

# Index

3D virtual world 218

## A

academic literacy 36  
 Actor Network Theory (ANT) 15, 18  
 analogue 29-35, 133-135, 137-139, 143, 145  
 anime 233  
 anonymity 3, 6-10, 12, 42, 47, 97, 99-100, 123, 125, 142, 234-235, 260-261  
 archivalization 85  
 Archive of Our Own (AO3) 245  
 Artificial Intelligence (AI) 193  
 asynchronous 21, 142, 227, 231  
 authentication 5-7, 9, 182, 228  
 avatar 59, 78, 84-85, 87, 155, 166, 192, 207, 210, 212-221, 224  
 awareness 1, 5, 7, 9, 21-22, 44, 59, 70, 72, 77, 128, 159, 164, 166, 168, 171-172, 182, 236, 239

## B

bereavement 76-78, 80, 86-90  
 blended learning 31, 181  
 body codes 154

## C

Carsi 258, 263  
 Center of IT Applied to Education (NIED) 61  
 citationality 126, 132  
 cognitive resonance 14, 20-21, 23-25, 27  
 collective agency 39-40, 48-51, 57  
 co-location 227, 231  
 commodity codes 155  
 communities of practice (CoP) 225  
 community membership 6, 106  
 computer mediated communication (CMC) 41, 157, 196

conflict 155, 180, 206, 250  
 connectivism 178, 189  
 constructionism 15, 27, 119-121, 132  
 contextual bond 187  
 contextualization 60  
 cooperative relationship 58-59, 62-63, 66-68, 71, 73  
 co-presence 21, 203, 227, 231  
 co-regulation 49-51, 57  
 cultural-dramaturgical (CD) 22  
 cultural identity 12, 75, 84, 142  
 cultural memory 82-84  
 cyberplace 9  
 cyberspace 2-4, 6-11, 13, 25, 53, 55, 63, 101, 147, 203, 252, 254, 260-261, 273-274  
 cyborg 29-30, 33-36

## D

de-contextualization 17, 60-61, 66-68, 71  
 Defriend 248-249  
 design pattern approach 149-150  
 digital death 75-77, 84-85, 87, 89-90  
 digital heritage 77, 84, 87, 89-90  
 digital information and communication technology (DICT) 59  
 digital library 161, 164-165, 173-174  
 digital lives 84-85, 89  
 digital remains 77, 88  
 digital sharing 81, 90  
 discourse 16-17, 21, 26, 30-31, 53-54, 88, 118-119, 122-124, 126-130, 132, 151  
 discursive interaction 18  
 Discussion Forum 63, 67, 69-70, 220, 232  
 disinhibition effect 142, 147  
 Doom 192-193  
 dramaturgical strategy 28  
 Dreamwidth (DW) 248

## **E**

educational framework 225-226, 231  
education community 211, 220-221  
e-learning 7, 11, 15, 26-27, 35-36, 102, 159-174,  
189, 205, 222, 232  
epistemic fluency 24-26, 28  
eponymity 3, 6-10  
expressivity 139

## **F**

Facebook 14, 37, 41-42, 44-45, 48, 53-55, 76-77,  
81, 83-85, 88-89, 91, 97, 99-100, 103, 107,  
109-113, 117, 167-169, 172, 174, 182-184,  
214, 216, 220, 226, 228  
fanatic 260  
fanwork 254  
Flash 125  
Flickr 84, 145  
follower 102, 109, 116  
football 256-262, 266, 268-270, 272-274  
force 21, 48, 50, 57, 80, 120, 122-123, 150, 153-  
154, 243  
fresher 116  
Future of Identity in the Information Society (FI-  
DIS) 106

## **G**

Genç Fenerbahceliler (Genc FB) 258  
Google Apps 182  
Google Video 261  
graphic novel 233

## **H**

Higher Education Institution (HEI) 176, 178-183,  
185-188, 212  
hybrid 29-30, 33-36, 133, 143-144, 147, 192, 200-  
201, 203, 207  
hybrid representation 192, 200-201, 203

## **I**

identity formation 10, 14-16, 37, 40, 161-166, 169,  
171-173, 203  
identity management 1, 11, 147, 188  
identity play 76-77, 142-143, 223  
identity reformation 159-164, 166, 169-172  
inscription 127-130, 132

instant messaging (IM) 43, 181  
Institute of Computer Science (IC) 61  
inworld 212-215, 218-220, 224  
island 119, 212-214, 224  
laptop 31-32, 161, 168, 197

## **L**

learning trajectory 106, 162  
liminality 36, 101  
LiveJournal (LJ) 248  
lurker 158

## **M**

manga 233  
masculinity 119, 122, 132  
mediated memory 82, 88, 90  
Memex 83  
Metaverse 222  
microblogging 31, 92, 100-102  
morphologising 121  
MSN 264  
multimodality 33, 36  
multi-user 155, 222-223  
MyLifeBits 83, 89  
MySpace 14, 77, 90, 108, 117, 145, 249

## **N**

negotiated experience 106  
networked living 216  
network knowledge 178  
newbies 155, 218, 224  
nexus of multi-membership 106  
non-verbal behavior 142  
nonymity 3, 6-7, 9-10

## **O**

online community 1-2, 4-5, 14-15, 78, 81, 252, 261  
online disinhibition effect 142, 147  
online gaming 36, 192-193  
online identity 1, 3, 106, 141-142, 160-161, 172,  
177-178, 183, 187, 219, 235, 256, 266  
online media fan (OMF) 233  
online presence 7, 10, 105, 113, 115, 117, 177, 179,  
186-187  
open and distance learning (ODL) 227  
Open Sim 222  
Open University (OU) 210

## P

pedagogical 93, 192-198, 200, 202-207, 223  
 peer learning 178  
 performativity 118, 120-121, 126, 132  
 peripheral participation 26, 157-158, 161, 174, 226-227, 232  
 persona 44, 85, 87, 106, 114, 116, 142, 169, 187, 194, 206, 219, 246, 253  
 Personal Agency-Dramaturgical (PaD) 19  
 personal learning environments (PLE) 176  
 plagiarism 31-32, 34-35  
 political-dramaturgical (PD) 21  
 polynymity 3, 6, 8-10  
 postfeminist 120  
 posthuman 29-30, 32-36  
 posthumanism 33, 36  
 postmodernist 16  
 poststructuralism 119  
 proxy agency 48-51, 57  
 pseudonymity 3, 6, 8-10, 235

## R

re-contextualization 60-61, 64, 66-68, 71-72  
 reflection 6, 15-16, 23, 60, 108, 115, 152, 156, 159-160, 167, 169, 172, 177, 183, 213  
 relational dialogue 16, 18, 25, 28  
 research-action 61  
 resolution 50, 67, 79, 156, 162  
 re-tweet 96, 102-103  
 RSS 180

## S

SAPO 176-177, 180-185, 187-191  
 SecondLife 35, 78-79, 86-89, 99, 150, 155, 161, 166, 170, 192-193, 210-220, 222-224  
 self-enhancement 259  
 self-presentation 1, 3, 6, 8, 10, 27, 44, 53, 56, 143, 156, 167  
 self-regulated learning (SRL) 49  
 sexological 124  
 sexuality 67, 118-119, 122-125, 127-132, 206, 236  
 shared cognition 49-50, 57  
 situated identity 159, 163-166  
 situated practice 163-166  
 SMS 92-93  
 social constructionism 119-120, 132  
 Social Media Augmented Self-Disclosure Hypothesis (SMASH) 41-42  
 social network sites (SNSs) 37-39, 41, 44, 52, 57, 88, 110, 252

social norm 87, 134, 151, 154-155, 161, 167, 169-170, 196, 200, 220, 254  
 social reputation 91-92, 94-95, 98-101  
 sociocultural 46-48, 58-59, 68, 160-162, 167, 170, 210-213, 220-221, 224  
 soft skills 185, 190  
 spiral of transformation 58, 71-73  
 sport 257-258, 260, 262, 266, 272-274  
 StayFriends 99, 103  
 stereotypes 124, 160, 169, 196, 200  
 strong digital identity 58-59, 62, 64, 67-68, 70-73  
 structural-dramaturgical (SD) 22  
 synchronous 21, 142, 165, 227, 231  
 systemic change 180

## T

technical-dramaturgical (TD) 20  
 TelEduc 58, 61-64, 66-67, 73  
 TinyURL 95  
 Tomb Raider 192-193  
 Twitter 14, 90-97, 99-103, 107, 109, 182-184, 248

## U

UltrAslan 256, 258  
 variation 172, 210

## V

verbal language 154  
 virtual environment 58-64, 66-73, 224  
 virtual learning environment (VLE) 226  
 virtually together 60  
 virtual world 7, 11, 71, 76, 78, 99, 166-167, 170, 172, 175, 210-212, 214-224

## W

weak digital identity 58, 62, 68, 73  
 Web 2.0 30-31, 39, 55, 92, 102-103, 123, 176-178, 180-181, 185-190, 228-229, 232, 261  
 Web of Identity (WoI) 14-15, 18, 20  
 wiki 180, 185, 191, 234, 249, 254-255  
 World of Warcraft 100

## X

XING 91, 99, 103

## Y

Yahoo Messenger 192-193