Index

A
altruism 107
American Competitiveness Initiative (ACI) 68, 69
anthropomorphic robots 273
AntWorld 129, 130
asynchronous discussion 58, 65

B
balanced value flows 106, 112
bottom up 97, 106
business process change 4, 15
business process reengineering 4, 16, 17

C
CACE tool 1, 8, 9, 10, 11, 12, 13, 14
Capability Maturity Model 4, 17
certification model 176
closed model 42
cognitive apprenticeship 71, 75, 77
cognitive overload 116
collaboration engineering
  1, 3, 4, 5, 6, 8, 14, 15, 16
collaboration process design
  1, 3, 6, 8, 9, 12, 13
collaborative filtering 41
collaborative information retrieval 126
collaborative knowledge building
  137, 139, 140, 141, 145, 146
collaborative learning 52, 74, 75
collaborative retrieval systems 126
collaborative risk management 194
collaborative search 126, 129, 134
collaborative virtual team xiii, 260, 261, 262
collaborative work practice 1, 2, 5, 6, 8, 9
community-based system 268
community-based virtual environment 271
community of practice (CoP) 71, 179, 180, 181, 182, 186, 187
computer aided process engineering (CAPE) 3, 7, 8, 14
computer aided software engineering (CASE) 3, 7, 16
computer enhanced learning 52
computer-literate 263
computer mediated communication (CMC) 83, 84, 268
computer-mediated course 264
computer-mediated environment 261, 264
computer-mediated interaction 19, 20, 21, 22, 23, 24, 25, 30, 32, 34, 35
computer-mediated software 268
computer supported collaborative learning environments (CSCLEs) xiii, 260, 261
content generation divide 155
course management system (CMS) 182
Creative Waves 39–51
cue-seekers 54
CURE 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36
cyberspace 83, 84, 87, 93, 94, 95
cyclical design approach 5

data consistency 21
data model 191, 193, 198
decision tree 143
deep collaboration 52, 56, 65, 189, 190
design patterns 1, 2, 3, 5, 7, 8, 9, 11, 14, 19, 36
development frameworks 20
DigiMech learning environments (DMLE) 273
digital immigrants 72, 73
digital natives 72, 73
direct instruction 77
discriminant analysis 137, 141, 142, 143
disembedding 84
distributed computing systems 87
distributed projects 167, 174, 175, 176
distribution architecture 21

E
electronic collaboration 19
emerging cultural technologies
explicit knowledge
97, 98, 101, 107, 108, 110, 111

F
Facebook 82, 85, 87, 89, 90, 91, 93, 94
facilitation process model 7, 13
folksonomies 84, 95
formative assessment 55
formative examination
Fountain of Wisdom 30, 31, 32, 34, 35
free/open source software (F/OSS)
167, 168, 169, 170, 172
functional fallacy 153

G
game-based learning 29, 30, 37
gendered behavior 263
group support systems 6, 12, 14, 15, 18

H
hidden curriculum 55, 66
high-level patterns 24, 25
human computer interaction (HCI) 167, 169, 173, 174, 175, 177, 178
human learners 273
hyper text markup language (HTML) 74, 76

I
information architecture 196
information design 194, 197
information organization 116, 117
information retrieval 117, 121, 122, 123, 125
interaction design 166, 194
interdependence 181, 185, 186
international collaboration 39
iterative development 97

K
knowledge base 149
knowledge collaboration 70
knowledge creation 19
knowledge hoarding 106
knowledge management 97, 98, 101, 106, 110, 111, 112, 113, 114, 115, 189, 190, 193, 194, 198

L
lead users 152
LeafHopper thinkLet 5, 6
learner-learner communication xiii, 260
learning platform
learning virtual team 261
lifecasting 89
local weighted regression 143
logistic regression 137, 143, 144, 145, 146
low-level patterns 24, 25, 34
lurkers 58

M
machine learning 141, 144
malware 89
MediaWiki 100, 101
Metcalfes Law 181
Moodle 75
multi-user dimension, object-oriented (MOO) 269
MySpace 85, 91, 161

N
narcissistic turn 82
neuroplasticity 73
non-repudiation 124

O
online collaborative creativity (OCC) 43, 44, 45, 49
online learning environments 181
ontology 116, 117, 118, 120, 121, 123, 124, 125, 193, 198
open-source software 39
Oregon software development process (OSDP) 24, 25

P
participative 60, 61
pattern-based approach 19, 20, 35
pattern language 1, 2, 3, 7, 8, 9
peer assessment 52, 53, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66
peer evaluation 59
peer review 52, 53, 60, 62, 63, 142, 143
physical embedding 84
process items 175
process sequence builder 11
public key infrastructure (PKI) 124
publicness 87

Q
query expansion 128
query formulation 126
query recommendation 128, 129
query representation 126
quest reuse (QR) 127

R
receiver operating characteristic (ROC) 137, 144, 145, 146
reciprocity 106, 107
representative user 171
resource description framework (RDF) 116, 117, 118, 119, 120, 121, 123, 124, 125
reusable information quests 126
risk management 190, 194, 198
risk market 190, 191

S
Semantic Web 116, 117, 118, 119, 123, 124, 125, 193, 199
shallow collaboration 189
shoebox sharing 127
situated learning 71, 75, 77
social categories 262
social networking 179, 181, 182, 185, 186, 195
social networking site (SNS) 82, 85, 87, 88, 89, 90, 91
sociocultural dynamics 268
socio-technical systems 19
software usability 167
standard project management 13
student-centered learning 67
style markers 131, 132
support vector machine 143
synchronous communication channel 26
synchronous discussion 58
system design 150

T
tacit knowledge 97, 98, 99, 101, 103, 107, 109, 110, 111
teacher librarian (TL) 179, 180, 181, 185, 186
team gallery 271
technology-based instructions 262
text-based collaborative virtual environment 269
ThinkLets 1, 5, 8, 11, 15, 16, 17
top down 97, 106
Topic Maps 116, 117, 118, 119, 120, 121, 123, 124, 125
TWiki 100, 101, 102, 104, 110

U
usability engineering 167, 172, 176
user centered design (UCD) 19, 173
user-created content (UCD) 116, 119
Index

V
Value Frequency Model 2, 15
video conferencing 179, 180, 182, 183, 184, 185, 186, 187, 188
virtual humans 273
virtuality 82, 83, 84
virtual learning environments (VLE) 268
virtual reality environment 273
virtual reality modeling language (VRML) 74, 76, 77, 78
virtual teams 261

W
Web-based learning 263
Web ontology language (OWL) 118, 119
Wikipedia 100, 101, 102, 103, 112, 113, 115
WikiWikiWeb 137, 138, 147
workflow 160
workflow management 3, 4
worldstorming 49
WYSIWYG 104