

Reflection Notes for Workshop2

"Places" for Networking Communities (except Virtual Worlds)

"This workshop was much better organized than the first one. Presentation of slides went smoothly without unexpected interruptions. Most of the time participants remained focused on the subject of the workshop. The group presenting the material managed to keep the discussion purposeful."

"..., the discussion was interesting and, what is most important, focused on the topic of the workshop. ..., the level of knowledge that could be gained from the conversation was significantly higher than in the case of the first workshop."

--- Les Kosecki (current student of NC in our class)

First of all, the peers' reviews show that what we have presented satisfied our audiences, just like what we hoped before the presentation. All of our group members met together for the preparation and we made the agreements on all the details: such as the ppt slides, the flow of the presentation, the important issues that should be explained amply, the possible questions and most importantly 'to make sure everyone focus on the workshop content, not going too far'.

At the beginning, in the first part, the VC definition was given, and the PLACE concept as well. "Place is an environment that brings people together." Then 'Why Places?', because that "Give members somewhere comfortable to hang out", "Bring people together" and "Reinforce the purpose of the virtual community and match the needs of the target audience by setting up gathering places".

The second part is "People Are Talking". In this section, discussion was spread around this question: "How does a group of people become a community?" The answer is that people need some tools to 'form' the community. These tools are discussed in depth.

Types of networking tools (CMC)	
Synchronous	Asynchronous
Chat rooms / chat (including MIRC, ICQ and Yahoo Messenger or MSN)	Mail list / Email
Video Conference/ Broadcast	list servers
Virtual worlds	Message boards/Bulletin boards

The third part is "Mapping the Territory". "Need to organize and integrate members into the rest of the community". "The structure of the community has to be flexible and extensible to cater for the constant

demand for new gathering places". "Organize gathering places" was talk about. One important concept was offered to audiences to discuss --- "Taxonomy". It can be safely defined as "The classification of VC contents in an ordered system that indicates natural relationships" in the context. It looks like many audiences interested in it☺, which was what we want. Then, some other issues were mentioned: "Express the look of gathering places", "Provide a bird's-eye view" and "Offer a search function".

The last part is "Zoned for Growth" --- "Manage the growth by creating structures, policies, and feedback loops." Questions about 'why' & 'how' were discussed here.

This presentation was overall good but still with something could be improved. The serious one is that during the presentation, the discussion has not been archived properly; at least it is not completely. Although there is a system shortage: everyone can control the 'archive' function in the process. The presenters have the responsibility to make sure the presentation be archived properly.

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The presentation slides can be downloaded from our group portal.

The presentation archives can be downloaded from utsonline.

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