Index

A
academic environment 46
academic literacy 212
academic writing 36
academic writing class 180
access equality 235
Accolade 186, 194
acquisition 45
application accessibility 130
architect of lives 110
assessment 197
Association for Teachers of Technical Writing (ATTW-L) 90
asynchronous communication 89, 90, 239
asynchronous online discussion groups 69
asynchronous technologies 130
audience 48

B
basic characteristics 28
Berkeley Software Distribution (BSD) 287
black box 149
business infrastructure 279
business site content 118

C
CAI 11
case study-based 180
CD-ROM linking 302
chat room 71, 89, 132
cheating 44
civil defense 110
classroom instruction 31
classroom learning environment 41
CMC environments 71
collaboration 233, 299
collaborative learning 45, 81
collaborative learning environment 68
collaborative online virtual environments 131
collaborative pedagogies 304
collaborative projects 115
collaborative research model 111
collaborative space 131
collaborative virtual learning environments (CVEs) 130, 132
collaborative Web-based learning environment 72
college composition course 25
college-level technical communication classroom 301
commercialization 109
commissioned project 122
communication classes 69
communication classroom 24
communication cues 56
communication education 46
communication technologies 42, 57
community development 122
community-based collaboration 107
composition 111, 300
composition pedagogy 299, 300, 301
composition specialists 25
composition studies 88
computer analysis 6
computer language 281
computer-assisted instruction 10
computer-assisted teaching 1
computer-assisted writing 1
computer-based analysis 6
computer-mediated communication (CMC) 68, 69, 212
computing technology 1
constructionism 147
contemporary organization 40, 43
contemporary organizational contexts 47
contemporary workplace 40
contemporary workplaces 301
conventional English grammar classroom 157
conventional learning 177
copyright laws 300
copyright policy 301
copyright protection 185
course assignments 25
course design 163
course management systems 74
course objectives 26
creation 73
creative license in Web design 120
critical communication competency 43
critical mapping 111
critical thinking 30
cross-community collaboration 122
current development 133
curriculum 35
curriculum materials 159

D
debriefing 187
debugged 279
decision-making simulation 180, 187
design theory 30
development 130
digital communication 69
digital composing spaces 299
digital media 299
digital media technologies 303
digital technologies 299
discourse analysis 242
discourse community 88, 90
discursive power 314
discussion group 69
distance education classroom 242
distanced leadership 41, 42
diverse groups 126
diverse instructional goals 47
diverse portfolios 121
domain name system (DNS) 280

E
educated citizen 33
effective multimedia document 303
electronic communication 90
electronic consultant (EC) 235
electronic mailing lists 280
electronic media 302
electronic/written MLI document 49
emerging technology 235
employment relationship 266
end user documentation 279
English for science and technology (EST) 181
English grammar teaching 157, 160
Environmental Protection Agency (EPA) 48
environments 108
European declarations 160
expanded instruction 34
experience-based instruction 47
experience-based learning 46
experiential learning 47, 48
external communication 47
hypertext arguments 32
hypertext principles 25
hypertext theory 24, 25, 26, 34
hypertext writing 30, 33

F
F2F consulting sessions 241
F2F encounters 234
F2F methodology 241
face-to-face (F2F) tutoring 212
face-to-face communication 56, 69
face-to-face environments 71, 181
facework 245
faculty time 31
fair use 310
feature writing 69
“flaming” 71
foster interactivity 47
free software movement (FSF) 284

G
gaming communities 136
general public license (GPL) 287
Genesis 185
geographically dispersed work groups 41
global organizations 57
governance 138
government organizations 115
graduate-level writing 69
greater participation 82
group functionality 73
group learning 70, 80
group work 102
GUI MOOs 134

H
“hacker ethics” 284
hardware platform 184
historical-geographic materialism approach 111
“home-based workers” 263
HTML editing/authoring programs 109
humanities 2
hypertext 27, 28, 33
learning cycle 79
learning environments 71

I
impact zones 123
in-class learning 69
independent study 310
influence 95
information and communication technologies (ICTs) 69
information literacy 33
information technology 132
instant messaging 71, 89
institutional policy 31
instructional simulations 46
integration and fulfillment of needs 95
intellectual exchange 110
intellectual property 300
“intellectual theft” 302
interactive OWLs 212, 214
interface standard 184
Internet age 46
Internet nonprofit center (INC) 109
Internet searching 193
Internet services 279
Internet writing 46
Internet-based communication 40, 41
Internet-based composing practice 301
Internet-based simulation 180

K
knowledge creation 45
knowledge of conventions 30

L
language learning simulations 187
large-scale acceptance 130
leaders’ communication competencies 42
leadership processes 47
learner-centered model 158

"hacker ethics" 284
hardware platform 184
historical-geographic materialism approach 111
“home-based workers” 263
HTML editing/authoring programs 109
humanities 2
hypertext 27, 28, 33
learning cycle 79
learning environments 71

Copyright © 2005, Idea Group Inc. Copying or distributing in print or electronic forms without written permission of Idea Group Inc. is prohibited.
learning experience 71
lecture-based classroom 174
lecture-based teaching 157
line length variance 4
listserv 89
listserv in composition studies 89
literary hypertexts 27
literature review 234
logistic decisions 163

M
M(UD)s 133
mediated communication 43
membership 95
message received (MR) 44
message sent (MS) 44
meta-messages 45
microcomputer text-analysis system (MTAS) 15
Millennium Leadership, Inc. (MLI) 47
MIT license 287
“mixed workers” 263
MLI model 54, 56
MOO 131
MOO camps 134
MOO environment 147
MOO Futurus 146
MOO paradigm 148
MOO Quondam 146
MOOs 130, 132
Mozilla public license (MPL) 287
multiple digressions 28
multiple writing assignments 45

N
narrowly interactive 214
networked environment 302
networked learning 70
networked learning model 158
Nicenet database 184
Nicenet interface 187, 190
Nicenet-created documents 185
nonprofit organization (NPO) 109
nonprofit sector 121
nonverbal cues 219

O
“One-Round” consultations 221
online activity 136
online collaboration 246
online collaborative learning (CL) 70
online communication technologies 1
online discussion forums 68
online discussion group 68, 72, 75, 79
online documents 180
online environments 138
online glossary 180
online journalism 69
online learning environments 71
online learning situations 71
online pedagogy 233
online simulation experiments 180
online teaching environment 244
online tutoring 212
online workspaces 299
online writing center (OWC) 221
online writing lab (OWL) 211, 212, 235
open source 281, 295
open source movement 278, 280
open source movements (REFS) 147
open source primer 278
open source software (OSS) 278
OpenOffice 280
operating system market 279
oral communication 53
organizational communication 41
organizational contexts 47
organizational experience 47
organizational liaison 271
organizational operations 267
organizational publications 69
OSI open source definition 281
OSS licensing 286
OSS licensing types 278, 280
OSS source code 283
OSS strengths 289
OSS weaknesses 290
OWL administrators 212
OWL development 212
OWL environments 212
OWL services 211

Copyright © 2005, Idea Group Inc. Copying or distributing in print or electronic forms without written permission of Idea Group Inc. is prohibited.
<table>
<thead>
<tr>
<th>P</th>
<th>pedagogical approaches 299</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>pedagogical decisions 163</td>
</tr>
<tr>
<td></td>
<td>pedagogy 300</td>
</tr>
<tr>
<td></td>
<td>peer learning 47</td>
</tr>
<tr>
<td></td>
<td>person-to-person communication 71</td>
</tr>
<tr>
<td></td>
<td>personal interactions 271</td>
</tr>
<tr>
<td></td>
<td>personal interactions perspectives 262</td>
</tr>
<tr>
<td></td>
<td>personal representation 245</td>
</tr>
<tr>
<td></td>
<td>plagiarism 302, 303</td>
</tr>
<tr>
<td></td>
<td>plagiarism policy 302</td>
</tr>
<tr>
<td></td>
<td>point of contention 110</td>
</tr>
<tr>
<td></td>
<td>polysynchronous environments 136</td>
</tr>
<tr>
<td></td>
<td>polysynchrony 130</td>
</tr>
<tr>
<td></td>
<td>postmodern mapping 111</td>
</tr>
<tr>
<td></td>
<td>potential advancement 133</td>
</tr>
<tr>
<td></td>
<td>presentation management 280</td>
</tr>
<tr>
<td></td>
<td>principles of hypertext 28</td>
</tr>
<tr>
<td></td>
<td>private writing 36</td>
</tr>
<tr>
<td></td>
<td>problem solving 47</td>
</tr>
<tr>
<td></td>
<td>production 193</td>
</tr>
<tr>
<td></td>
<td>professional communication 1, 299, 304</td>
</tr>
<tr>
<td></td>
<td>professional communication classrooms 310</td>
</tr>
<tr>
<td></td>
<td>professional communication practices 261</td>
</tr>
<tr>
<td></td>
<td>professional communication students 108</td>
</tr>
<tr>
<td></td>
<td>professional communicators 110</td>
</tr>
<tr>
<td></td>
<td>professional development courses 68</td>
</tr>
<tr>
<td></td>
<td>professional development presentation assignment 52, 53</td>
</tr>
<tr>
<td></td>
<td>professional technical communicator 303</td>
</tr>
<tr>
<td></td>
<td>professional workplaces 300</td>
</tr>
<tr>
<td></td>
<td>professional writing 107, 111, 223</td>
</tr>
<tr>
<td></td>
<td>professional writing instruction 119</td>
</tr>
<tr>
<td></td>
<td>professional writing programs 126</td>
</tr>
<tr>
<td></td>
<td>project management experience 121</td>
</tr>
<tr>
<td></td>
<td>proprietary software 279, 282, 289</td>
</tr>
<tr>
<td></td>
<td>psychological sense of community (PSC) 89, 94</td>
</tr>
<tr>
<td></td>
<td>psychological sense of community concept 88</td>
</tr>
<tr>
<td></td>
<td>public writing 36</td>
</tr>
<tr>
<td></td>
<td>pure-text MOOs 134, 141</td>
</tr>
<tr>
<td>Q</td>
<td>quantitative analysis 215</td>
</tr>
<tr>
<td>R</td>
<td>rapid feedback 79</td>
</tr>
<tr>
<td></td>
<td>rapid release rate 289</td>
</tr>
<tr>
<td></td>
<td>real-world activities 181</td>
</tr>
<tr>
<td></td>
<td>“real-world” competencies 41</td>
</tr>
<tr>
<td></td>
<td>“real-world” dynamics 41</td>
</tr>
<tr>
<td></td>
<td>real-world project-based approach 122</td>
</tr>
<tr>
<td></td>
<td>reason for wars 110</td>
</tr>
<tr>
<td></td>
<td>REHS Boiler Plate 54</td>
</tr>
<tr>
<td></td>
<td>required composition course 25</td>
</tr>
<tr>
<td></td>
<td>reverse compiler 184</td>
</tr>
<tr>
<td></td>
<td>reverse engineering 184, 193</td>
</tr>
<tr>
<td></td>
<td>rhetoric 26</td>
</tr>
<tr>
<td></td>
<td>rhetorical invention 304</td>
</tr>
<tr>
<td></td>
<td>rhetorical knowledge 30</td>
</tr>
<tr>
<td></td>
<td>rhetorical power 118</td>
</tr>
<tr>
<td></td>
<td>role cards 183, 185</td>
</tr>
<tr>
<td></td>
<td>Rutgers Environmental Health and Safety (REHS) 48</td>
</tr>
</tbody>
</table>

| S  | Sega 196                  |
|    | self-tests 172            |
|    | sense of community 89     |
|    | sense of community index (SCI) 89 |
|    | sentence length 6         |
|    | service-learning 116, 122 |
|    | service-learning pedagogy 116, 117 |
|    | seven good teaching principles 160 |
|    | seven-day class 78        |
|    | shared emotional connection 95 |
|    | SIM-software 181          |
|    | simulated organization 40, 41, 47 |
|    | simulation activities 180 |
|    | social construction 110   |
|    | social construction of knowledge 72 |
|    | social interaction 71, 72 |
|    | social presence 71        |
|    | social support systems 267 |
|    | Society of Technical Communicators (STC) 109 |
software licensing fee 184
source code 184, 281
spatial metaphors 25
spatial politics 112
state of MOO 136
state of the art 211
statistical variation 4
student assessment 183
student satisfaction 72
student-centered approach 72
student-centered learning 160
“successful copying” 300
supplemental Web-based course 162
sustained dialogue 221
synchronous communication 71
synchronous communication environment 233
synchronous/asynchronous dichotomy 137

task-oriented activities 269
teacher assessment 183
teacher feedback 68
teaching communication 46
teaching methods 159
teaching of writing 27
teaching scenarios 159
team writing 194
technical communication 26, 30, 90, 306, 308
technical communication classroom 88
technical communication instruction 35
technical communication instructors 25
technical communication students 302
technical communicators 300
technical documentation 121
technical writers 299
technical writing 25, 107
technical writing course 108
technological digression 133
technological literacy 250
technology trends 294
telecommuting 261
telemanagement 266, 267
telework 261

Telework America 262
telework arrangement 264, 267
telnet-type client 141
text identity 242
text MOOs 134
text-based communication 47, 71
text-based MOOs 134
text-based multimedia environments 130
text-based virtual environments 131
textual analysis computing tools (TACT) 15
traditional composition pedagogies 299
traditional F2F learning environment 234
traditional paradigm 43
trouble shooting 47
tutors’ comments 222

U
U.S. Copyright Act 310
U.S. intellectual property laws 310

V
valuable collaborative environment 130
values-based learning 47
verbal abuse 71
virtual community 139
virtual environment 147
virtual learning environment 130
virtual networks 107
virtual teams/organizations 41
visual design principles 25
visual design theory 34

W
Web server 279
Web writing assignments 34, 24
Web-based communications 119
Web-based course 157, 160, 177
Web-based education 121
Web-based environment 177
Web-based information economy 107, 119
Web-based learning 177
Web-based “paper” 302
Web-based presentation 302
Web-based software 160
Web-based technologies 157, 158
Web-based tools 157, 174
Web-managed teaching 157, 159
webbed MOOs 134
WebCT 163
website design 24
website developers 25
website development 25
website publishing 69
word occurrence 6
word processing 280
“work-for-hire” 310
“work-for-hire” standards 308
workplace communication 262
workplace communication competencies 44
workplace writing practices 299
World Wide Web 108
writing classrooms 27, 180
writing program administrators (WPA-L) 90
written communication 41, 43, 181

Y

Yahoo! groups 74