## Index

### A
- adaptive opponent strategies 150
- agent-based simulations 150
- antisocial behavior 180
- application programmer interface (APIs) 9, 45, 168, 169, 171

### B
- Boulder Valley Internet Project (BVIP) 220
- Boulder Valley School District (BVSD) 220
- brokerage network 219, 221
- BSVD classrooms 220
- BSVD network 220

### C
- CD-ROMs 208
- CEFE Network 228
- clinical training 132, 133, 134, 135
- cohesion network 219, 225
- collaborative learning 200
- collaborative technologies 182
- communication of cooperation 185
- community members 240
- community networks 236
- community of practice 235
- competency-based economies 228
- competitive advantage 218
- constructivism 200
- contextual enquiry 269
- contingent improvisation 218, 219, 227
- control crisis 17, 18, 19, 20, 23, 24, 29
- cooperative behavior 182, 184, 185
- cooperative norms 185
- creative destruction 24
- creative prowess 179
- cultural difference 179
- cultural diversity 179
- Cultural Studies Perspective 269
- CUSENT 89–101

### D
- database 193
- data smushing 44
- De-marginalization 247
- de-marginalized context 241
- dense closed networks 218
- design principles 276
- developing country 222
- didactic Principles 276
- didactics 274
- diffusion of innovation 218, 219
- diffusion of technology 220
- digital library 21, 120, 128
- direct-manipulation 270
- disinhibition 178
- distance education 188
- distributed communities of practice (DCoPs) 267, 268, 270
Index

E
e-commerce 223, 225
electronic tourism market 163
Ethno-Narrative Perspective 269
evolutionary games 150
evolutionary game theory (EGT) 150
explicit knowledge 77, 80, 122, 123
external linkages (brokerage networks) 221
external stakeholder 223

F
flaming 177
formal learning 3
Formation of Enterprise (CEFE) Network 228
friend of a friend (FOAF) 3, 4, 6, 9, 10, 11, 43, 44, 47, 51, 52, 55, 284

G
geographic information systems (GIS) 220, 221, 222, 223
GKN OLC 268
GKN prototype 268
global knowledge management 160
global village 244
Governance Knowledge Network (GKN) 268
growthroots support 221

H
higher education 201
human-computer interaction 267
human GRID 18

I
identity theft 178
ILMS 225
Indian Ministry of Environment and Forests (MoEF) 220, 221
informal learning 1, 2
information systems failure 217
information technology intervention 221
innovation culture 104, 107, 109, 110, 111, 113, 114
integrated library management system (ILMS) 225
internal competencies 219
interpersonal support 182
IRC 226

J
Jena 168

K
killer applications 161
KM process 171
KM systems 171
knowledge-building community 241
knowledge acquisition 77, 78, 79, 83, 84, 86, 133, 174
knowledge coding 82, 84, 86
knowledge creation 268, 270
knowledge management 161
knowledge mining 82, 86
knowledge networking 234, 247
knowledge transfer 3, 77, 82, 86, 104, 233

L
learning organizations 235
learning outcomes 202
Learning Resource Centers (LRCs) 225
local adaptation 227
local community group 219
local context 220
local contingency 223
low signal-to-noise ratio 178

M
Malware 178
managing conflict 181
mobile social capital 219
model of best practice 224
multimedia presentations 194

N
National Science Foundation (NSF) 220
netiquette 180
network analysis 218
network closure 219
network linkages 220, 223
Non-Anonymity 187
non-government organisations (NGOs) 220, 227, 228
Norms 180
novice users 180, 181

O
online behavior 179, 181
online learning communities 267, 268, 269, 270, 272, 276
online learning community 177, 178, 179, 181, 185, 186, 188
ontology hierarchy 250
ontology languages 250
OWL 43, 44, 45, 56, 93, 161, 166, 167, 169, 171, 174, 175, 176, 251, 252, 253, 254, 255, 256, 257, 263, 264, 265, 280, 289, 292, 302, 308

P
participatory citizen science 21
participatory design 267, 270, 272
participatory design model 220
pedagogy 194
peer-to-peer linkages (cohesive networks) 221
personal computers 197
personal knowledge management 76–88
player reasoning 153
primitives 251
project management perspective 217

R
reasoning algorithm 153
regional groupings 219
relative advantage (attribute of innovation) 218
resource description framework (RDF) 3, 5, 6, 9, 15, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 161, 162, 163, 166, 168, 169, 171, 172, 173, 174, 175, 176, 251, 252, 253, 255, 257, 265, 283, 284, 285, 288, 289, 294, 296, 297, 302, 304, 308

S
"sustainability failure" 218
safety (cohesive) networks 219
safety drivers 219, 221
scaffolded knowledge integration (SKI) framework 237
screenagers 26
semantically-interlinked online communities (SIOC) 4, 11, 44, 45, 46, 50, 51, 53, 55, 283, 284
semantic information 250
semantic integration 173
Semantic Web 161, 250
smusher 44, 52, 54
sociability principles 276
social capital 189
social network analysis 218
social networks 150, 151
social network type 152
social norms 180, 181, 182, 187, 189
sociotechnical approach
267, 268, 271, 274, 276
sociotechnical perspective 269
spam 178, 179
SPARQL 45, 48, 49, 50, 51, 52, 55, 56, 285, 302
Stakeholder Assessment Model (SAM) 228
stakeholder engagement 34
stakeholder networks 229
stationary social capital 219
structural holes 218
support (brokerage) networks 225
support infrastructure 225
support network 219, 223
sustainability reporting 31, 32, 33, 34, 36, 37, 38, 39, 40, 41, 294, 296, 307

T
tacit knowledge 76, 77, 79, 80, 82, 85, 86, 117, 122
tailored reporting 36
technical opportunities 179
technology diffusion program 220, 221
technology trends 189
telecommunications channel 221
trainer-of-trainers model 220
trialability (attribute of innovation) 218
Index

**U**
U.S. Agency for International Development (USAID) 221
uniform resource identifier (URI) 47, 50, 51, 52, 54, 251, 252, 265, 297
user-centered design 177, 184, 185, 186, 187, 267, 269, 271
user-centered design principles 267, 271
user-centered online learning communities 267, 272
user needs 186
user requirements 186

**V**
VEEM (Victorian E-Commerce Early Movers) 223
virtual communities 193, 236, 247
virtualization 236, 248

**W**
weakened defenses to emotional hurt 179
Web-based Integrated Science Environment (WISE) 237

**X**
XSLT stylesheet 45, 52