Record Nr. UNINA9910449848003321 Building virtual communities: learning and change in cyberspace // **Titolo** edited by K. Ann Renninger, Wesley Shumar [[electronic resource]] Pubbl/distr/stampa Cambridge:,: Cambridge University Press,, 2002 **ISBN** 1-107-12018-7 1-280-42969-0 9786610429691 0-511-17729-1 0-511-04090-3 0-511-15826-2 0-511-30491-9 0-511-60637-0 0-511-05014-3 Descrizione fisica 1 online resource (xxxi, 380 pages) : digital, PDF file(s) Collana Learning in doing: social, cognitive and computational perspectives 004.67 Disciplina Electronic villages (Computer networks) Soggetti Internet - Social aspects Computer networks - Social aspects Lingua di pubblicazione Inglese **Formato** Materiale a stampa Livello bibliografico Monografia Title from publisher's bibliographic system (viewed on 05 Oct 2015). Note generali Nota di bibliografia Includes bibliographical references and index. Nota di contenuto Cover; Half-title; Series-title; Title; Copyright; Contents; List of Tables and Figures: Contributors: Series Foreword: Preface and Acknowledgments; Foreword; Introduction; Part One Types of Community; Part Two Structures and Community; Part Three Possibilities for Community; Afterword; Afterword; Index Sommario/riassunto Building Virtual Communities examines how learning and cognitive change are fostered by online communities. Contributors to this volume explore this question by drawing on their different theoretical backgrounds, methodologies, and personal experience with virtual communities. Each chapter discusses the different meanings of the terms community, learning, and change. Case studies are included for further clarification. Together, these chapters describe the building out of virtual communities in terms that are relevant to theorists, researchers, and practitioners. The chapters provide a basis for thinking about the dynamics of Internet community building. This includes consideration of the role of the self or individual as a participant in virtual community, and the design and refinement of technology as the conduit for extending and enhancing the possibilities of community building in cyberspace. Building Virtual Communities will interest educators, psychologists, sociologists, and researchers in human-computer interaction.