weight

Sometimes edge can also carry weight
Can capture how deep the relationships are
E.g., frequency of interactions between two nodes.

China's Lockdown Policy



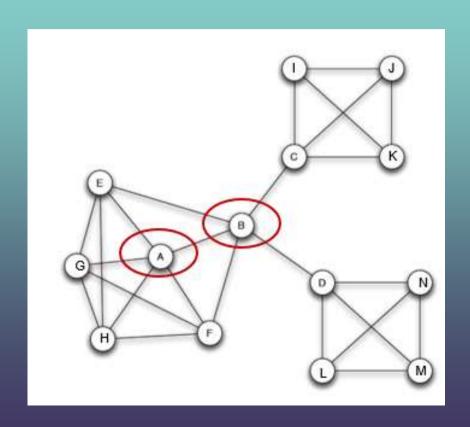


QUESTION

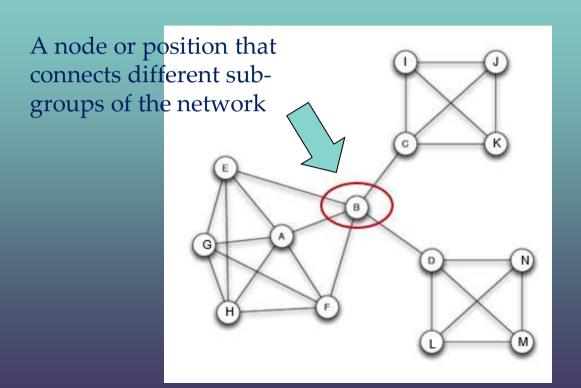
How to determine the influential person (i.e., node) in a social network?



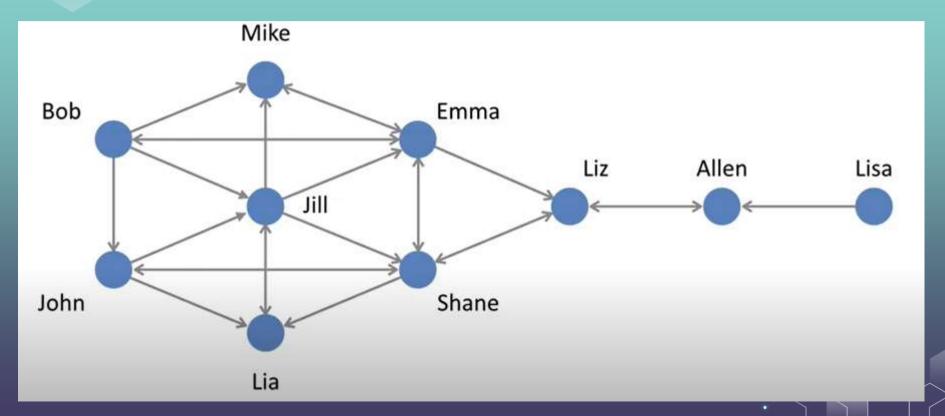
Who is more important? Why?



Social Hole



Who is most important? Why?





QUESTION

How to define the importance of a node?





Closeness Centrality

Only applies to a fully connected network (i.e., a path exists between any pair of nodes).

Closeness Centrality(x) =
$$\frac{N-1}{\sum_{y} d(x, y)}$$

N: number of nodes in the network d(x, y): the shortest distance between nodes x and y.

Betweenness Centrality

Applies to disconnected networks as well.

Between Centrality(x) =
$$\sum_{y,z} \frac{\sigma_{yz}(x)}{\sigma_{yz}}$$

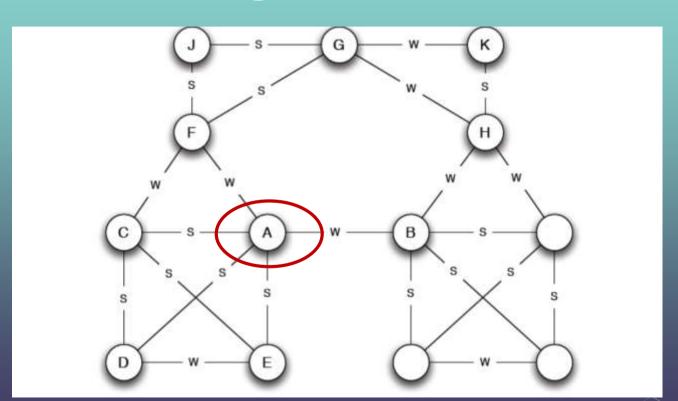
 σ_{yz} is the total number of shortest paths from y to z. $\sigma_{yz}(x)$ is the number of shortest paths from y to z that go through x.

Strong vs. Weak Ties

Suppose that two individuals are connected in a social network (i.e., they know each other).

However, the strength of their connection may differ: It may be a strong tie (i.e., they are friends) or a weak tie (they are acquaintances).

Strong vs. Weak Ties



Strong vs. Weak Ties

A, B and C are currently iPhone users.

C has recently switched to Android system, and B still uses iPhone.

A is more likely to switch or stay, follow your friend or acquaintance?

Strength of strong ties.

Strong vs. Weak Ties

A has recently changed job.

Is A more likely getting a lead from friend C or acquaintance B?

Strength of weak ties (Mark Granovetter's <u>famous example</u> in 1960).

Strong vs. Weak Ties

Although strong ties generally exert more normative influence, weak ties often have more informational influence.

Why?

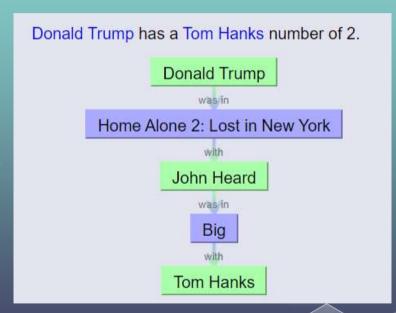
Because different social circles have different info, i.e., you probably know what your good friends know. Most jobs are found through weak connections.

Degrees of Separation

Path of how many people are needed to connect people up
Technical name: Geodesic distance

6 is the magical number: Kevin Bacon game (<u>Link</u>)

Don't fixate on 6! It does not apply to all networks!



Is a Network Well-Connected?

Graph/network density

Network Density

Potential Connections:

$$PC = \frac{n \cdot (n-1)}{2}$$

Network Density: Actual Connections Potential Connections

Examples:



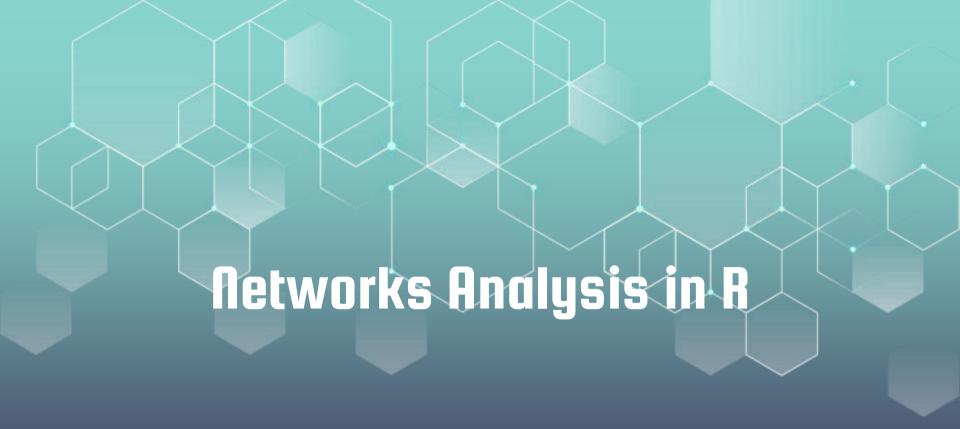
Nodes (n): 2 Potential Connections: 1 (2*1/2) Actual Connections: 1 Network Density: 100% (1/1)



Nodes (n): 3 Potential Connections: 3 (3*2/2) Actual Connections: 3 Network Density: 100% (3/3)



Nodes (n): 3 Potential Connections: 3 (3*2/2) Actual Connections: 2 Network Density: 66.7% (2/3)



Preparing Packages

library(igraph) library(readr)

The "igragh" package provides you tools for network analysis while the "readr" facilitates reading data.

Reading Data

```
actors <-
read_csv("https://ximarketing.github.io/class/D
M//Actors.csv")
movies <-
read_csv("https://ximarketing.github.io/class/D
M/Movies.csv")</pre>
```

Here, the first file contains the nodes information, whereas the second file contains the edge information. Each actor/actress is a node, and if two actors/actresses appear in a same movie, there is an edge between them.

Reading Data

Actor Information (nodes):

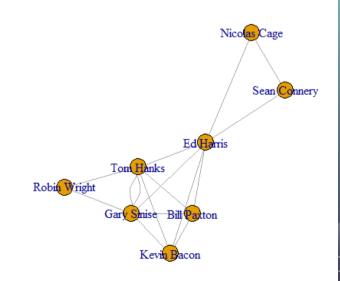
```
> head(actors)
# A tibble: 6 x 3
 Actor
             Gender BestActorActress
 <chr>>
             <chr>
                     <chr>>
 Tom Hanks Male
                     Winner
 Gary Sinise Male
                     None
3 Robin Wright Female None
4 Bill Paxton Male
                     None
 Kevin Bacon
              Male
                     None
6 Ed Harris
              Male
                     Nominated
```

Reading Data

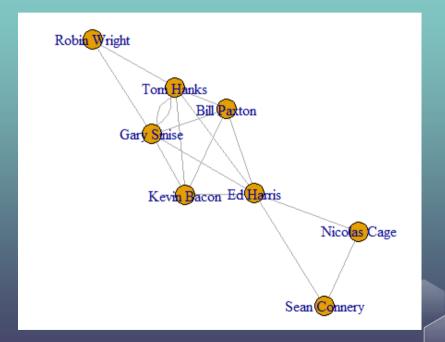
Movie Information (edges):

```
> head(movies)
# A tibble: 6 x 3
 'Actor 1' 'Actor 2' Movie
 <chr> <chr>
                        <chr>
1 Tom Hanks Gary Sinise Forest Gump
2 Tom Hanks Robin Wright Forest Gump
 Gary Sinise Robin Wright Forest Gump
 Tom Hanks
            Gary Sinise
                        Apollo 13
5 Tom Hanks
            Bill Paxton
                        Apollo 13
6 Tom Hanks Kevin Bacon Apollo 13
```

```
actorNetwork <-
graph_from_data_frame(d=movies,
vertices=actors, directed=F)
plot(actorNetwork)</pre>
```

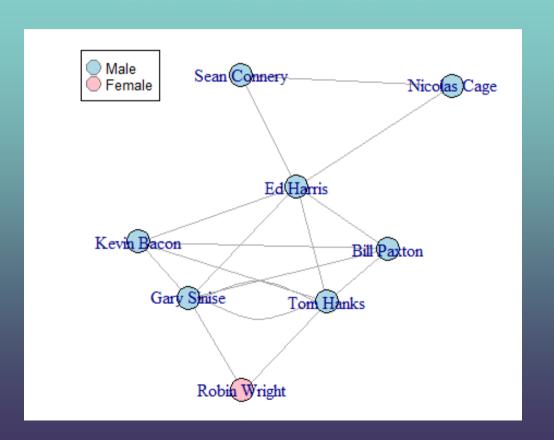


plot(actorNetwork)



You can also add colors to your nodes:

```
V(actorNetwork)$color <-
ifelse(V(actorNetwork)$Gender == "Male",
"lightblue", "pink")
plot(actorNetwork)
legend("topleft", c("Male", "Female"),
pch=21,
  col="#777777",
pt.bg=c("lightblue","pink"), pt.cex=2,
cex=.8)
```



Degree of the nodes

To check the degree of nodes in the network:

degree(actorNetwork, mode="all")

```
Tom Hanks Gary Sinise Robin Wright Bill Paxton Kevin Bacon Ed Harris
6 6 2 4 4 6
Sean Connery Nicolas Cage
2 2
```

Closeness/Betweenness Centrality

```
closeness(actorNetwork, mode="all",
weights=NA, normalized=T)
```

```
Tom Hanks Gary Sinise Robin Wright Bill Paxton Kevin Bacon Ed Harris
0.7777778 0.7777778 0.5000000 0.7000000 0.7000000 0.8750000
Sean Connery Nicolas Cage
0.5384615 0.5384615
```

betweenness(actorNetwork, directed=F,
weights=NA, normalized = T)

```
Tom Hanks Gary Sinise Robin Wright Bill Paxton Kevin Bacon Ed Harris
0.1190476 0.1190476 0.0000000 0.0000000 0.0000000 0.4761905
Sean Connery Nicolas Cage
0.0000000 0.0000000
```

Network Density

edge_density(actorNetwork)

Exercise

There are another two files containing social networks of movie actors and actress. Play with these files yourselves! The files are downloadable here:

```
actors <-
read_csv("https://ximarketing.github.io/class/DM//Ac
torsExercise.csv")
movies <-
read_csv("https://ximarketing.github.io/class/DM/Mov
iesExercise.csv")</pre>
```

Directed Network

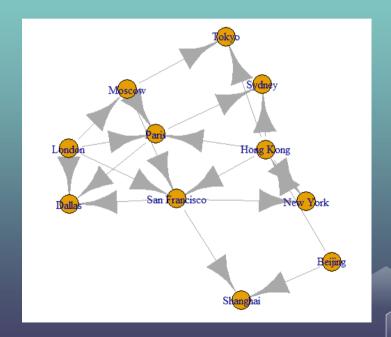
In the following exercise, we play with directed network. This is not much difference.

```
cities <-
read_csv("https://ximarketing.github.io/class/DM/Dir
ectedNodes.csv")
routes <-
read_csv("https://ximarketing.github.io/class/DM/Dir
ectedEdges.csv")
flightNetwork <- graph_from_data_frame(d=routes,
vertices=cities, directed=T)</pre>
```

Directed Network

Plot the directed network:

plot(flightNetwork)



Directed Network

We can distinguish between in-degrees and outdegrees:

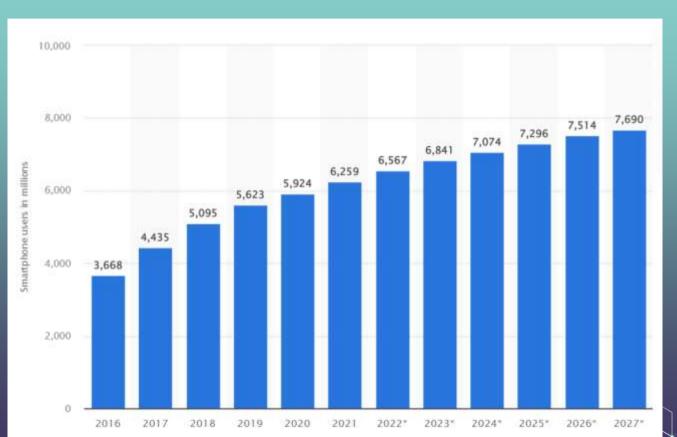
degree(flightNetwork, mode="in")

		J ,		,	
Beijing O	Shanghai 2	Hong Kong 1	Tokyo 2	New York 2	London 0
Sydney	San Francisco	Paris	Moscow	Dallas	
2	3	4	1	3	
	degree (fli	ghtNetwork,	mode="out	_")	
			_		

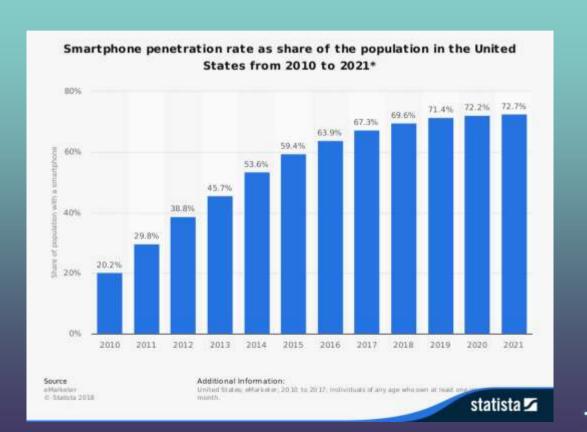
London	New York	Tokyo	Hong Kong	Shanghai	Beijing
5	0	0	5	0	2
	Dallas	Moscow	Paris	n Francisco	Sydney Sar
	0	3	2	3	Ô



The Rise of Mobile



The Rise of Mobile





QUESTION

Which APPs are most downloaded?



Most Downloaded APPs

Name	Best for	No. of Downloads in 2021 (Forbes)	Rating-Play Store (Google/Apple)
TikTok	Creating and sharing short creative video clips	656 million	4.5/4.9
Instagram	Sharing ideas and thoughts across social media through photos and videos	545 million	4.1/4.7
Facebook	Connecting with friends, families, and people with similar interests	416 million	3.2/2.2
WhatsApp	Communicating seamlessly using internet data	395 million	4.3/4.7
Telegram	Messaging and sending photos, videos, and other documents	329 million	4.5/4.3

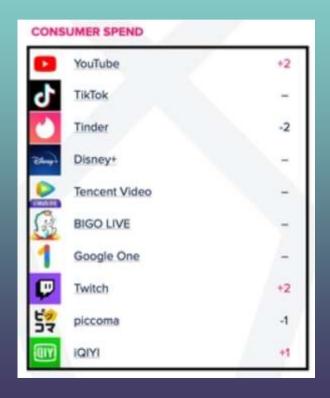


QUESTION

Which APPs do people spend most money on?



People Spend Money on these APPs



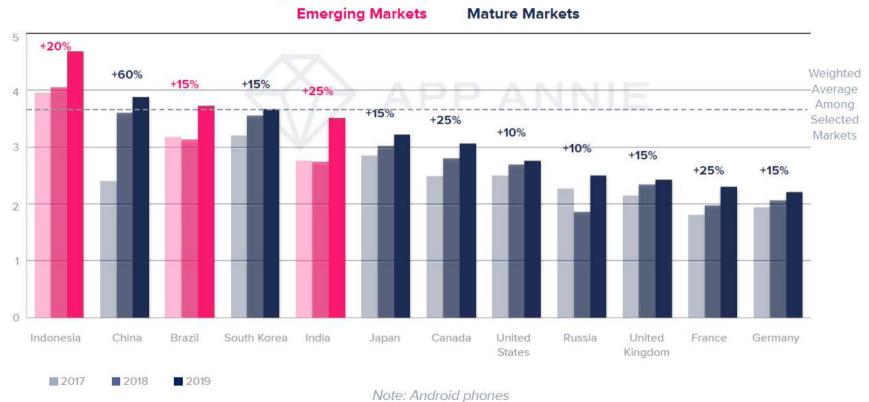


QUESTION

How many hours do people spend on smartphones everyday?

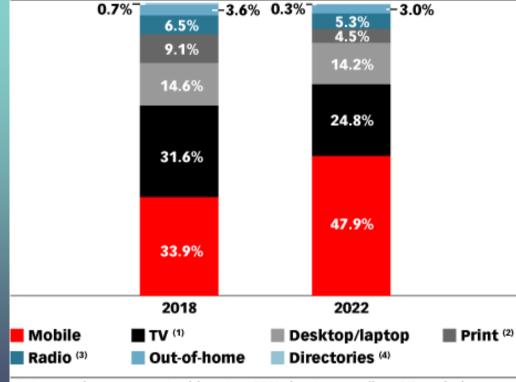


Average Daily Hours Spent Per Device on Mobile





% of total



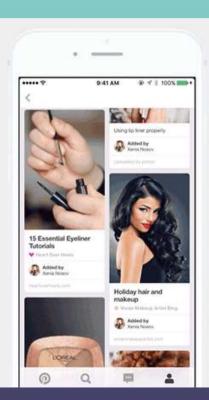
Note: numbers may not add up to 100% due to rounding; (1) excludes digital; (2) includes newspapers and magazines; excludes digital; (3) excludes off-air radio and digital; (4) print only; excludes digital Source: eMarketer, March 2018

235956

www.eMarketer.com

Motion Based Ads (on Pinterest)







QUESTION

How is mobile different from PC? What new marketing opportunities are brought by mobile?

How is Mobile Different

Omnipresence

Always carried and always on.

Reduced targeting errors

Unlike cookies, phone number and device ID cannot be deleted; mobile phones are usually not shared among households.

Location awareness

Location provides both proximity data and contextual information.

Built-in payment system

Easily purchase at offline stores

Mobile is not just your phone



Location Based Targeting

Consumers search with their location and preximity in mind

88% of consumers conduct local searches on smartphones.

Local searchers are more likely to take actions 50% of consumers who conducted a local search on their smartphone visited a store within a day.

18% of local searches on smartphone lead to a purchase within a day vs. 7% of non-local searches.





Proximity marketing: Geo-fencing

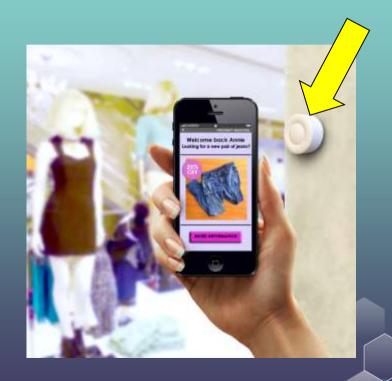
Geofencing is a location-based service that sends promotional messages to smartphone users who enter a defined geographic area such as a hotel, a mall, or a conference center.



Proximity marketing: Beacons

Beacons are small, often inexpensive devices that use Bluetooth to enable more accurate location within a narrow range than GPS, cell tower triangulation and Wi-Fi proximity.

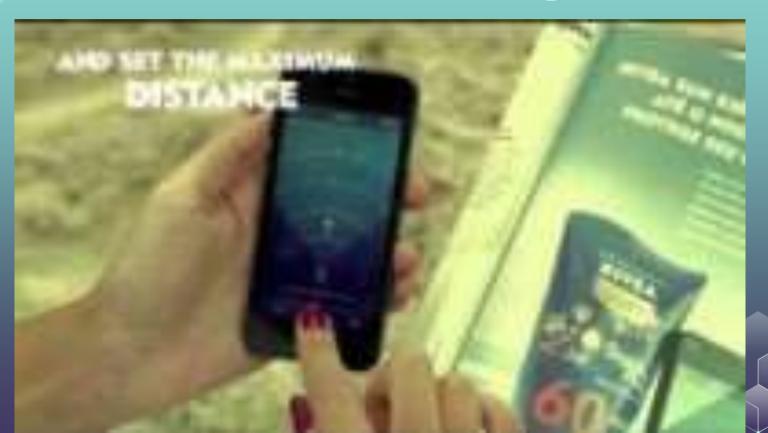
Geo-fencing is optimized for larger and outdoor locations, between 50 and 50,000 meters while beacons have a maximum range of 30 meters and are better used indoors.



Via mobile apps, Beacons can communicate both behavioral data and social data to create more precise consumer profile



A smart use of beacons by Nivea

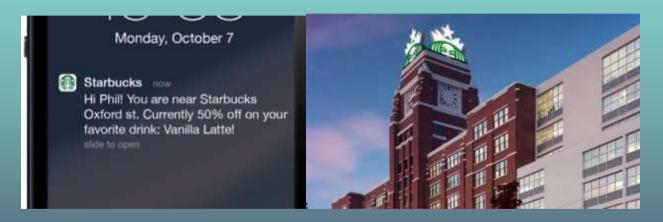




QUESTION

How are Geo-fencing and Beacons different from traditional outdoor and in-store ads?

How are Geo-fencing and Beacons different from traditional outdoor and in-store ads?



Personalize user experience
Send mobile coupons
Have high targetability such as demographics, timing, etc
Be non-intrusive by giving users opt-out options
Link with loyalty program