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Nota di contenuto	I: Designing and Developing On-Line Communities -- User-Centred Design Approach for a Community Website with Social Software -- What Would Jiminy Cricket Do? Lessons from the First Social Wearable -- Using Design Critique as Research to Link Sustainability and Interactive Technologies -- An Analysis of Involvement of HCI Experts

in Distributed Software Development: Practical Issues -- Modelling and Matching: A Methodology for ePlanning System Development to Address the Requirements of Multiple User Groups -- The Need for Technology to Support Creative Information Sharing Whilst Mobile: Identified Activities and Relationship Groups -- Aspects of Augmented Social Cognition: Social Information Foraging and Social Search -- First Design of a Ubiquitous System for Affective Bonding and Support with Family and Friends -- PixelWish: Collective Wish-Making and Social Cohesion -- Computing Social Networks for Information Sharing: A Case-Based Approach -- Presentation Desire of Digital Identity in Virtual Community -- Grand Challenges in Design Research for Human-Centered Design Informatics -- A Study on Content and Management Style of Corporate Blogs -- Chameleon-Based Deniable Authenticated Key Agreement Protocol Secure Against Forgery -- ConnectDots: Visualizing Social Network Interaction for Improved Social Decision Making -- Recognition of Affect Conveyed by Text Messaging in Online Communication -- Ranking Method for Mediators in Social Network -- The Relationship Between Social Presence and Group Identification Within Online Communities and Its Impact on the Success of Online Communities -- From Clicks to Touches: Enabling Face-to-Face Shared Social Interface on Multi-touch Tabletops -- Physical Representation Social Presence with Interactive Grass -- Artistic Data Visualization: Beyond Visual Analytics -- Social Puppets: Towards Modular Social Animation for Agents and Avatars -- A Cross-Cultural Study of Flow Experience in the IT Environment: The Beginning -- Cultural Institutions, Co-creativity and Communities of Interest -- A Study of Emotional and Rational Purchasing Behavior for Online Shopping -- A Trust-Based Reputation System in Peer-to-Peer Grid -- II: Knowledge, Collaboration, Learning and Local On-Line Communities -- The Social Implications of an Assisted Living Reminder System -- Disaster-Response Information Sharing System Based on Cellular Phone with GPS -- Tags for Citizens: Integrating Top-Down and Bottom-Up Classification in the Turin Municipality Website -- Tracing Conceptual and Geospatial Diffusion of Knowledge -- The Differences Between the Influences of Synchronous and Asynchronous Modes on Collaborative Learning Project of Industrial Design -- Self-Awareness in a Computer Supported Collaborative Learning Environment -- How to See the Beauty That Is Not There : The Aesthetic Element of Programming in the Computer- Based Media Art -- CNA2 – Communications and Community; Neighborhoods and Networks; Action and Analysis: Concepts and Methods for Community Technology Research -- Toward Machine Therapy: Parapraxis of Machine Design and Use -- Flow Experience of MUD Players: Investigating Multi-User Dimension Gamers from the USA -- Unveiling the Structure: Effects of Social Feedback on Communication Activity in Online Multiplayer Videogames -- Habitat Computing: Towards the Creation of Tech-Enabled Mexican Neighborhoods -- Fostering Knowledge Mode Conversion in New Product Development Environment -- Social Rewarding in Wiki Systems – Motivating the Community -- Integrating Digital Library Resources in Elementary School Classrooms – A Case Study of Social Study Instruction -- Managing Fairness: Reward Distribution in a Self-organized Online Game Player Community -- Mobile Social Software for the Developing World -- An E-Health Community of Practice: Online Communication in an E-Health Service Delivery Environment -- A Framework for Inter-organizational Collaboration Using Communication and Knowledge Management Tools -- A Mobile Portfolio to Support Communities of Practice in Science Education -- Sociability Design Guidelines for the Online Gaming Community: Role

Play and Reciprocity -- CINEspace: Interactive Access to Cultural Heritage While On-The-Move -- The Hidden Order of Wikipedia -- Major HCI Challenges for Open Source Software Adoption and Development -- Open Source Communities in China (Mainland): An Overview -- Cooperation and Competition Dynamics in an Online Game Community -- Rural Internet Centre (RIC) as Catalysts for Building Knowledge-Based Society -- The Case of Northern States of Malaysia -- SISN: A Toolkit for Augmenting Expertise Sharing Via Social Networks -- WikiTable: A New Tool for Collaborative Authoring and Data Management -- Towards Building a Math Discourse Community: Investigating Collaborative Information Behavior.

Sommario/riassunto

The 12th International Conference on Human-Computer Interaction, HCI International 2007, was held in Beijing, P.R. China, 22-27 July 2007, jointly with the Symposium on Human Interface (Japan) 2007, the 7th International Conference on Engineering Psychology and Cognitive Ergonomics, the 4th International Conference on Universal Access in Human-Computer Interaction, the 2nd International Conference on Virtual Reality, the 2nd International Conference on Usability and Internationalization, the 2nd International Conference on Online Communities and Social Computing, the 3rd International Conference on Augmented Cognition, and the 1st International Conference on Digital Human Modeling. A total of 3403 individuals from academia, research institutes, industry and governmental agencies from 76 countries submitted contributions, and 1681 papers, judged to be of high scientific quality, were included in the program. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume, edited by Douglas Schuler, contains papers in the thematic area of Online Communities and Social Computing, addressing the following major topics: • Designing and Developing On-line Communities • Knowledge, Collaboration, Learning and Local On-line Communities.
