1. What are the main three actors influencing COOP master students pleasurable to participate in online interaction?

No.	Actors	1. Ahmed A.	2. Ahmed H.	3. Ahmed Y.	4. Barkin	5. Cecilia	6. Charlie	7. Divya	8. Elena	9. Fabiano	10. Gizem	11. Jason	12. Kristine	13. Laya	14. Nastasia	15. Nilra	16. Rafeef	17. Rouge	18. Sophie	19. Zainab	Total	Priority
1	Audio and Technical Settings[1]	•		•				•	•	•				•			•	•			8	3
2	Setting[2]					•		•			•			•		•	•				6	4
3	Beverages and Foods	•				•		•	•	•				•		•	•	•	•	•	11	2
4	Ability to access knowledge[3]												•	•			•			•	4	5
5	Weather and Traveling[4]				•	•	•	•	•	•			•	•	•		•	•	•	•	13	1
6	Looking at People's faces.													•			•				2	7.1
7	Using Laptop Freely[5]	•					•												•		3	6
8	Company Nearby[6]																	•	•		2	7.2
9	Short Discussion		•																		1	8.1
10	Others[7]											•									1	8.2

1. Audio and Technical Settings means sound quality from the quality headsets and microphones, and a good internet connection
2. Setting means comfortable chairs and tables (workspace), as well as enough light.
3. Ability to access knowledge, being presentations, information, and slides.
4. Temperature and traveling mean warmth and comfy and staying in-door, no need to go outside, and travel to the studio.
5.Using Laptop freely means spitting screens and using a laptop to do whatever you cannot do in an in-class setting.
6. Company Nearby means friends, people, and pets around where participants sit to join online sessions.
7. Others, Jason - his headsets look sexy on the online session

Results from Interview Secondary Question

2. What are the main three actors that support COOP master students to participate in an online interaction for a long time?

No.	Actors	1. Ahmed A.	2. Ahmed H.	3. Ahmed Y.	4. Barkin	5. Cecilia	6. Charlie	7. Divya	8. Elena	9. Fabiano	10. Gizem	11. Jason	12. Kristine	13. Laya	14. Nastasia	15. Nilra	16. Rafeef	17. Rouge	18. Sophie	19. Zainab	Total	Priority
1	Audio and Technical Settings[1]					•	•		•			•	•	•		•		•	•	•	10	1
2	Interesting Topics and Speakers							•	•	•	•							•			5	3
3	Engaging Discussion																			•	1	
4	Setting[2]						•							•				•			3	
5	Beverages and Foods								•		•	•	•	•		•	•	•			8	2
6	Ability to Access Knowledge[3]					•								•						•	3	
7	Looking at People's faces													•				•			2	
8	Company Nearby[4]											•									1	
9	Others[5]									•					•				•		3	

1. Audio and Technical Settings means sound quality from the quality headsets and microphones, and a good internet connection
2. Setting means comfortable chairs and tables (workspace), as well as enough light.
3. Ability to Access Knowledge, being presentations, information, and slides.
4. Company Nearby means friends, people, and pets being around where participants sit to join online sessions.
5. Others, Fabiano - enjoys NOT having a working camera, Nastasia - should have more breaks, and Sophie - she needs her eyeglasses and a paper notebook.

3. What are the main three actors influencing COOP master students to leave online interaction normally/immediately?

No.	Actors \ Participants	1. Ahmed A.	2. Ahmed H.	3. Ahmed Y.	4. Barkin	5. Cecilia	6. Charlie	7. Divya	8. Elena	9. Fabiano	10. Gizem	11. Jason	12. Kristine	13. Laya	14. Nastasia	15. Nilra	16. Rafeef	17. Rouge	18. Sophie	19. Zainab	Total	Priority
1	Audio and Technical Settings[1]		•	•	•	•	•		•			•		•	•	•	•	•	•	•	14	1
2	Inappropriate and Irrelevant Topics and Speakers[2]		•	•	•		•	•				•	•			•	•	•	•		11	2
3	Unengaging Discussions or Speakers[3]											•			•						2	4.1
4	Too Long Discussion	•						•							•			•	•		5	3
5	Without Break								•								•				2	4.2
6	Ability to Access Knowledge	•																			1	5.1
7	Uncomfortable Setting [4]														•			•			2	4.3
8	Time Pressure[5]									•											1	5.2
9	Others[6]															•					1	5.3

1. Audio and Technical Settings means sound quality has a problem, headsets and microphones are not good enough, the video keeps cutting, and cannot see anyone screen cause the internet connection very bad or its speed is very low; in addition, the people who speak with have the internet connection and sound problem.
2. Inappropriate and Irrelevant Topics and Speakers means inappropriate and irrelevant, as well as boring topics; moreover, speakers do not get to the point and redundant, or brutally in questions and answers session.
3. Unengaging Discussions and Speakers defines as discussions or speakers do not engage with participants.
4. Uncomfortable Setting means uncomfortable chairs and tables (workspace), as well as not enough light.
5. Time Pressure means that online interactions do not have time enough for everyone to ask questions.
6. Others, Nastasia - it is not the same as normal communication.

IV. Conclusion

The table below depicts the results of three main actors in each question.

No.	Questions		Main Three Actors
1	What are the main three actors influencing COOP master students pleasurable to participate in online interaction?	1st	Weather and Travelling
		2nd	Beverages and Foods
		3rd	Audio and Technical Settings
2	What are the main three actors that support COOP master students to participate in an online interaction for a long time?	1st	Audio and Technical Settings
		2nd	Beverages and Foods
		3rd	Interesting Topics and Speakers
3	What are the main three actors influencing COOP master students to leave online interaction normally/immediately?	1st	Audio and Technical Settings
		2nd	Inappropriate and Irrelevant Topics and Speakers
		3rd	Too Long Discussion

In conclusion, the main three actors which influence COOP master students to positive outcomes[1], five from six relate to the physical object, while one from six relates to emotion and feeling. The physical object consists of Weather and Travelling, Beverages and Foods, Audio and Technical Settings, Audio and Technical Settings, and Beverages and Foods. Besides, the one which relates to emotion and feeling is Interesting Topics and Speakers.

Focusing on the actors that persuade a negative result[2], one from three relates to a physical object. It is Audio and Technical Settings. Whereas two of them are more related to emotions and feelings — Inappropriate and Irrelevant topics and Speakers and Too Long Discussion.

---

1. Positive outcomes consist of firstly to be pleased to participate in online interactions. Secondly, to be able to participate in online interactions for a long time (No.1, and 2 in Table above).
2. Negative result is persuading to leave online interactions normally/immediately (No.3 in table above).

1. Weather and Traveling

Weather and Traveling is the first reason that my classmates and I are pleased to participate in online sessions.

On the one hand, my classmates and I mediate by warm weather and pleasure to participate in online interactions. We can save time from traveling, energy, avoiding from coldness, as well as relax in the situations that we cannot do in the class, for example, sitting wherever in postures they want, wearing half sweater and pajamas, having a break from study to make tea or going to the toilet whenever they would, using the computer freely, eating or drinking whatever they would, when we are hungry or tired.

On the other hand, my classmates and I are persuaded by the cold and low-comfort setting in the studio to attend the online sessions. If we go to the studio, we have to spend time riding or walking in the cold weather, 1-3 degrees Celsius, at least 15-45 minutes. When they arrive at the studio. The studio is not comfortable much, such as the chairs are tough and do not support our shoulder and head, and there are limited electricity sockets.

2. Beverages and Foods

Beverages and foods are the second actors that influence most of my classmates and I to be pleased to attend online interactions and attend online interactions for a long time. Some of my classmates are mediated to attend the online interaction since we can eat or sip a cup of chocolate, juice, or tea when tired or whenever we would. It also gives us the power of engaging and concentrating and be conscious of the topics and discussions. Moreover, its function can release stress; furthermore, it provides energy to our brains and bodies to work effectively. We can walk to a kitchen, then make tea when it runs out. One classmate goes to the kitchen to cook food to eat without noticing from everyone when the online interaction takes time very late at night.

3. Audio and Technical Settings

Audio and Technical Settings influence some of my classmates and me. Like a stable internet connection and an excellent sound system, noise-canceling earphones make our online interactions very mild and pleasurable. We can hear every speaker speak clearly, as well, as we can perceive what we need to from the online interactions. This is why it is not merely the third of main actors that make my classmate pleased to attend the online interactions, but it is also the first actors that make my classmates, and I attend online interactions for a long time.

Nevertheless, the audio and technical setting is the first actor influencing COOP master students to leave online interaction regularly/immediately. During the observation, I could notice how the audio and technical setting is crucial. In the first observation, my internet connection was crushed. I did not hear anyone for 30 minutes, and everyone's screen was frozen. I missed half of the class before my internet worked again. This thing radically affects our online interaction and study quality. One classmate always has a sound problem, when he displays his work. There is always some weird electric noise when he speaks. Moreover, the screen which he shared did not display 100 percent. It was not easy to understand. One

classmate mentions suffering from a series of technical problems like several people with microphones or internet problems. These mediated her to leave online interaction immediately. It is the same as if the speakers' audio and technical setting is not good. Lacking clarity of voice and information influences us would like to leave the online interaction regularly /immediately.

4. Interesting Topics/Speakers

Interesting topics and speakers benefit COOP master students in being engaged and concentrating on lectures and discussion in our online interaction for a long time, especially in the topics we are interested in. The speaker asks questions or exhibits interesting visuals, as Divya said, "It is difficult to concentrate on one person. There are so many distractions. This person needs to be interesting for me to concentrate on him" Accordingly, the interesting topics and speakers is the third actors that support my classmates, and I attend the online interactions for a long time.

5. Inappropriate and Irrelevant Topics, and Speakers

The irrelevant topics are boring and it is not comfortable to concentrate on. Also, boring topics are becoming more boring during online interactions. Moreover, some topics are inappropriate to discuss sometime. Furthermore, redundant discussion gives the same result. While brutally in questions and answers session form lecturer such as, aggressive voice, inappropriate acting, and communicating something which is hurtful to my classmates and I. These lead me to want to leave the online interactions. Subsequently, Inappropriate and Irrelevant Topics and Speakers is the second actor that immediately influences us to leave online interaction regularly/immediately.

6. Too Long Discussion

From the observation and interview, Too Long Discussion is the third actor, persuading us to leave online interaction regularly/immediately. It makes us tired, particularly if there is no break in between. One classmate states that anything more than one hour without breaks is impossible to be a part of. During the observation, some of us got a headache, eyes strain, and four of us were sleeping in front of the screen during the online interactions, which took more than 2.5 to 3 hours without a break. It is very suffered to look at the screen for a long time. My eyes and face were burning. We are hungry and need something for our bodies. If too long discussion happens, cause the speaker starts talking in unpredicting topics, my classmates' face will be very fatigued, and no one will pay attention to it, as it relates to Inappropriate and irrelevant topics.

These results from the interview and observation can be understood as the actors, making people are pleasurable to participate in online interactions to avoid communicating in person. These support people to follow the rule of keeping the distance and supporting society to save everyone from COVID 19. We are dealing with how these actors enact us. We can

prepare ourselves to be influenced in positive ways and evade being persuaded in negative ways.

Audiences should prepare the actors that influence them to be pleased to be in place and available to use. Simultaneously, the speakers should also prepare the online interactions to not persuade the audiences in a negative way, for example, in the methods seminary class. The professor always creates an agenda and follow it very strictly. This class is very productive and efficient. Everyone is pleased to participate, and the session does not consume much energy and health from both speaker and audience. My classmate and I are not exhausted and still fresh after the session. Accordingly, if everyone prepares themselves to be influenced in positive ways, they will be able to live their lives following the COVID 19 related rules of keeping the distance and supporting society to get through crisis time, and save everyone from COVID 19.

This study can be adjusted, developed, specified to suit each individual and society, or used as a tool to develop the future study through the crisis time, during which we did not see people in our society in person. What actors can assist us in durable relationships with them, or what are actors we can provide when we think of them? *How can we fill the distance of feeling, which fade away?*

V. References

1. Yaneva, A. "Border Crossing – Making the social hold: Towards an Actor-Network Theory of Design", Design and Culture, 1(3), (2009), 273-288.

2. Zahle, J. "Practical Knowledge and Participant Observation, Inquiry", Routledge (2012), DOI: 10.1080/0020174X.2012.643626, 50-65.

3. Sanjek R. "Field Observational Research in Anthropology and Sociology," Elsevier Ltd.,8, (2001), DOI: 10.1016/B978-0-08-097086-8.44026-2, 135-139.