Business-Consumer Networks
Concept and Challenges

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Project Objectives

- **Goal:** to design a web technology that serves as a universal environment for business-consumer communication

- **Outputs:** paper, community, prototype

- **Time constraints:** March 1, 2008 — May 31, 2008
Informal Idea

Business-Consumer Networks:

- **Nodes**: businesses, consumers
- **Edges**: loyalty relations
Outline

1. Vision
2. Functionalities for Business Web
3. Research Challenges
4. Conclusions
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Vision

7 Principles For Business Web
1. Separate Business from Private

- Home and office
- Private cell phone and business cell phone
- Private email and business email
- Facebook and ???
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Focus on business-side of the Web:

- Web2.0 technology for every business
- Avoid non-commercial features
2. Business Identity

- Serving as a reference point
- Accumulating reputation
- Active: sending messages, organizing events
- Interactive: answering questions, communication instead of ads
- Loyalty program conductor, endpoint for b2c relations
3. One Network for All

- Open data portability: reusing accumulated social data
- Convertibility for reputations
- Simplifying registrations
- Merging business-centered communities
- All reviews in a single place!
New generation is willing to share: give them tools for publishing business-related information

Social design and reputation system should motivate openness

Open RDF-based standard for business data

Programming access to core data for third parties
For demand/offfer matching:

- Demand extraction: wishlists, “My troubles”, “Help me to choose”, “Give me a recommendation”
- On-line consulting: putting human layer for demand/offfer matching
- Supporting decision making
5. Using Artificial Artificial Intelligence

For demand/offer matching:

- Demand extraction: wishlists, “My troubles”, “Help me to choose”, “Give me a recommendation”
- On-line consulting: putting human layer for demand/offer matching
- Supporting decision making

For demand generation:

- “I am bored”
- Surfing business web
- Human-delivered interactive ads (?)
6. Global Algorithms

- Social search
- Query-free search
- Recommendations
- Computational marketing
7. Reputation-Based Economy

- The more reputable you are the cheaper is advertising
- Irrelevant ads are punished, relevant ones are rewarded
- Focus on viral ads, grassroots support and evangelism
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Functionalities for Business Web
Customer Profile

- **Info:** age, location, billing info, interests, my business-roles
- **Facts:** I have, I use, I bought, I visit, my discounts
- **Friends:** friend-businesses
- **Contributions:** blog, reviews, recommendations, anti-recommendations
- **Demand:** wishlist, my troubles, job demand
- **Offers:** I sell, freelance, handmade
- **Free-space:** place for widgets, wall/guestbook
- **Reputations:** rewards/loyalty statuses, karma, credit history, profile completeness, activity score, online status
Business Profile

- Company info: logo, address, business hours, contact data, driving directions, teams, activities, employees and their roles, free text, keywords, industry category
- Products, special offers, services, menu, playbill, bestsellers, prices, sales, associated events, corporate blog
- FAQ, question answering
- Ads collection: texts, banners, audio, video, viral ads, promo-widgets
- Business-friends (related businesses)
- Reputation, votes up, profile completeness, product ratings
Other entities

- Fan-spaces: wall/guestbook, reviews, fan list, critics, discussions, feature requests, fan-wiki
- Products, listings: description, offers, discussion, reviews
- Events
- Topic-specific portals: mashup, original content/functions
- Rewards networks
Consumer Query-Driven Activities

- General keyword search
- Product search, event search, parameterized business search
- Local business search
- Post request, express demand, ask question, request recommendation
- Compare, make choices, decide
Query-Free Activities

- “I am bored” button
- Suggest engine: interests, businesses, news, products, events
- News/updates: (digg-style) voted news, news from friends, news from friend-businesses
- Tops businesses, users, products, events: bestsellers, hot today, most-voted, most-friended, highest karma/reputation, most requested, most attended, cheapest.
Contribute and Communicate

- Messaging, wall posts, discussion participation
- Publish, review, recommend, vote, register your purchase
- Help, answer questions, (real-time) consulting
- Invitations: to system, to events, to friendship, to fan-movement, to product/offer
- Tag, classify, flag, complain, vote for and against consumers/businesses
- Unlock/start a business profile, create fan-movement
Activities for Businesses

- Publish: news, ads, special offers, upcoming events, positions
- Push info: send messages, blog, invite
- Respond to questions, maintain FAQ
- Market research: mine demands, customers, customers statistics. Search for new consumers. “Recommended consumers”
- Conducting loyalty programs: sharing revenue, cash-back, extended warranty, virtual thanks
- Ask your customers: voting, crowdsourcing, feedback, feature requests
Research Challenges
I Am Bored!

- Tops/Bestsellers
- Popular among my friends
- Sandbox method
- Social business news: “My friends are buying”
- Feedback for “I am bored!”
- Relation to random walk?
Reputation-Based Economy

- The more popular you are the cheaper are promotion mechanisms for you
- Robustness of reputation
- “Fair competition”
- Auction type (non-flat prices)
- User is protected
## Social Search

<table>
<thead>
<tr>
<th>Query</th>
<th>Answer</th>
</tr>
</thead>
<tbody>
<tr>
<td>Current customers</td>
<td>Suggested customers</td>
</tr>
<tr>
<td>Two-three names</td>
<td>Similar people</td>
</tr>
</tbody>
</table>

### Differences from web search:
- Query language
- Granularity of answers
- Relevance/authority factors
Relevance in Networks

Similarity chart for paper recommendation:

Relevance is high when:
- # of chains is high,
- chains are short,
- chains are heavy
Other Interesting Questions

- Fighting social spam
- Market research algorithms: customer suggest, CRM tools
- Design new standard for business data (a-la FOAF)
- Extension for Open ID: Business ID?
- Interruption policy: who can speak with whom?
- New ideas for UI?
- Catching moment of interest
- Information pushing tools?
- “Thanks currency”
Project Challenges

- Identify basic use cases
- Getting first businesses/customers?
- Snowball mechanism? Rewarding early adopters?
- Earning mechanisms for users?
- Authentication for businesses?
- Partnership strategy? API policy, widgets?
Conclusions
Seven Principles

1. Separate business from private
2. Provide business identity
3. Merge all business-centered networks into one
4. Keep business data open
5. Use artificial artificial intelligence
6. Build reputation-based economy
7. Provide global algorithms
Participate in the Project

Participation:

- Be a “a friend of the project”
- Participate in algorithms/social design research
Participate in the Project

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- Be a “a friend of the project”
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Partnership:

- Data exchange
- Incorporating specialized services
- Funding
http://businessconsumer.net

Facebook group “Business-Consumer Networks”
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Thanks for your attention! Questions?

- Comments to vision?
- Relevant research topics?
- Any constructive ideas?
- How can you contribute?