Index

A
access rights 32
accessibility 143
activism 231
AddMIT Sloan 198
affiliational networks 162
Americans with Disabilities Act 18
anonymous communications 22
Association of South East Asian Nations 12
asynchronous communication 74

digital communication infrastructure 1
digital generation 148
disabilities 147
disaster response 96
distance education 61
diversified population 4, 11
downloading music 145

B
bulletin boards 184
business model 149

C
church community 172
competitive forces 22
computer games 136
computer supported cooperative work
9, 22
computer-based information 65
computing technologies 2
cooperation 77
cyberspace 2, 168

data warehousing 16
demand for goods 23
desktop conferencing 83
electronic data interchange 16
electronic mail 16
electronic meeting room 22
electronic networks 7, 166
electronic payments 33
electronic networks 7, 166
emergent changes 211
ethnicity 161

D
gender 161
geographical barriers 154
geographically distributed teams 5
global economics 4, 10
governmental processes 26
grass-roots political movements 158
group culture 77
groupware 16

H
health-care professionals 45
human behavior 33
human resource 191
human resource managers 66

I
information literacy 14
information overload 65
information providing 46
information security professionals 177
information seeking 46
informed citizens 154
integration 87
interaction 1, 77
interconnection 63
International Correspondence Schools 61
International Telecommunication Union 32
Internet Relay Chat 6, 106
Internet security 32
Interorganizational information systems 15
interorganizational relationships 95
investments 133
IRC poker 109

J
Jason project 63

K
knowledge 56
knowledge workers 129

L
leisure activities 141

listservs 2

M
Metropolitan Museum of Art in New York 28
monetary exchange 33
Moore's Law 61
motivation 77
multi-tasking 83
multi-user domains 227
multimedia applications 16

N
NAFTA 12
Napster 145
Napsterization 2
National Computer Board 13
networking 159
newsgroups 2, 160
nonprofit agencies 94

O
office assistants 132
on-line application process 192, 212
on-line bookstore 143
online brokerages 133
online cues 121
online education 64
on-line gaming 144
online music 146
online players 121
online recreation 124
online teaching 66
opportunistic changes 211
organ transplant recipients 220

P
participation 77
patterns of usage 193
physiological impacts 14
planned changes 211
policies 126
political action 153
political issue 163
political participation 154
politics 4
privacy 1

R
recreational opportunities 124
remote team work 87

S
shared workspace 87
social capital 175
social capital theory 182
social community 166, 167
social engineering 56
social environment 41
social implications 221
social network 167
socialization 44
structure 172
synchronous communications 21

T
teaching skills 66
team development 191
tele-democracy 9, 24
tele-diagnosis 30
tele-education 9
tele-marketing 9
tele-medicine 9, 24
telecommunications 40
Telecommute America '97 17
telecommuting 17
teleconferencing 9
teleworking 17
textual messages 113
trading partners 12
transformation of structures 234

trust 88

U
uncertainty 46
United Nations 16
US National Information Infrastructure Initiative 13

V
videoconferencing 16
violent cyber-games 141
virtual communities 166, 168
virtual community members 184
virtual group 44, 168
virtual leisure 6
virtual museum 24
virtual office 137
virtual society 4
virtual support group 226
virtual teams 19
virtual teams 5
virtual universities 68
virtual workplace 4
virtuality 170
virtually collocated work 74

W
Web links 95, 99
web-based application 191
Western Governors University 62
workplace 2000 13
workplace monitoring 135

Y
Yahoo! 106