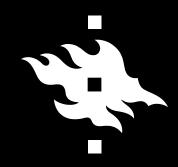
Essi Pöyry







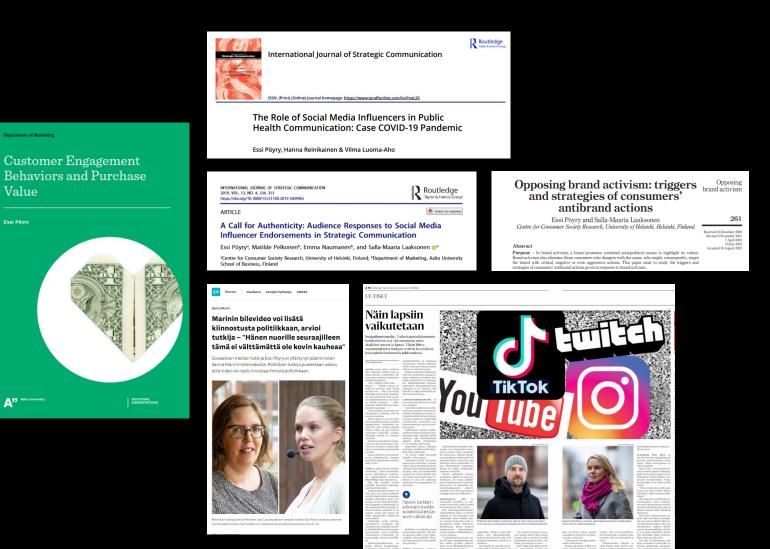




SOCIAL MEDIA INFLUENCERS – HOW AI-BASED RECOMMENDATION SYSTEMS DISRUPT AUDIENCE-INFLUENCER RELATIONS

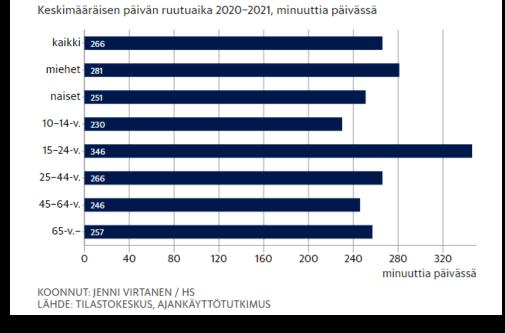
Al Monday, 15.1.2024 Essi Pöyry, Senior Researcher University of Helsinki, Centre for Consumer Society Research



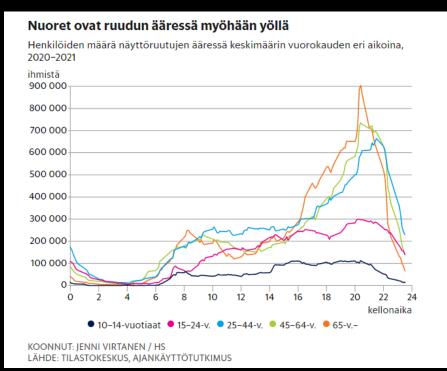




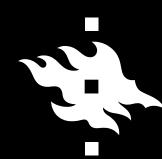
FINNS' SCREEN TIME 2020–2021 (TILASTOKESKUS, 2023; HS, 2023)



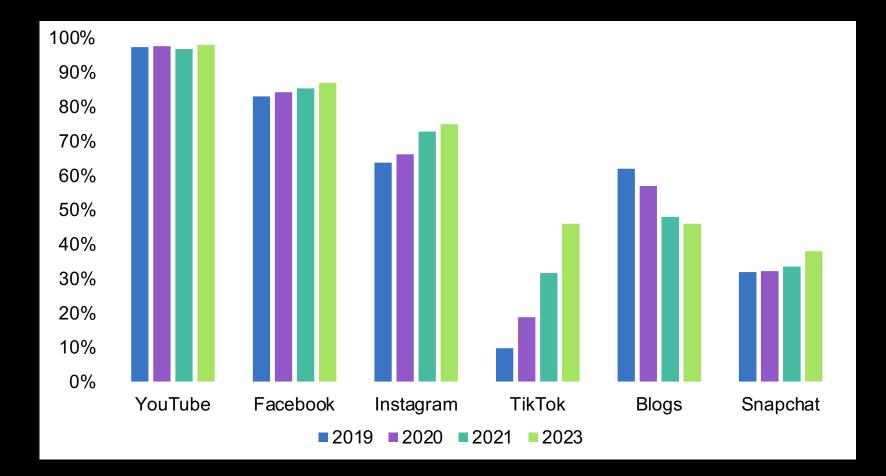
Nuoret viettävät ruuduilla keskimäärin eniten aikaa



346 min = 5 h 46 min

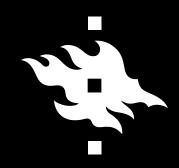


SOCIAL MEDIA USE PER PLATFORM 2019–2023



HELSINGIN YLIOPISTO HELSINGFORS UNIVERSITET UNIVERSITY OF HELSINKI

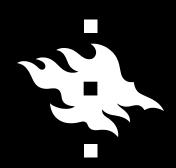
All years ~1030 respondents, representative sample of the Finnish population; Social media use = uses at least sometimes (not "never")



INSTAGRAM THE MOST POPULAR PLAFORM TO FOLLOW SOCIAL MEDIA INFLUENCERS

Following social media influencers in 2023 per age group (N=1034)

	15–30	30–39	40–49	50–65	Total
Instagram	67 %	51 %	37 %	22 %	43 %
YouTube	65 %	34 %	33 %	17 %	36 %
Facebook	12 %	20 %	27 %	26 %	21 %
TikTok	46 %	21 %	8 %	8 %	21 %
Snapchat	36 %	5 %	2 %	1%	11 %
Blogs	5 %	6 %	5 %	3 %	4 %



THE MANY FACES OF INFLUENCER MARKETING

Influencers in companies' channels



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uurne Ad: Morini

Paid visibility in influencers' channels – "ad"





PR visibility in influencers' channels



Earned visibility in influencers' channels









Societal discussants and information sharers

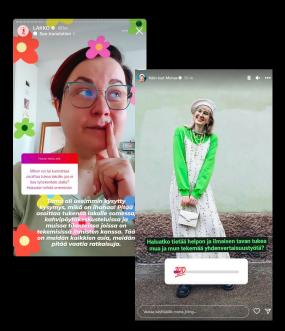
Engines of civic action

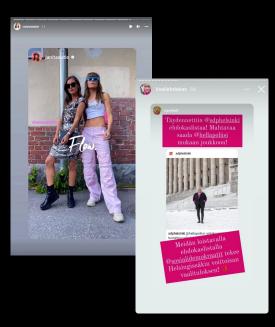
Electoral candidates and supporters

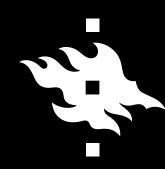




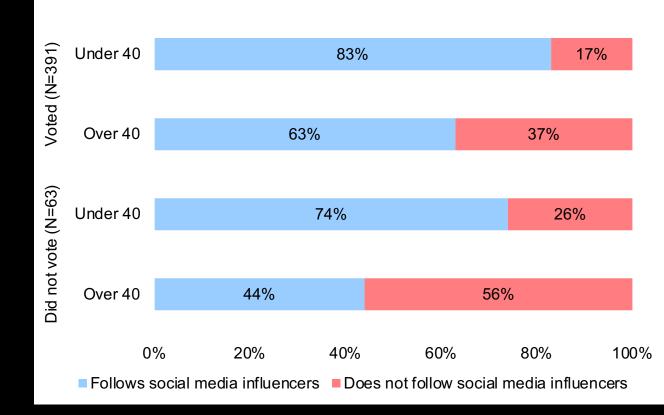
Roni Back © Titas







PEOPLE WHO VOTE ALSO FOLLOW SOCIAL MEDIA INFLUENCERS



Voting in 2019 parliamentary election



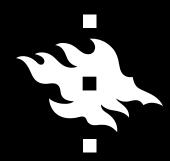
- People spend a lot of time with their content
- Ads and endorsements typically accepted and expected
- Followers a fairly homogenous group of people, which makes targeting of messages effective
- Simultaneously admired yet relatable, like friends
 - → Formation of a parasocial relationship
 - → Ability to evaluate source credibility







- Typically referred to as a solution for finding relevant information or content online, common examples being online stores and streaming services
- Several types of recommendation systems that account for user preferences and behaviors, similar users' preferences, item characteristics and context (Kumar & Thakur 2018; Tarus et al. 2018):
 - Content-based recommendation
 - Collaborative filtering
 - Context-aware recommendation
 - Hybrid approaches
- To avoid inaccurate recommendations due to e.g. cold start and data sparsity, deep learning approaches complement recommendation systems (Da'u & Salim 2019)
- In case of social media, accurate recommendation → engaging content → use continued



NEED FOR AN ENDLESS STREAM OF CONTENT – FROM INFLUENCERS TO CONTENT CREATORS

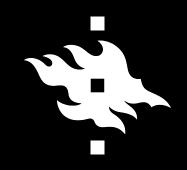
- "For you page" (FYP) is the default opening page on Tiktok and Instagram (vs. Following page)
- FYP displays content from other than just the accounts the user has decided to follow
 → more content from previously unknown content creators

Me: I need to go to bed earlier tonight Also me:





- The development of social media use over time:
 - 1. Following one's own friends
 - 2. Following bloggers/ youtubers/ streamers/ influencers one has decided to follow
 - 3. Following content creators recommended by the platform
- With decreased exposure to single individuals and increased exposure to number of different individuals, how can the audience assess their background, motivations and credibility?
- I argue that specific **content qualities** make people connect with unknown content creators
 - Proposition: Audience connects with **content genre, format and style** memes, challenges, lip-syncing, dances, comedy, how-to, DIY, music, etc.
 - Proposition: Connection needs to occur immediately, which affects how content needs to be designed and what/ how much can be said



THANK YOU!

ESSI PÖYRY ESSI.POYRY@HELSINKI.FI +358 50 3223 298 @ESSIPOYRY

What's cooking? Currrent research projects:
INFLUPOL: Influential politicians and political influencers (HSS)
POST-API: How to collect social media data without API access (HSSH)
ALIVE: Seamless live streaming commerce (BF)
FAME: Growing venture companies in the public eye (LSR)