

USER GENERATED REFERENCE SITES

Newsgroups

Users discuss news

Eg reddit

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Virtual Worlds

A virtual world is an online community that takes the form of a computer-based simulated environment through which users can interact with one another and use and create objects

Eg SecondLife

Club Penguin

Virtual World

SecondLife

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General Features

- Users can edit and add content
- Hyperlinked pages
- Changes can be tracked
- Ratings can be given

Internet Forums

User discuss issues and problems

Eg Yahoo answers

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Wikis

A website or database developed collaboratively by a community of users, allowing any user to add and edit content.

Eg Wikipedia

What can you do in an online community?

- Each online community has different
- Functions- the reasons for the online community
 - Features- the things users can do in that community
 - Target audience - the types of people at which the online community is aimed.

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Discuss the impacts of the internet on the way knowledge is created

Information is accessible to everyone through ict so therefore people can communicate, collaborate and share ideas on a global scale.

Changes to the way knowledge is created (UGRS)

Information is accessible to everyone through ict
 People can communicate, collaborate and share ideas on a global scale
 Information is constantly updated
 Users rather than editors decide whats important
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VLE
 Aimed at students and teachers who want to learn together.
 The features
 they can access hwk and notes
 its lets teachers work collaboratively
 Functions...
 email
 file sharing
 instant messaging
 Feedback on hwk
 Teachers can check work for plagiarism
 personalisation
 interactive quizzes and questionnaires
 blog
 marking tools 4 teachers

Managing Individual Human Capital: Research Resources

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pros and cons of user generated reference sites

Pros

Users can provide opinions
 Hyperlinked pages
 Changes can be tracked
 Ratings can be given
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CONS

Information could be inaccurate, false or outdated
 Need an internet connection to access all the information
 Information on the web is changing, being updated many times
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online work spaces

places where businesses and individuals can communicate and work together
 instant chat
 Online Tools
 Online Applications
 Web Conferencing
 For example to learn together collaboratively, it share a work space in the world they are

public social networking

to share and build relationships with different groups
 Facebook allows you to share photos
 LinkedIn allows you to share your work
 MySpace allows you to share your music
 Twitter allows you to share your thoughts
 YouTube allows you to share your videos
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pros and cons of social networking

Pros:
 Easy to use
 Can connect with people
 Can share information
 Can be used for work
 Cons:
 Can be addictive
 Can be used for bad things
 Can be used for illegal things
 Can be used for cyberbullying
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Virtual communities
 Online spaces for people to interact and work together
 They can be used for work
 They can be used for bad things
 They can be used for illegal things
 They can be used for cyberbullying
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Managing Individual Human Capital: Research Resources



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Social Bookmarking site

These are for mainly students and
they can share urls and web

Virtual Worlds

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eg. Buildabearville

Club Penguin

Habbo Hotel

Minecraft

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Internet Forums



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What can you do in an online community?

Each online community has different

- Functions- the reasons for the online community**
- Features- the things users can do in that community**
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Pros

- Other peoples opinions
- Huge amount of infomation
- Infomation can be easily changed and kept up to date
- People from different parts of the world can collabarate

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CONS

- Content could be inaccurate, bias or just untrue**
- Need an internet connection to access all this information**
- disorganised as no one is incharge, may contain many errors**

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**Information is accessible to everyone through ICT
People can communicate, collaborate and share ideas on a global scale**

Information is constantly updated

Users rather than editors decide what's important

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