

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

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
- e-learning 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 233, 234, 235, 236
- 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
- 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 112, 113, 114, 115, 116, 117, 118, 120, 121, 122, 123, 124, 128, 129, 131, 132, 133, 134, 182, 183, 187, 188, 198, 199, 201, 204, 206, 207, 208, 210, 211, 212, 213, 215, 216, 217, 219, 220
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 Computing 112, 113, 114, 115, 116, 119, 120, 121, 124, 125, 129, 130, 131, 132, 134
 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

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