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Building [Virtual] Communities

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Building Communities

Anita S. Coleman, University of Arizona
Tucson, AZ, USA

Leadership Development, ASIS&T 2005 Annual Conference,
30 October, Charlotte, North Carolina

* Social software



* Open Access Archives (digital repositories)

* Sustainable information behaviors

Questions anytime



slash



AZASIS&t

Arizona Chapter
American Society for
Information Science
and Technology

SIRLS, University of Arizona



TUCSON



- ★ Sonoran Desert
 - ★ Saguaro Cactus
- ★ Ring of Mountains
 - ★ Catalina Foothills
 - ★ Santa Rita
 - ★ Tucson Mountains
- ★ Incredible diversity

University of Arizona - Tucson

UA was founded in 1885



SIRLS - key dates

1956 - undergrad

1969 - Grad. Library School

1996, SIRLS

SIRLS & AZ ASIST

* SIRLS

- * Academic unit in College of Social & Behavioral Sciences
- * Pioneer in distance learning; Few on-campus students and lots of distance students; ALA Accreditation challenges; Knowledge River being started
- * AZ ASIS&T chapter chair - 2002 - Princess

SIRLS Virtual Community Building



- An experiment
- Three pieces of software
 - use mod wiki
 - MkrDoc
 - Slashcode

IS/IT Activity:

Online communities

WikiEssence

- * Fast retrieval & change of webpages
- * Simple markups for formatting instead of HTML
- * Recent Changes

- Content is basically ego-less and time-less
(it's not considered important who wrote it & when it was written)
- * Anyone in the world can change anything

Source: Elements of Wiki Essence

<http://c2.com/cgi/wiki?ElementsOfWikiEssence>



- ★ Turning **constraints** into **resources**
 - ★ Enable a community space for learning about ICTs by creating and maintaining an ICTs tutorial wiki (dynamic knowledgebase)
 - ★ Change attitudes towards IT, foster skills and knowledge - document markup & web publishing
 - ★ Engage creativity - PIMs - Public & Individual Motivators



Content Management Systems

- Create and Publish to the WWW
- Use Dublin Core metadata
- Comply with accessibility standards
- Easy to implement
- Software was offered free (now its a GNU license)
- Community of Testers

[Getting Started](#)
[Latest Headlines](#)

Reviewing the [AZ Chapter ASIST](#) Spring 2002
 Agenda for first meeting
 Major goal: Increase the amount of Information Science/Information Technology activities available to [LA](#) SIRLS students
 Brainstorm and Select Ideas:

1. Establish SIRLS [LA](#) ASIST student chapter
2. Create & maintain one student+chapter website instead of the ugly one we have now -()
3. Visit other local ACM SIGIR, SIGCHI chapters
4. Form an Information Architecture club, have a Tucson IA cocktail hour
5. SIRLS virtual electronic community building (research various web content management and electronic building tools; introduce them to the electronic space I've set up using the Wiki; and then to browser and reader tools like [ConSour](#) and software like [MkBlog](#), [Weblogger](#), etc.)
6. Get experience with Linux, MySQL, and PHP. (Consider setting up another Apache, Linux, MySQL server for student use only)

Andy's Interesting Resumes (to check out!)

1. [ACM Education Directory](#)
2. [Help is @ Hand](#) web site - [Community Programmes](#) Team of [BECTa](#). This site has been well received by

[BECTa](#) - and to build back a better world for the UK. [Community Programmes](#) - Information Skills Research?

- [AZ Chapter ASIST](#)

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Slashdot

News for Nerds. Stuff that matters.



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FTP

Games: Grand Theft Auto Retrospective

Posted by [CindyTaco](#) on Thursday October 27, @10:39PM

from the [garraaanga](#) dept.

[Jackey](#) writes "In light of the release of *Grand Theft Auto: Liberty City Stories* for the PSP, TIGI has posted a retrospective around the GTA games. "Come take a trip through time, and see how a franchise went from a cult hit to a cultural phenomenon, set the tone for an entire generation, and made open-ended gameplay a buzzword of the early 21st century. It's a long, bumpy ride, but at the end, *Grand Theft Auto* stands tall as the game that changed everything." I remember playing the big, bad GTAs and just loving it. (Fear games)



[Read More...](#) | [45 of 58](#) comments | [games.slashdot.org](#)

Your Rights Online: Patents vs. Secrecy

Posted by [CowboyNeal](#) on Thursday October 27, @09:05PM

from the [need-to-know-kris](#) dept.

[gumpy](#) writes "New Scientist is reporting that the NSA appears to be having its patent applications increasingly blocked by the Pentagon. From this article, the fact that the Pentagon is classifying things that the NSA believes should be public is an indication of how much secrecy has crept into government over the past few years."



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article discussion edit this page history

Slashdot subculture

From Wikipedia, the free encyclopedia.

The **Slashdot subculture** is a style of juvenile, sarcasm, deliberately pedantic, intellectual arrogance and highly developed and artistic attempts to provoke outraged responses from their forum users, amuse them, or challenge their thinking on the popular Slashdot technology website. Many of these are older practitioners who originated in common slang culture, later migrating to Usenet and eventually Slashdot.

Contents [hide]

- 1 Slashdot user stereotypes
- 2 Slashdot articles
 - 2.1 RTFA
 - 2.2 Duplicate information and announcing
 - 2.3 Verbal assaults
 - 2.4 Trailing
 - 2.5 Moderation
- 3 Cynicism and other political themes
 - 3.1 Fear, Uncertainty, Doubt
 - 3.2 Tinfoil Hat
 - 3.3 We coming our know our CEO
 - 3.4 Intelligence
 - 3.5 What's the catch, case the fucker?
- 4 Formatting tips
 - 4.1 Tone and content
 - 4.2 Top culture references
- 5 Technical culture
 - 5.1 Beowulf cluster
 - 5.2 Technical horror
 - 5.3 404/403

About

- Main article
- History
- **Subculture**

People

- Anonymous Coward
- CmdrTaco
- CowboyNeal
- SunKatz

Other

- Slashdot affix
- SlashCode
- Slashdot trolling
- The Talk

Communities of the imagination

- Collaborative, Dynamic, Knowledgebase
- Mission-Accept (support)
 - Create ICT tutorials - commitments
 - No hierarchy - flaw as well as strength
 - Modeling + connecting
- Organization of Digital Information
- Calming technology
 - Sharing joys as well as frustrations

- Numbers varied + practitioners from Arizona and California
- Never online only; semi-virtual is a better term
- Mary Gorman, April Rice, Jenna Johnson, and Rick Fitzgerald (students then, graduates now); April Rice went on to study the East Coast Burning Man Folk newsgroup for her ISB class later that year (fall 02)

2002 accomplishments include:

- * Virtual community experiment
- * AZ ASIST web page; SCOOP, PHPBB
 - * <http://www.asis.org/chapters/azasis/index.html>
- * AZ ASIST electronic discussion list
- * Colloquia Speakers
 - * Topics: Information Architecture, Copyright (DMCA), Bias in Classification
- * dLIST - open access archive for the Information Sciences
 - <http://dlist.sir.arizona.edu/>

dLIST

dI-harvest

Self-archiving in dLIST

Option 1

Self archive in dLIST



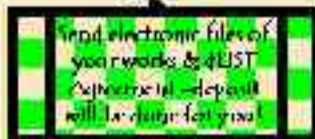
What is dLIST?
dLIST is an Open Access service -
Digital Library of Information
Science & Technology - it enables
scholars self archive

Option 2



What is dLIST?
dLIST is an Open Access service -
Digital Library of Information
Science & Technology - it enables
scholars self archive

What about copyright?
Actions in the copyright law are not as punitive as they once were. The authors are not as worried about copyright (patents)



What is the impact of self-archiving in dLIST?
Self archiving is the practice of depositing your papers into an OA repository where it ensures that your work is available to a global audience. It is done by self-archiving to Google, Google Scholar & OA-STER

What about copyright?
Actions in the copyright law are not as punitive as they once were. The authors are not as worried about copyright (patents)



<http://dlist@u.arizona.edu/>

Email: dlist@u.arizona.edu



<http://dharvest@u.arizona.edu/>

Burning Man



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IMAGE GALLERY

[The Man on TV in 310 days!](#)

BURNING MAN 2005
AUG 29 - SEPT 5, 2005
 Updated October 26, 2005



[WWW Live! Archive](#)
 Enjoy our listing of art installations and theme camps from Burning Man 2005, as well as the Art Theme and City Map



LATEST NEWS

Updated October 25, 2005

[Give Us Your Feedback](#)
The Burning Man Project wants your feedback on this year's event... good, bad or ugly.

[Hurricane Katrina Relief](#)
Burners respond to Katrina, how to get involved, and [reports from Biliki](#).

[Building Black Rock City](#)
Does the flux cap of 2005...

STAY CONNECTED

Updated September 15, 2005

[Regionals Network](#)
Whether you're in Ukiah or San Francisco, connect with your local Burning Man Regional meet!

[Year Round Calendar](#)
Year round Burner related events!

[ePlays FRB](#)
Missing your community? Connect with fellow Burners on the ePlays...

Barriers

- * Lack of Time - Common complaint (for not attending to something)
- * Lack of knowledge - less common - few people admit "I don't know"
- * Technology support
- * Have you been to the ASIS&T AM wiki or Blog? Have you been to dLIST?
 - * How do you participate?

References

- ◆ Article about wikis
 - ◆ Mattison, David. (2003) Quickwiki, Swiki, Twiki, Zwiki, and the Plone Wars: Wiki as a PIM and Collaborative Content Tool. *Searcher* 11 (4) April.
<http://www.infoday.com/searcher/apr03/mattison.shtml>
- ◆ Software we experimented with
 - ◆ *Use Mod Wiki*. <http://www.usemod.com/>
 - ◆ *Slashcode*. <http://www.slash.com/>
 - ◆ *MkDoc*. <http://www.mkdoc.org/>

- ◆ Synergistic activities (year begun in parentheses)
 - ◆ *ASC Online*. <http://radio.weblogs.com/0109575/> (2002)
 - ◆ Software: *Radio Userland*
 - ◆ *DLIST: Digital Library of Information Science & Technology*. <http://dlist.sir.arizona.edu/> (2002)
 - ◆ *DL-Harvest*. <http://dlharvest.sir.arizona.edu/> (2005)
 - ◆ Software: *Eprints* (dLIST); *PKP Harvester and Search* (modified).
 - ◆ *LIS Learning Showcase*. <http://rani.sir.arizona.edu/> (2001)
 - ◆ Software: *Movable Type*