I would like to welcome you to the second year of the International Journal of Virtual Communities and Social Networking. In this first issue of volume 2, we have a interesting collection of articles that examine a variety of issues related to virtual communities and social networking. Issues addressed include team identification, leader-member issues, social networking for education, participation in social networks, e-services in virtual communities, and self-efficacy on use and adoption of social networking. As we can see, this issue represents the eclectic nature of the field of virtual communities and social networking. In the following paragraphs I present a brief description of each of the papers included in this issue.

The first three articles examine the use of social networks. Pagani and Hofacker propose and test a theoretical model for use and participation in virtual social networks. They examine the role of perceived usefulness, network size, and fear and risks experienced by users of a social network on its participation and use. Pagani and Hofacker empirically test their model using two social networking sites. They found that size of a network impacts perceived usefulness, and perceived usefulness influences an user’s propensity to visit and actively participate in a social networking site. But the fears users have do not impact their likelihood of visiting a site. In the second article, Mew and Money examine the effects of computer self-efficacy on the use and adoption of social networking.

They found that direct and fit relationships between task and technology characteristics and computer self efficacy influence performance and use of social networking. In the third article, Karakostas, Kardaras, and Zichova explore role of virtual communities in the customization of e-services. They test a theoretical model using two case studies in health-focused virtual communities. They report that quality of the learning environment, social support and the virtual community’s ability to influence public opinion positively impact perceived usefulness and participation in a virtual community. Participation, perceived usefulness and ease of use influence customization of e-services.

The last two articles in this issue deal other interesting aspects of virtual communities and social networking. Eveleth and Eveleth discuss team identification, team performance and leader-member exchange relationships in an online multi-player role play gaming environment. They found that users who perceive leader-member exchange to be high, and are part of a team that is performing well have strong identification with their team. Individuals with strong identification are more satisfied with the team. In the last article of this issue, Kuppuswamy and Narayan, examine role of social networking sites on the education of youth. They conclude that social networking sites can have some positive and some negative impact on education. This depends on the way the individual uses the social networking environment.
Once again, I would like to thank the authors who contributed to this issue. I would also like to thank the editorial staff at IGI Global for their patience and support.

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