Virtual technologies : concepts, methodologies, tools and applications / Jerzy Kisielnicki, editor.
p. cm.
Summary: “This publication presents encompassing research of the concepts and realities involved in the field of virtual communities and technologies”--Provided by publisher.
Includes bibliographical references and index.
1. Information technology--Social aspects. 2. Information technology--Technological innovations. 3. Technology--Social aspects. 4. Virtual computer systems. 5. Kisielnicki, Jerzy.
HM851.V583 2008
302.23'101--dc22
2008007839

British Cataloguing in Publication Data
A Cataloguing in Publication record for this book is available from the British Library.
Related Content

Conceptual and Theoretical Foundations of Social Capital
www.igi-global.com/chapter/conceptual-theoretical-foundations-social-capital/29080?camid=4v1a

Visual Complexity Online and Its Impact on Children's Aesthetic Preferences and Learning Motivation
www.igi-global.com/article/visual-complexity-online-and-its-impact-on-childrens-aesthetic-preferences-and-learning-motivation/214989?camid=4v1a

Internet Past Tense: Trolls, Sock-Puppets, and Good Joes in the Sandbox Newsgroup
Joe Essid (2014). Identity and Leadership in Virtual Communities: Establishing Credibility and Influence (pp. 188-205).
www.igi-global.com/chapter/internet-past-tense/97612?camid=4v1a

The Role of Mechanics in Gamification: An Interdisciplinary Perspective
www.igi-global.com/article/the-role-of-mechanics-in-gamification/228944?camid=4v1a