Index

A
actual system use (AU) 224
advance organizer 3
affect component 20
Alexandria Small Business Association (ABA) 189, 203
alternating current (AC) 113
Arab Union for Small Enterprises (AUSE) 186, 187, 203
asynchronously 223
attitude toward using (ATU) 224
avatars 22
average variance extracted (AVE) 228, 230

B
B2B e-commerce 54, 55, 66
B2B firms 54, 60, 63, 64, 65, 66
B2B relationships 54, 55, 56, 60, 62, 65
behavioral intention to use (BI) 224
black-box models 7
blended e-learning systems (BELS) 223, 224, 225, 226, 227, 228, 229, 230, 232, 233, 236
blue butterfly (Maculinea arion) 71
brand knowledge 162
broadcast 207, 210
business-logic knowledge 163
business simulations 1, 5, 6, 7, 8

C
Canon 127
case study 181, 197
CATIA 48, 49

CDC Corporation 138
CD-ROM products 210
Central Agency for Public Mobilisation and Statistics (CAPMAS) 184, 189, 203
Charles Frederick Worth 73
Chief Information Officers (CIOs) 90, 91, 92, 93, 94, 95, 96, 97, 98
Chinese online game market 135, 138, 141, 142, 143
Circles of Mind metaphor 80
Clan culture 102
classroom technology 147, 150, 155
cognitive strategies 19
Comanche Rotor System Design (CRSD) 41
Commercial-Off-The-Shelf (COTS) 47
Commission of the European Communities 207
communication infrastructure 210
Computer Aided Design (CAD) 48
Computer Aided Engineering (CAE) 48
Computer Aided Manufacturing (CAM) 48
computer-based training (CBTs) 207
Computer Numerically Controlled (CNC) 2, 6
computer science 182
COMSCORE, Inc. 137
Confirmatory Factor Analysis (CFA) 228
content analysis 181, 197
Cost-Based Pricing 140
Crédit Agricole Egypt Bank (CAEB) 190, 203
Cultural Strength 104
Customer Orientation 103, 104
customer relationships 128, 129, 130
customer segments 127, 128, 129
cyber university of NSYSU 223
cycloid 82, 83, 86
Index

D
data collection 150, 152
debugged 6
Demographics 153
direct current (DC) 113
Distribution Channels 129, 130, 131
drill and practice 23
Dynamic Object Oriented Requirements System (DOORS) 48

E
e-business 54, 56, 57, 58, 59, 64, 65, 72, 202, 203
e-commerce 191, 198, 199, 202, 203
Economic Reform and Structural Adjustment Programme (ERASP) 186
education city 148
Egypt 181, 182, 184, 185, 186, 187, 188, 189, 190, 191, 192, 194, 195, 196, 198, 202, 203, 204
Egyptian Institute of National Planning (EINP) 189, 203
Egyptian Ministry of Trade and Industry (EMTI) 185, 190, 194, 195, 203
Egyptian National Telecommunication Organisation (ENTO) 187
Egyptian Universities Network 187
e-instructors 209, 213, 214
Electronic Data Interchange (EDI) 65
e-marketing 59, 60, 63, 64, 65, 66, 181, 182, 184, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203
Emile Biasini 73
d-end-user knowledge 162
Enhanced Communications 149, 151, 152, 153, 154, 155, 156
Enterprise Innovation Via (ENOVIA) 48
ERP system 64
European Community (EC) 183
European Investment Bank (EIB) 183
European Investment Fund (EIF) 183
Evolute Research Centres (ERCs) 85, 86, 88
executive control component (ECC) 20

F
face-to-face courses 224
Federation of Egyptian Industries (FEI) 189, 203
Finnish Funding Agency for Technology and Innovation 164
flexible business 100
flexible paradigm 100
Folium 82, 83, 86
four knowledge bases approach 163, 164
frequencies 153
Fuzzy Cognitive Maps (FCM) 90, 91, 92, 93, 94, 95, 96, 97
fuzzy logic 85
fuzzy sets 85

G
GDP 184
GFC Rogers 72
Giant 139, 142, 143
glass-box models 7
global economy 75
globalisation 181, 182, 186, 189, 193, 195, 197, 198, 201, 202, 203
globalized market 101
global online game industry 137
Google 118, 120, 124, 125
GPS satellite 165, 166
Graphical User Interface (GUI) 2
Greek Ministry of Development 103, 108
Greek Scientific and Technology Parks 104

H
Hakoomi 148
Helsinki Institute of Information Technology (HIITT) 166
HKSE 138
Holistic Concept of Man (HCM) 79, 80
human cognition 36, 39
Human Factors Engineering (HFE) 37, 51
Human Factors (HF) 35
Human Resource Management (HRM)  81
Human Systems Integration (HSI)  35, 36, 38, 39, 40, 41, 42, 43, 44, 45, 46, 48, 49, 50, 51
hypercube model  208, 214, 218

I
IBM management-training program  40
ICC model  19, 20, 21, 22, 23, 24, 25, 26, 28, 29
ICC theory  20, 23, 24, 26
Individual Learner Attitude  147, 151, 152, 154, 155
Industrial Development and Workers Bank of Egypt (IDWB)  189, 204
industrial organizations  160
Information and Communications Technologies (ICTs)  147, 148, 150, 151, 152, 154, 155, 156, 206, 207, 210, 215, 217
Information and Decision Support Centre (IDSC)  187
Information Technology (IT)  147, 148, 151, 153, 156, 158
instructional games  18, 19, 20, 21, 22, 23, 26, 27, 28, 29, 30, 31, 32
instructional support  11, 13
Internal-game advertisement (IGA)  142
International Bank (IB)  186
International Institute for Management Development (IMD)  60
International Monetary Fund (IMF)  186
Internet platform  148
Internet Service Providers (ISP’s)  187, 188
Internet World Stats (IWS)  188, 204
IT  182, 187, 188, 198
IT architecture  92
item-based pricing model  138, 142
IT functions  91, 92
IT management  90, 91, 92, 93, 96, 97
IT processes  90, 91, 92, 94, 97
IT systems  90, 92, 97
iTunes  117

J
Just in Time (JiT)  63

K
Key Resources  128, 130
Kingdom of Saudi Arabia (KSA)  187
knowledge base  19, 20, 23, 24, 26, 27, 28, 29, 30
Knowledge Management (KM)  35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51

L
Learning Independence  155
Lightweight Models  112, 117, 118, 131
Linguistic  78, 87
live chat sessions  223
Long Tail  112, 119, 120, 121, 130, 131, 132

M
mainly techno-behavioral  151
Management Object Ontologies (MOOs)  31, 82, 85, 86, 87
Management Objects (MOs)  77, 78, 79, 80, 82, 84, 85
market dominance  135, 141, 142, 143, 144
Massively multiplayer online games (MMOGs)  137
McAfee  115, 116, 117, 118, 119, 121, 123, 124, 129, 133
media  182, 184
media design  210
mental models  4, 15
merchandising  136
MMORPGs  31
mobile technologies  182
Model-Based Systems Engineering (MBSE)  45
MOO application  85
MOO development  85
MOO research  85, 86
MUDs  31
multimedia input 222
multimedia technologies 207
multiple media modalities 25
Multiple Regression Analysis (MRA) 155
multi-user Dungeon (MUD) 137

N
NASDAQ 138
Network Effects 112, 118, 120, 123, 124, 130, 131, 133
network infrastructures 208, 210
networks 207, 210, 215, 216, 217, 219
new economy 101
New Economy 139, 140, 144, 145, 209
Nokia 166, 167
non-governmental organisations (NGO’s) 187
nontraditional educational enterprises 209
NYSE 138, 143

O
Object Management Group (OMG) 45, 52
online discussions 223
Online services 118
Ontology 78, 79, 87, 88
Open Platform 112, 115, 117, 118, 121, 122, 131
organizational culture 100, 101, 102, 104, 106
Organizational Culture Assessment Questionnaire (OCAQ) 102, 103, 104

P
partial least squares (PLS) 228, 231, 234
Pei’s pyramid 73
perceived ease of use (PEOU) 224, 227, 230, 231, 232, 236
perceived usefulness (PU) 224, 231
Place 135
points of view 25
power battery technology 162
Price 135, 145
pricing model dynamics 135
pricing models 135, 137, 138, 139, 141, 142, 143, 144
Product 135, 146
Product Lifecycle Management (PLM) 48
profit maximization 139
Promotion 135
public financing 160

Q
Qatari public education sector 148

R
rabbits (Oryctolagus cuniculus) 71
recorded audio-tapes 210
red ant (Myrmica sabuleti) 71
Regional Poles of Innovation 103
Rich Internet Applications (RIA) 120
role playing games (RPGs) 22

S
schemata 19
Science and Technology Parks 100, 101, 106
self-monitoring 4, 5
service-oriented 116, 119
Service-Oriented Architectures (SOAs) 75
Small and Medium Enterprises (SME’s) 183, 184, 186
Small Business Enterprises (SBE’s) 182, 183, 184, 185, 189, 190, 191, 192, 193, 194, 195, 196, 198, 199, 200, 201, 202
Small Enterprise Development Organisation (SEDO) 185, 186, 204
social context 10
Social Fund for Development (SFD) 184, 185, 186, 187, 204
social interaction 222, 226, 227, 231, 232, 233, 234, 236
social process simulations 6
Society of Information Management (SIM) 91
spin-off knowledge-based enterprises 100, 101
stakeholders 205, 206, 208, 209, 210, 214, 215, 216, 217, 218
standard operating procedure (SOP) 40
Statistical Process Control (SPC) 41
strategy 135, 138, 140, 141, 142, 144, 145, 146
sub processes 91, 96, 97
Sunit Mobile 165, 166
Index

survey 181, 185
Suunto 167
synchronously 223
system dynamics 4, 6, 12
Systems Development Life Cycle (SDLC) 35, 48
Systems Engineering (SE) 35
Systems Modeling Language (SysML) 45, 46, 49, 50, 51, 52
systems thinking 4

T
tacit knowledge 160, 161, 164
tactical-decision simulations 6
technical simulation 6
technological environment 161
technological infrastructures 213
Technology Acceptance Model (TAM) 147, 151, 158, 223, 224
technology-mediated learning 208
TEKES 164
telecommunication module 165
theory of reasoned action (TRA) 223, 224
time-based pricing model 138, 142
Total Quality Management system 106
TOTE unit 4
tourism 184
traditional economy 139, 140

U
UNCTAD 56
Unified Modeling Language (UML) 45
United Arab Emirates (UAE) 187
United Nations 182
United States Agency for International Development (USAID) 189, 204
U.S. Air Force Science Advisory Board 39
user 2, 3, 7, 8, 10, 11, 12, 13
User Generated Content 112, 117, 124, 130, 131

V
Value-Based Pricing 140
Value Proposition 126, 127, 128, 129, 130, 131
value trust networks (VNTs) 60
virtual 6, 8
virtual environment 207, 213
vocational education and training (VET) 3

W
war-room 6