

Alone Together Wikis

The boundaries of citizenship have been blurred by global information systems—while the public and private spheres have been reshaped through globalization (and colonialism and capitalism). This collection of new essays explores information and citizenship in the digital age from a range of perspectives, presenting cautionary tales along with possibilities for “decolonizing” digital information and literacy. Topics include Wikileaks and the dissolution of information; ethical issues for teachers, policy makers and librarians; and creating safe spaces through ethical librarianship.

Collaborative democracy—government with the people—is a new vision of governance in the digital age. Wiki Government explains how to translate the vision into reality. Beth Simone Noveck draws on her experience in creating Peer-to-Patent, the federal government's first social networking initiative, to show how technology can connect the expertise of the many to the power of the few. In the process, she reveals what it takes to innovate in government. Launched in 2007, Peer-to-Patent connects patent examiners to volunteer scientists and technologists via the web. These dedicated but overtaxed officials decide which of the million-plus patent applications currently in the pipeline to approve. Their decisions help determine which start-up pioneers a new industry and which disappears without a trace. Patent examiners have traditionally worked in secret, cut off from essential information and racing against the clock to rule on lengthy, technical claims. Peer-to-Patent broke this mold by creating online networks of self-selecting citizen experts and channeling their knowledge and enthusiasm into forms that patent examiners can easily use. Peer-to-Patent shows how policymakers can improve decisionmaking by harnessing networks to public institutions. By encouraging, coordinating, and structuring citizen participation, technology can make government both more open and more effective at solving today's complex social and economic problems. Wiki Government describes how this model can be applied in a wide variety of settings and offers a fundamental rethinking of effective governance and democratic legitimacy for the twenty-first century.

The implementation of teleworking has enhanced the workforce and provided more flexible work environments. This not only leads to more productive workers, but it allows for a more diverse labor force. Remote Work and Collaboration: Breakthroughs in Research and Practice examines the benefits and challenges of working with telecommuting associates in the modern work environment. Including innovative studies on unified communications, data sharing, and job satisfaction, this multi-volume book is an ideal source for academicians, scientists, business entrepreneurs, practitioners, managers, and policy makers actively involved in the contemporary business industry.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

This book makes a contribution to a global conversation about the competencies, challenges, and changes being introduced as a result of digital technologies. This volume consists of four parts, with the first being elaborated from each of the featured panelists at CELDA (Cognition and Exploratory Learning in the Digital Age) 2014. Part One is an introduction to the global conversation about competencies and challenges for 21st-century teachers and learners. Part Two discusses the changes in learning and instructional paradigms. Part Three is a discussion of assessments and analytics for teachers and decision makers. Lastly, Part Four analyzes the changing tools and learning environments teachers and learners must face. Each of the four parts has six chapters. In addition, the book opens with a paper by the keynote speaker aimed at the broad considerations to take into account with regard to instructional design and learning in the digital age. The volume closes with a reflective piece on the progress towards systemic and sustainable improvements in educational systems in the early part of the 21st century.

This ambitious multidisciplinary volume assembles diverse critical-theory approaches to the current and future states of networked learning. Expert contributors expand upon the existing literature by analyzing the ethical aspects of networked learning and the ongoing need for more open, inclusive, and socially engaged educational practice. Chapters explore in depth evolving concepts of real and virtual, the processes of learning in, against, and beyond the internet, and the role of critical pedagogy in improving social conditions. In all, coverage is both realistic and positive about the potential of digital technologies in higher education as well as social and academic challenges on the horizon. Included among the topics: Counting on use of technology to enhance learning. Decentralized networked learning through online pre-publication. The reality of the online teacher. Moving from urban to virtual spaces and back. The project of a virtual emancipatory pedagogy. Using information technologies in the service of humanity. It is no longer a question of "Can technology enhance learning" it's a given that it does. Critical Learning in Digital Networks offers education researchers, teacher educators, instructional technologists, and instructional designers tools and methods for strengthening this increasingly vital interconnection.

Traditional classrooms are fast becoming a minority in the education field. As technologies continue to develop as a pervasive aspect of modern society, educators must be trained to meet the demands and opportunities afforded by this technology-rich landscape. The Handbook of Research on Teacher Education in the Digital Age focuses on the needs of teachers as they redesign their curricula and lessons to incorporate new technological tools. Including theoretical frameworks, empirical research, and best practices, this book serves as a guide for researchers, educators, and faculty and professional developers of distance learning tools.

Cyberspace and cyberculture are becoming the norms of our reality; this volume explores questions of memory, law, politics, death and remembrance, travel, social change, and cross-cultural understandings of what it means to be human in this new digital age.

Leadership has never played a more prominent role in America's national discourse, and yet our opinions of leaders are at all-time lows. Private sector leaders are widely seen as greedy to the point of being corrupt. Public sector leaders are viewed as incompetent to the point of being inept. And, levels of trust in government have plummeted. As the title of this book conveys, leaders in America are experiencing hard times. Barbara Kellerman argues that we focus on leaders, and even on followers, while ignoring an essential element of leadership: context. This book is a corrective. It enables leaders to track the terrain that they must navigate in order to create change. Rather than a handy-dandy manual on what to do and how to do it, Hard Times is structured as a checklist. Twenty-four brief sections cover key aspects of the American landscape. They trace evolutions and revolutions that have revised our norms, transformed our populations and institutions, and shifted our culture. Kellerman's crash course on context reveals how significant it is to leadership. Clearer still is the fact that leadership is more difficult than it has ever been. It is context that explains why leadership is so fraught with frustration. And, it is context that makes evident why leadership will be better exercised if it is better understood. Calling out patterns that emerge from the checklist, Kellerman challenges leaders to do better. This fascinating read will change the way that all of us think about leadership, while compelling us to consider what it means for our future.

Wiki at WarConflict in a Socially Networked WorldTexas A&M University Press

As technology and technological advancements become a more prevalent and essential aspect of daily and business life, educational institutions must keep pace in order to maintain relevance and retain their ability to adequately prepare students for their lives beyond education. Such institutions and their leaders are seeking relevant strategies for the implementation and effective use of new and upcoming

technologies and leadership strategies to best serve students and educators within educational settings. As traditional education methods become more outdated, strategies to supplement and bolster them through technology and effective management become essential to the success of institutions and programs. The Handbook of Research on Modern Educational Technologies, Applications, and Management is an all-encompassing two-volume scholarly reference comprised of 58 original and previously unpublished research articles that provide cutting-edge, multidisciplinary research and expert insights on advancing technologies used in educational settings as well as current strategies for administrative and leadership roles in education. Covering a wide range of topics including but not limited to community engagement, educational games, data management, and mobile learning, this publication provides insights into technological advancements with educational applications and examines forthcoming implementation strategies. These strategies are ideal for teachers, instructional designers, curriculum developers, educational software developers, and information technology specialists looking to promote effective learning in the classroom through cutting-edge learning technologies, new learning theories, and successful leadership tactics. Administrators, educational leaders, educational policymakers, and other education professionals will also benefit from this publication by utilizing the extensive research on managing educational institutions and providing valuable training and professional development initiatives as well as implementing the latest administrative technologies. Additionally, academicians, researchers, and students in areas that include but are not limited to educational technology, academic leadership, mentorship, learning environments, and educational support systems will benefit from the extensive research compiled within this publication.

This textbook on knowledge management draws on the authors' more than twenty years of research, teaching and consulting experience. The first edition of this book brought together European, Asian and American perspectives on knowledge-based value creation; this second edition features substantial updates to all chapters, reflecting the implications of the digital transformation on knowledge work and knowledge management. It also addresses three new topics: the impact of knowledge management practices on performance; knowledge management in the public sector; and an introduction to ISO 9001:2015 as an implementation framework. The book is intended not only for academic education but also as an essential guide for managers, consultants, trainers, coaches, and all those engaged in business, public administration or non-profit work who are interested in learning about organizations in a knowledge economy. Given its wealth of case studies, examples, questions, exercises and easy-to-use knowledge management tools, it offers a true compendium for learning about and implementing knowledge management initiatives.

With contributions from leading scholars, this compelling volume offers fresh insights into literacy teaching and learning—and the changing nature of literacy itself—in today's K–12 classrooms. The focus is on varied technologies and literacies such as social networking sites, text messaging, and online communities. Cutting-edge approaches to integrating technology into traditional, print-centered reading and writing instruction are described. Also discussed are ways to teach the new skills and strategies that students need to engage effectively with digital texts. The book is unique in examining new literacies through multiple theoretical lenses, including behavioral, semiotic, cognitive, sociocultural, critical, and feminist perspectives.

As with any industry, the education sector goes through frequent changes due to modern technological advancements. It is every educator's duty to keep up with these shifting requirements and alter their teaching style to best fit the needs of their classroom. Pre-Service and In-Service Teacher Education: Concepts, Methodologies, Tools, and Applications explores the current state of pre-service teacher programs as well as continuing education initiatives for in-service educators. It also emphasizes the growing role of technology in teacher skill development and training as well as key pedagogical developments and methods. Highlighting a range of topics such as teacher preparation programs, teaching standards, and fieldwork and practicum experiences, this multi-volume book is designed for pre-service teachers, teacher educators, researchers, professionals, and academics in the education field.

Social Media has transformed the ways in which individuals keep in touch with family and friends. Likewise, businesses have identified the profound opportunities present for customer engagement and understanding through the massive data available on social media channels, in addition to the customer reach of such sites. Social Media Listening and Monitoring for Business Applications explores research-based solutions for businesses of all types interested in an understanding of emerging concepts and technologies for engaging customers online. Providing insight into the currently available social media tools and practices for various business applications, this publication is an essential resource for business professionals, graduate-level students, technology developers, and researchers.

"This book highlights new business products, services, strategies, and philosophies drawn from an emerging collaborative information platform and explores connections between the development of new e-business technologies with consumers, businesses, and links to social and political visions and strategies"--Provided by publisher.

"Inspired by Shantideva's Guide to the Bodhisattava's way of life, the oral instructions of living Buddhist masters, Martin Heidegger's classic Being and time, and the writings of the Christian theologians Paul Tillich and John MacQuarrie," this is a "contemporary guide to understanding the timeless message of Buddhism, and in particular its relevance in actual human relations."--Cover.

Educators play a significant role in the intellectual and social development of children and young adults. Next-generation teachers can only be as strong as their own educational foundation which serves to cultivate their knowledge of the learning process, uncover best practices in the field of education, and employ leadership abilities that will inspire students of all ages. Teacher Education: Concepts, Methodologies, Tools, and Applications explores the current state of pre-service teacher programs as well as continuing education initiatives for in-service educators. Emphasizing the growing role of technology in teacher skill development and training as well as key teaching methods and pedagogical developments, this multi-volume work compiles research essential to higher education professionals and administrators, educational software developers, and researchers studying pre-service and in-service teacher training.

At the start of the twenty-first century, the Internet was already perceived to have fundamentally changed the landscape for research. With its opportunities for digital networking, novel publication schemes, and new communication formats, the web was a game-changer for how research was done as well as what came after—the dissemination and discussion of results. Addressing the seismic shifts of the past ten years, Cyberscience 2.0 examines the consequences of the arrival of social media and the increasing dominance of big Internet players, such as Google, for science and research, particularly in the realms of organization and communication.

In Wiki at War, James Jay Carafano explains why these and other Internet-born initiatives matter and how they are likely to affect the future face of war, diplomacy, and domestic politics.

The delivery of optimal pharmaceutical services to patients is a pivotal concern in the healthcare field. By examining current trends and techniques in the industry, processes can be maintained and improved. Pharmaceutical Sciences: Breakthroughs in Research and Practice provides comprehensive coverage of the latest innovations and advancements for pharmaceutical applications. Focusing on emerging drug development techniques and drug delivery for improved health outcomes, this book is ideally designed for medical professionals, pharmacists, researchers, academics, and upper-level students within the growing pharmaceutical industry.

The feats of the hero Mwindo are here glorified in the bilingual text of an epic which was sung and narrated in a Bantu language and acted out by a member of the Nyanga tribe in the remote forest regions of eastern Zaire. Admirably structured, coherent, and richly poetic, the epic is in prose form, interspersed with song and proverbs in verse. An example of the classic tradition of oral folk literature, the tale has important implications for the comparative study of African culture, as the text provides profound insights into the social structure, value system, linguistics, and cosmology of this African people.

A behind-the-scenes look at the firm behind WordPress.com and the unique work culture that contributes to its phenomenal success 50 million websites, or twenty percent of the entire web, use WordPress software. The force behind WordPress.com is a convention-defying company called Automattic, Inc., whose 120 employees work from anywhere in the world they wish, barely use email, and launch improvements to their products dozens of times a day. With a fraction of the resources of Google, Amazon, or Facebook, they have a similar impact on the future of the Internet. How is this possible? What's different about how they work, and what can other companies learn from their methods? To find out, former Microsoft veteran Scott Berkun worked as a manager at WordPress.com, leading a team of young programmers developing new ideas. The Year Without Pants shares the secrets of WordPress.com's phenomenal success from the inside. Berkun's story reveals insights on creativity, productivity, and leadership from the kind of workplace that might be in everyone's future. Offers a fast-paced and entertaining insider's account of how an amazing, powerful organization achieves impressive results Includes vital lessons about work culture and managing creativity Written by author and popular blogger Scott Berkun (scottberkun.com) The Year Without Pants shares what every organization can learn from the world-changing ideas for the future of work at the heart of Automattic's success.

Wikis as information sources, as a form of publishing, and as tools for collaboration, are discussed in this book. The applications of wikis in library and information services, education and business are explored, with examples. Provides an overview of wikis, in the context of the increasing use of 'social software' and the trend towards a more interactive World Wide Web. The different kinds of wikis are identified and described. The advantages and problems associated with using wikis in information work and collaboration are discussed. One of the problems is simply that of finding wikis that deal with a particular topic or activity, and this is addressed through a discussion of directories, search engines and other finding tools. Later chapters cover the options for creating wikis and the management of a wiki. The book concludes with lists of resources related to wikis. No other book currently available, addresses this highly topical subject Wikis are becoming important sources of information on the web yet they are little understood by librarians or the general public Although wikis can be useful sources of information, Internet users need to know how wikis operate if they are to be able to evaluate the information in a wiki

With updated research and links, the second edition shows educators at all levels and disciplines how to use digital tools to create relevant, interactive learning experiences.

Cyber Zen ethnographically explores Buddhist practices in the online virtual world of Second Life. Does typing at a keyboard and moving avatars around the screen, however, count as real Buddhism? If authentic practices must mimic the actual world, then Second Life Buddhism does not. In fact, a critical investigation reveals that online Buddhist practices have at best only a family resemblance to canonical Asian traditions and owe much of their methods to the late twentieth-century field of cybernetics. If, however, they are judged existentially, by how they enable users to respond to the suffering generated by living in a highly mediated consumer society, then Second Life Buddhism consists of authentic spiritual practices. Cyber Zen explores how Second Life Buddhist enthusiasts form communities, identities, locations, and practices that are both products of and authentic responses to contemporary Network Consumer Society. Gregory Price Grieve illustrates that to some extent all religion has always been virtual and gives a glimpse of possible future alternative forms of religion.

WIKI: Grow Your Own for Fun and Profit introduces the concept of wikis, and shows why they are becoming the must-have communications and collaboration technology for businesses of any size. Using a garden as a metaphor, Alan J. Porter shows you step-by-step how to select wiki software, get started, overcome resistance to wikis, maintain your wiki, and use your wiki for internal collaboration, project planning, communication with your customers, and more. Includes five case studies that highlight the ways companies are using wikis to solve business and communication problems, increase efficiency, and improve customer satisfaction. Inside the Book A Brief History of Collaboration Defining the Wiki Planting the Seed First Growth Maintaining the Garden Landscaping Harvesting the Information A Wiki Checklist Notes on Popular Wiki Software Resources and Index

Primary and Secondary education is a formative time for young students. Lessons learned before the rigors of higher education help to inform learners' future successes, and the increasing prevalence of learning tools and technologies can both help and hinder students in their endeavors. K-12 Education: Concepts, Methodologies, Tools, and Applications investigates the latest advances in online and mobile learning, as well as pedagogies and ontologies influenced by current developments in information and communication technologies, enabling teachers, students, and administrators to make the most of their educational experience. This multivolume work presents all stakeholders in K-12 education with the tools necessary to facilitate the next generation of student-teacher interaction.

Blended learning has recently been gaining popularity within educational fields. Examining the impact that computer-assisted techniques have on foreign language education will provide more effective ways to enhance learning techniques for educators and students alike. Applications of CALL Theory in ESL and EFL Environments is a pivotal reference source that discusses recent advances relating to online teaching and learning of foreign languages. Highlighting relevant topics such as electronic portfolio assessments, corpus linguistics, flipped learning models, and student engagement, this scholarly resource is ideal for educators, academicians, students, and researchers that are interested in staying current on the latest technologies and methodologies in foreign language learning.

Legal research is a fundamental skill for all law students and attorneys. Regardless of practice area or work venue, knowledge of the sources and processes of legal research underpins the legal professional's work. Academic law librarians, as research experts, are uniquely qualified to teach legal research. Whether participating in the mandatory, first-year law school curriculum or offering advanced or specialized legal research instruction, law librarians have the up-to-date knowledge, the broad view of the field, and the expertise to provide the best legal research instruction possible. This collection offers both theoretical and practical guidance on legal research education from the perspectives of the law librarian. Containing well-reasoned, analytical articles on the topic, the volume explains and supports the law librarian's role in legal research instruction. The contributors to this book, all experts in teaching legal research, challenge academic law librarians to seize their instructional role in the legal academy. This book was based on a special issue of Legal Reference Services Quarterly.

This first-of-its-kind legal guide showcases how to use the latest Web-based and software technologies, such as Web 2.0, Google tools, Microsoft Office, and Acrobat, to work collaboratively and more efficiently on projects with colleagues, clients, co-counsel and even opposing counsel. The book provides a wealth of information useful to lawyers who are just beginning to try collaboration tools, as well as tips and techniques for those lawyers with intermediate and advanced collaboration experience.

Using Games to Enhance Learning and Teaching provides educators with easy and practical ways of using games to support student engagement and learning. Despite growing interest in digital game-based learning and teaching, until now most teachers have lacked the resources or technical knowledge to create games that meet their needs. The only realistic option for many has been to use existing games which too often are out of step with curriculum goals, difficult to integrate, and require high-end technology. Using Games to Enhance Learning and Teaching offers a comprehensive solution, presenting five principles for games that can be embedded into traditional or online learning environments to enhance student engagement and interactivity. Extensive case studies explore specific academic perspectives, and featured insights from professional game designers show how educational games can be designed using readily accessible, low-end technologies, providing an explicit link between theory and practice. Practical in nature, the book has a sound theoretical base that draws from a range of international literature and research.

This book explores gaming culture, focusing on competent players and excessive use. Addressing the contested question of whether addiction is possible in relation to computer games - specifically online gaming - *A World of Excesses* demonstrates that excessive playing does not necessarily have detrimental effects, and that there are important contextual elements that influence what consequences playing has for the players. Based on new empirical studies, including in-depth interviews and virtual ethnography, and drawing on material from international game related sites, this book examines the reasons for which gaming can occupy such a central place in people's lives, to the point of excess. As such, it will be of interest to sociologists and psychologists working in the fields of cultural and media studies, the sociology of leisure, information technology and addiction.

An account of the complex relationship between technology and romanticism that links nineteenth-century monsters, automata, and mesmerism with twenty-first-century technology's magic devices and romantic cyborgs. Romanticism and technology are widely assumed to be opposed to each other. Romanticism—understood as a reaction against rationalism and objectivity—is perhaps the last thing users and developers of information and communication technology (ICT) think about when they engage with computer programs and electronic devices. And yet, as Mark Coeckelbergh argues in this book, this way of thinking about technology is itself shaped by romanticism and obscures a better and deeper understanding of our relationship to technology. Coeckelbergh describes the complex relationship between technology and romanticism that links nineteenth-century monsters, automata, and mesmerism with twenty-first-century technology's magic devices and romantic cyborgs. Coeckelbergh argues that current uses of ICT can be interpreted as attempting a marriage of Enlightenment rationalism and romanticism. He describes the “romantic dialectic,” when this new kind of material romanticism, particularly in the form of the cyborg as romantic figure, seems to turn into its opposite. He shows that both material romanticism and the objections to it are still part of modern thinking, and part of the romantic dialectic. Reflecting on what he calls “the end of the machine,” Coeckelbergh argues that to achieve a more profound critique of contemporary technologies and culture, we need to explore not only different ways of thinking but also different technologies—and that to accomplish the former we require the latter.

As innovation advances and grows, classrooms are able utilize more advanced technology to educate students. Through virtual learning environments, students can experience real-life tasks and situations more directly, promoting active engagement in education. *Integrating Multi-User Virtual Environments in Modern Classrooms* provides emerging research on the development of multi-user virtual learning environments and their potential role in education. Highlighting a range of pertinent topics, such as project-based learning, social learning theory, and interactive media, this book is a vital resource for educational researchers, school teachers, college professors, and instructional designers seeking current research on the benefits and integration of multi-user virtual environments in modern education.

"This book offers professional teacher educators a rare opportunity to harvest the thinking of pioneering colleagues spanning dozens of universities, and to benefit from the creativity, scholarship, hard work, and reflection that led them to the models they describe"--Provided by publisher.

Wikis provide a basis for many applications in the area of collaborative work and have become a serious alternative to expensive content management systems. In this book, the authors explore wiki philosophy and functions, and explain basic controls and components. The book includes a step-by-step guide to the installation and configuration of the wiki-clones MediaWiki, TWiki and Confluence, along with a realistic tutorial based on collaborative planning for a conference.

Work is changing. Speed and flexibility are more in demand than ever before thanks to an accelerating knowledge economy and sophisticated communication networks. These changes have forced a mass rethinking of the way we coordinate, collaborate, and communicate. Instead of projects coming to established teams, teams are increasingly converging around projects.

Spinuzzi offers for the first time a comprehensive framework for understanding how these new groups function and thrive. His rigorous analysis tackles both the pros and cons of this evolving workflow and is based in case studies of real all-edge adhocracies at work. His provocative results will challenge our long-held assumptions about how we should be doing work.

"This book offers a complete look into the field of cyber behavior, surveying case studies, research, frameworks, techniques, technologies, and future developments relating to the way people interact and behave online"--Provided by publisher.

This book constitutes the refereed proceedings of the 7th International Conference on Hybrid Learning, ICHL 2014, held in Shanghai, China, in August 2014. The 31 papers presented were carefully reviewed and selected from 90 submissions. The selected papers cover various aspects on hybrid learning, computer supported collaborative learning, experiences in hybrid learning, improved flexibility on learning processes and the pedagogical and psychological issues of hybrid learning.

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