

Thursday 16 October 09:00hr

2A14	2A12	Auditorium 2	Auditorium 3 – 2A56	2A18	3A12	3A14	4A14	4A16	Auditorium 4 –4A60
Exchanging Places [papers]	Cyber Activism [papers]	Gender Online [papers]	Social Networking [papers]	Learning Spaces [papers]	China's Public Sphere [papers]	WIKIS [papers]	Digital Video [papers]	Community [papers]	Digital Art [papers]
Michele White <i>Working It: eBay's Community and Member's Labor</i>	Lauren Hall <i>The Complicated Spaces of Liberation, Freedom, and Cyberactivism</i>	Karen Brennan <i>Illusions of Ambiguity: Signaling Presence and Representation of Gender Identities on a Programmable Media Website for Young People</i>	Alexander Halavais <i>Do Dugg Diggers Digg Diligently?</i>	Jon Hoem <i>Spatial Web Publishing and Bricolage</i>	Elaine Yuan <i>Setting "Alternative Agenda"? - the use of Electronic Bulletin Boards in the virtual "Public Sphere" in China</i>	Timme Bisgaard Munk <i>Why Wikipedia: Self-efficacy, Self-recognition and the Lexical Impulse in a Knowledge-Political Battle for an Egalitarian Epistemology</i>	Jie Gu <i>The Negotiation between Dual Roles of New Media Audiences in Online Video-Sharing Sites</i>	Susanna Annese, Marta Traetta <i>Inside and Outside the Web: Blended Communities between participation and Identity</i>	Camille Paloque-Berges <i>Promoting interactive hypertext within net.artists' communities</i>
Helen Nofrina, Vani Viswanathan, PeiQi Chen, Thanomwong Poorisat, Benjamin H. Detenber <i>Why Some Websites are More Credible than Others:...</i>	Dan Mercea <i>'The Majority of Campaigns are run on the Internet': Forms, Frames and Participation in Environmental Movements</i>	Suchitra Patnaik <i>Public Domain, Private Spaces: A Study on Women Internet Users</i>	Marianne van den Boomen <i>E-Sociability Metaphors: From Virtual Community to Social Network and Beyond</i>	Shirley Williams <i>Developing Community via the RedGloo Learning Landscape</i>	Sharon Shaojung Wang <i>The Role and Function of Blogs in China's Social Transformation: The Battle between the Government and the Public</i>	Hichang Cho, MeiHui Chen <i>Knowledge-sharing Motivations of Contributors in Online Wiki Communities: An Integrated Framework of Theory of Planned Behaviour, Intrinsic and Extrinsic Motivations</i>	Eileen Luebcke <i>The Non-Exclusive Linkage of Culture in Video Conferences</i>	Ferruh Mutlu Binark, Günseli Bayraktutan-Sutcu, Fatma Buçakç <i>How Turkish Young People Utilize Internet Cafes?: The Results of Ethnographic Research in Ankara</i>	Lisa Wagner, Norma Pecora, Caitlin Malone, John Bowditch, Beth Novak <i>World Wide Webkinz(R): A comprehensive look at a digital phenomenon</i>
Ofer Nordheimer <i>Is eBay a Mercantile Business, MNC, Global Marketplace or Political Entity?</i>	Christie Stauning Andersen, Lotte Lund Larsen <i>When New Media Mobilize Grassroots – A Study of Young People's Use and Meaning of New Media in Mobilization...</i>	Dmitri Williams Mia Consalvo, Scott Caplan, Nick Yee <i>Women and Men at Play: Gender Differences in Motivations, Practices, and Intimate Relationships among MMO Players</i>	Andrew M Cox <i>The Role of Groups in Flickr</i>	Sian Bayne Jen Ross, Zoe Williamson <i>'This is their stuff': The role of social media in museum learning online</i>	Angus Cheong <i>Internet Use and Political Efficacy: A Time-series Analysis in Macao from 2003 to 2007</i>	Rut Jesus <i>Analyzing, Using and Evaluating New tools for Investigating Community, Cooperation and Disturbed Cognition in Wiki Articles</i>	Trine Bjorkmann Berry <i>Double Articulation: A Preliminary Virtual Ethnography of Videobloggers</i>	Jocelyn Elizabeth Williams <i>The place-Oriented Process of Sustainable Community Internet</i>	Lanfranco Aceti <i>The Virtual Places we Own: When Communities and Artists Occupy your Place without your Consent</i>
	Julie Uldam <i>Deliberation, Visibility and counter-publics in the online public sphere – an advocacy group's use of online spaces</i>	Julie Susan Dare <i>Rethinking Social Support in Women's Midlife Years: A Comparative Analysis of women's experiences of Social Support in Online Environments</i>	Andra Siibak <i>Visual self-Presentation on Social Networking Sites. Discrepancies Between the 'ought' and the 'real'</i>	Germaine Haleboua <i>Web 2.0 and Institutionalized Spaces: The Museum Community as Case Study</i>		Thanomwong Poorisat, PeiQi Chen, Helen Nofrina, Vani Viswanathan, Marko M Skoric <i>Why do we trust Wikis?..</i>		Elaine Lally <i>Mapping for change: online media for community development</i>	

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Youth [papers]	Navigating Gender [panel]	Multiplayer Gaming [papers]	Life on the Move: Social Network Sites and Online Communities [RoundTable]	e-Participation [papers]	Cultural Text [papers]	Virtual Worlds [papers]	Web 2.0: Rhetorics and Realities [panel]	Territorial Identities [papers]	Pornographies Online [panel]
Cedric Fluckiger <i>Teens and Weblogs Network. An Online Community Emerging from a Teenage Gang</i>	Holly Kruse <i>Gender and Interactive Media Environments: A case study</i>	Celia Pearce <i>Identity-as-Place: Trans-Ludic Identities in Mediated Play Communities—The Case of the Uru Diaspora</i>	Lewis Goodings - Chair <i>Loughborough University</i> Daniel Skog - Chair <i>Umeå University</i>	Junhao Hong <i>The Online Community and China's Foreign Policy-Making: a new emerging public force?</i>	Limor Shifman, Mike Thelwall <i>The World in a Grain of Sand: Virtual Memetics and Invisible Globalization in One Internet Joke</i>	Norberto Andrade <i>Virtual Worlds and Legal Pluralism - The Plurality of Normative Orders within the Virtual Realm</i>	Paul Emerson Teusner <i>Clergy vs Google & Technorati: Religious Authority in Web 2.0</i>	Philipp Budka <i>Indigenous Territories on the World Wide Web: How First Nation people in North Western Ontario Establish Social Networks and Communities Online</i>	Feona Attwood <i>Younger, Paler, Decidedly Less Straight: The New Porn Professionals</i>
Helen Lizzie Jackson <i>Adventure Rock and the BBC's Social Media Strategy for Children</i>	Denise N. Rall <i>Spinning around in a Martha Stewart World: Craft in the Age of the Internet</i>	Emily Hannan <i>Virtual Worlds: Forming Relationships Online and Offline within Gaming Communities</i>	Malene Larsen <i>Aalborg University</i> Nancy Baym <i>University of Kansas</i>	Shefali Virkar <i>Our Voices in Europe? Creating Online Virtual Spaces for Citizen Participation in European Issues</i>	Miriam Barnat <i>Communicative community building - reflexive discourse practices and community establishment</i>	Johnny Soraker <i>The Relative Value of Virtual Relationships: A Critique of Objective Measures of Quality of Life in Virtual Communities</i>	Rhiannon Bury <i>Work, Women and Web 2.0</i>	Randi Marselis <i>Migration Memories and the Web - A Case Study on Access and Cultural Citizenship</i>	Susanna Paasonen <i>It's for Free: The Economies of Amateur Porn</i>
Katrien van Cleemput <i>Authenticity and Subcultural Style in Adolescents' Self-presentation on Social Network Sites</i>	Marjorie Kibby <i>Not Sleeping with the Band: Female Fandom Online</i>	Luca Rossi <i>MMORPG Guilds as Online Communities: Power, Space and Time in Virtual Worlds</i>	Amanda Lenhart <i>Pew Internet & American Life Project</i>	Michael Keren <i>Opinion Leaders in Blogging Communities</i>	Renato Dias Baptista <i>The Inter Relations between Culture and the Internet</i>	Fern Delamere <i>Second Life as a 'Third Space': People with Disabilities and Communities of Practice</i>	Erika Pearson <i>When Image Matters: Visual Communication and Online Social Groups</i>	Honeycutt & Cunliffe <i>(Re)creating Welsh-Speaking Communities in Facebook: An Initial Investigation</i>	Clarissa Smith <i>Extreme Pornography: Policy and Practice</i>
Alexandra Klein, Stefan Iske <i>Lurkers as Second Class Members: the Dynamics of 'Matthew Effect' in the Internet use of Young People</i>	Sara Bocciardi Bassett <i>Performing Themselves: Women's Identity Strategies in Male-Typical Video Game Spaces</i>	Mia Consalvo, Timothy Dodd Alley, Nathan Dutton, Matthew Falk, Todd Harper, Adam Yulish, Howard Fisher <i>Hard Work meets its Reward: Procedural expression in MMOGs, Film, and TV</i>	Jan Schmidt <i>Hans-Bredow-Institute for Media Research</i>	Catherine Driscoll & Melissa Gregg <i>Now/utopia: the politics of online cultural studies</i>	Marika Lüders <i>Collaborative storytelling in Talhonia: exploring crucial constructs for use</i>		Thomas Nicolai, Lars Kirchhoff, Axel Bruns, Barry Saunders, Jason Wilson <i>Google Yourself! ...</i>		
			Raquel Recuero <i>Catholic University of Pelotas</i>						

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CMC [papers]	Gaming [papers]	Media New & Old [papers]	Rethinking Religion Online [panel]	Civil Society [papers]	Web 2.0 Blogging [papers]	Fan Community [papers]	The New Role of Digital Images and Photos Online [panel]	Online Sexual Relationships [papers]	Video Game Cultures, Innovation, and User Generated Content...
Michal Pregowski <i>Netiquette is not dead - how propagated values and personal patterns redefine our online identity</i>	Charlie Breindahl <i>Play to win or win to play: The material culture of gaming</i>	Leah Lievrouw <i>Mediation, New Media, and Communication Theory</i>	Mark D. Johns <i>"Voting 'Present': Religious Organizational Groups on Facebook.com</i>	Paul Nixon, Antje Grebner <i>The Changing Face and Space of Civil Society</i>	Trine Berry <i>Double Articulation: A Preliminary Virtual Ethnography of Videobloggers</i>	Andrea Baker <i>Mick or Keith: The Social Construction of Identity of Online Rock Fans</i>	A Cox <i>Novel Interactivity on Flickr</i>	Lori Kendall <i>The Pornification of Cute: An Analysis of cuteoverload.com</i>	Hector Postigo
Deen Freelon, Mitsuharu Watanabe, Laura Busch, Akira Kawabata <i>Good Faith in the Digital Age</i>	Neil Randall <i>Scenes of Play: The Board Game Online</i>	Niels Finnemann <i>The internet and the emergence of a new matrix of media. The co-evolution of "old" and "new" media</i>	Paul Emerson Teusner <i>Podcasting: Examining Communities and Religious Audiences</i>	Tobias Olsson <i>A Simple but yet Unanswered Question: Can Websites Help Civic Engagement and Participation?</i>	Margie Borschke <i>Participants or Parasites: How MP3 Bloggers use Duplication to Create and Communicate</i>	Natasha Whiteman <i>Communities in Crisis: The De/Stabilisation of Online Fan Cultures</i>	Edgar Gomez, Amparo Lasen, <i>Digital Photography and Picture Sharing: Redefining the Public/Private Divide</i>	Ann-Charlotte Palmgren <i>Today's outfit in Swedish Fashion Weblogs - An ethnographical study of the online body</i>	Julian Kucklich
Karsten Lundqvist <i>MeAggregator(TM)</i>	Frans Mäyrä <i>Play in the Mobile Internet: Towards Contextual Gaming</i>	Stine Lomborg <i>Rethinking cognition: towards a socio-cognitive approach to studying new media</i>	Heidi Campbell <i>Why Pastors/Rabbis /Imans Blog? Rethinking Religious Identity, Space and Authority in Online Conversational Communities</i>	Jakob Linna Jensen <i>Transformations of the Public Sphere in an Online World – Does the Internet Change Traditional ways of Political agenda-setting?</i>	Tiscar Lara, Mariluz Congosto <i>BarriBlog, a software tool for community blog-neighborhoods. A study of Spanish journalist personal blogs</i>	Trevor Harvey <i>Remixes, Cadavres, and Virtual Rock Bands: Forming Community through Musical Collaboration</i>	Larissa Hjorth <i>Re-imagining Mobility: A Conceptual Reflection Upon Gendered Mobile Media in the Asia-Pacific</i>	Chrystie Mykietiak <i>Spanking, Snogging, Shagging: The Role of Sex Talk in Online Communities</i>	Aphra Kerr
Y.Ariel & R. Avidar <i>Exploring Interactivity & Responsiveness Divergence</i>	Anders Tychsen <i>Analyzing media effects on communication in multi-player games</i>	Anne Dunn <i>Breaking the Mould: New Skills for New Journalists</i>	Mia Lovheim <i>Finding and Sharing Religion Online? New Questions and Challenges</i>	Red Bradley <i>Understanding the Role of Culture in Creating Effective Design Models: Making a Case for Collaborative Web Design for Native American Aborigines</i>	Thomas J. Johnson, Shannon L. Bichard, Weiwu Zhang <i>Communication Communities or "CyberGhettos?": A Path Analysis Model Examining Factors that Explain Selective Exposure to Blogs</i>	Helle Haastrup <i>Communicating Film Culture on the Internet - participatory Culture and Community Cross-Media</i>	Sigrid Jones <i>Playing with Flickr</i>	Avner Caspi <i>Self presentation and its perception in online dating websites</i>	Beth Coleman
Annette Markham, Elizabeth Buchanan, Charles Ess <i>The US Institutional Review Board and Online Research Ethics</i>			Respondant Knut Lundby				Soeren Moerk Petersen <i>What can a Photo do? Affect and Sensation in Moblogging</i>		Olli Sotamaa

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Web 2008: Digitalize Beijing Olympic Games [panel]	Online Communities: Authority, Information sharing and Power Construction [panel]	Google You, Google Me: The Cultural Politics of Internet Search [panel]	Science in Virtual World [panel]	Latin American Cyberculture and Cyber Communities [panel]	Beyond Place: Using Concepts and Methods of Practice Theory to Study Mediated Experience [panel]	Get in the Game: Innovations in Ethnographic Game Research [roundtable]	Participation, Rhetoric and Power: Control and the Charm of Transgression in the Relationship of Web 2.0 [panel]	Beyond Gaming: Social Uses of Multi-user Games [panel]	Imaginary and Materialities of the Mobile Internet [panel]
Jing Li <i>World Wide Window.Beijing2008.cn</i>	Nan Ke <i>Ethnic Online Community: Navigating Life for Chinese Sojourners in US? A Study of Chinese Students in US</i>	Ken Hillis <i>Interpreting Google's Global Index Through the Lens of 'Don't Be Evil'</i>	Ralph Schroeder, Eric Meyer <i>Second Science: e-Science in Second Life</i>	Thea Pitman <i>Tricontinentalism in Cyberspace</i>	Edgar Gomez Cruz <i>From Virtual Communities to co-Presence Practices: Some Theoretical Notes from the Field</i>	Nina Huntemann <i>Suffolk University</i>	Elfi Ettinger <i>Sustainable e-Recruiting Portals: How can we Motivate Career-long Applicant Participation?</i> Anders Fagerjord <i>Anders is Missing "is":</i>	Torill Elvira Mortensen <i>Volda University College</i>	Barbara Crow <i>Mobile Technologies: Spectrum, Non-Proprietary Software and Citizenship</i>
Xiapoeng Wang <i>The 'afterlife' of the Games: The Beijing Olympics in 'YouTube Users' eyes</i>	James E. Owens <i>Who Produces the Means of Democracy: Online Community and Deliberative Journalism</i>	Jillana Enteen <i>What Google.com Thinks: 'Googling' Gay and Thai Gay</i>	Jason Nolan <i>Who's Getting all the Fun: Locating Construction in Science Simulations in SL</i>	Tori Holmes <i>Between Projects and Everyday Practices: Local Content and 'Digital Inclusion' in Brazil</i>	Annette N. Markham <i>Methods for Studying Lived Experience with Technology: Revisiting the Past to Find New Path</i>	Mia Consalvo <i>Ohio University</i>	<i>Posting and Prescripts on Facebook</i> Christian Ulrik Andersen <i>Networking Vampires: Life in a Social</i>	Luca Rossi <i>University of Urbino</i>	Jan Hadlaw <i>The Values of Technological Time and Space: A Historical Comparison</i>
Tang Tang <i>E-Promotion: Marketing through the Beijing Olympics</i>	Gordon S. Carlson <i>Defining an Expert: Credentials and Barriers to Entry in Online Support Forums</i>	Michael Petit <i>Searching for Narrative, Making Thought Visible: The Case of AOL's Data Dump</i>	Joseph Clark <i>Virtual Calamities: Environmental Education in SL</i>	Claire Taylor <i>Re-Working the Lettered City: NGO Websites in Colombia</i>	Elisenda Ardevol, Adolfo Estalella <i>Constructing Localities: Blog Events and Situated Practices</i>	Matthew Payne <i>University of Texas at Austin</i>	<i>Network seen through a Game</i> Kim De Vries <i>Your Friend has just Tackled you. Bite, Lick or Tackle them Back or Click here to theorize about what all this means</i>	Kristine Jørgensen <i>University of Bergen</i>	Andrew Herman <i>The Movement-Space of Blackberry™ Capitalism</i>
Roger Cooper <i>The First Online Olympics: How Digital Technologies Influence Sports – Viewing Behaviour</i>			Jeremy Hunsinger <i>Constructing Science: Mapping the Range of Information and Interactivity in SciLands</i>		David Silver <i>Practice Theory and Pedagogy: Teaching Internet Studies</i>	Dimitri Williams <i>University of Southern California</i>	Mirko Tobias Schaefer <i>Participation Inside? User Activities Between Design and Appropriation</i>	René Glas <i>University of Amsterdam</i>	Michael Longford <i>The Place of 'Design' in Mobile Technologies</i>
							Bernhard Rieder, Marianne van den Boomen (Respondents)	Thiago Falcão	Kim Sawchuk <i>zexe.net: Mobile Phones and Diasporic Communities</i>

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Aud 4 – 4A60	2A12	2A14	Auditorium 3 – 2A56	2A18	3A12	3A14	4A14	4A16	Auditorium 2
Game(play) [panel]	Closed Open or In-between? The Politics, Economics and Pragmatics of Academic Publishing [roundtable]	CMC Interaction [papers]	Politics [papers]	Online Anonymity and Conflict [papers]	Where we Are [papers]	Learning Information [papers]	Sexuality [papers]	Science Business Networks [papers]	Four Approaches to Second Life as a Research Space [panel]
Nick Montfort <i>And the Ports have Names for the Sea: Reimagining games of the Atari VCS</i>	Axel Bruns	Mitsuharu M Watanabe, Deen Freelon, Takuya Nakaizumi, Noboru Sonehara <i>Distribution of Social Resources in a Community of Dialogue and Editing</i>	Lisbeth Klastrup <i>Web 2.0 politics - when does it work?</i>	Matthew Payne <i>Operation Photoshop: The Self-Censorship of Images on U.S. Army Web Logs</i>	James Danowski <i>Geographic Proximity as Predictor of Strong and Weak Ties in Online Communities</i>	Pat Parslow, Shirley Williams, Mike Evans, Karsten Øster Lundqvist, Rob Ashford, Edwin Porter-Daniels <i>e-Learning Communities and Spaces</i>	Brian King <i>Your Space or Mine? Language and Sexual Spatialisation Online</i>	Kate O’Riordan <i>Social networking and genome browsing: new communities of bioinformatics</i>	Mark Bell <i>Virtual Assisted Self Interviewing (VASI): An Expansion of Survey Data Collection Methods to the Virtual Worlds by Means of VDCI</i>
Shira Chess <i>Balancing on the Great Gender Platform (watching the video game sharks below)</i>	Lisa McLaughlin	Jonna Ahti <i>Conflict resolution in a Finland-Swedish chat-room</i>	Kevin Wang <i>Sense of Community and Political Mobilization in Virtual Communities: The Role of Dispositional and Situational Variables</i>	Sean Lawson <i>From Network Society to Network-Centric Warfare: Articulating Theories of Information-Age Warfare in the U.S. Military</i>	Gilson Schwartz <i>Digital and social mobility: the "Mobile City" experience in Brazil</i>	Susan Barnes <i>Social Networks and Online Learning</i>	Janne Bromseth <i>Queer intersections. Cyberqueer community between online and offline</i>	Yuwei Lin, Meik Poschen, Peter Halfpenny, Rob Procter <i>Research 2.0: Social Networking Sites for Scientists</i>	Sarah Robbins <i>Using a Faceted Classification Scheme to Predict the Future of Massive User Virtual Worlds</i>
Keith Massie <i>The Pla(tly)form of L337: Difference, Differance and Differ@nce in/through L337</i>	Colin Sparks	Shu-Fen Tseng <i>Does Sense of Community Still Matter in Web 2.0 Netware?</i>	Marcus Foth, Christine Satchell, Margot Brereton, Jaz Hee-jeong Choi <i>Internet Technology and Urban Sustainability</i>		Martin van der Linden <i>Tokyo, City of Network</i>	Monica Bulger <i>The Trouble with Information</i>	Dai Kojima <i>"Bitch, please!": Understanding identity, violence and participation in an online video blog community</i>	Eric T Meyer <i>Rethinking Research: The Social Implications of e-Research technologies</i>	Venkataramana Gajjala <i>Financial Markets in Second Life’s Economy</i>
Casey O’Donnell <i>Taking the NES’s PPU Bait: the birth and effects of the graphics processing unit</i>	Jason Wilson	Jesper Taekke <i>Organization in Space and Place</i>	Fernando Gonsalves, Camila Baretto, Karina Passos <i>Media activism networking in Brazil: the emergence of new sociabilities and forms of resistance in the internet</i>		Kjetil Sandvik <i>Mobile Based Tourism as Spatial Augmentation: When Tourists use the Mobile Internet to Navigate Physical Space</i>	Darren Hardy <i>Discovering Behavioural Patterns in Collective Authorship of Place-Based Information</i>	Mary Gray <i>From websites to drag at the Wal-Mart: Rethinking the boundaries of public space and the constitution of queer youth communities...</i>	Clifford Tatum <i>Discursive Tagging: Negotiating an Interdisciplinary Science Studies Curriculum</i>	Radhika Gajjala <i>Global Citizenship: Virtual Performativity of Race, Ethnicity, Gender, Sexuality and Place</i>
			Eva Johanna Schweitzer <i>Going Negative: Virtual Attacks on German Party Web Sites in State, National, and European Parliamentary Elections</i>						

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New Media Networking [papers]	Regulation [papers]	Swedish Mobile Communication in Cross-Cultural Perspective [panel]	Young People [papers]	Business [papers]	Second Life [papers]	Religion Online [papers]	Politics Journalism Media [papers]	Coding Place [papers]	State of MMO game Studies: Identities, Participatory Culture, and Structural Forces [panel]
Andraz Petrovcic <i>Strong and Weak Social Ties in the Age of Network and Mobile Sociality</i>	Hangwoo Lee <i>Informational Self-Determination in Korea</i>	Naomi Baron Ylva Segerstad	David Gurzick <i>Rethinking recruitment for adolescent online communities</i>	Linda Elen Olsen, Frode Guribye <i>Professional networking online: A qualitative study of LinkedIn use in Norway</i>	Kim Holmberg, Isto Huvila <i>Social Capital in Second Life</i>	Maria Beatrice Bittarello <i>The Internet from Sacred Space to Sacred Place: The Intertwining/ Identification of Place and Community on the religious World Wide Web</i>	Arne Krumsvik <i>Ambivalence Towards Online Communities in Mainstream News Media</i>	Vicki Moulder, Jim Bizzocchi <i>Transcoding Place</i>	Roger Altizer <i>For a Pound of Virtual Flesh: Tales of Trade in World of Warcraft</i>
Maren Luebcke <i>In line or Out of Control? A general Research Framework to Analyse Threaded-Based Discussion Groups</i>	Benjamin Bates <i>PERFORM Anxiety: Threshold Effects in Online Music Licensing</i>	Ann Axelsson Erik Bohlin	Henry Mainsah <i>Ethnic Minority Youths' Expressions of Identity in a Norwegian Social Network Site</i>	Arja Lemmetyinen <i>Cruise Baltic Web Site Story. A network of destinations branding online - what makes it challenging?</i>	Asa Rosenberg <i>A Cultural Sociological Approach to Second Life</i>	Simone Heidbrink <i>Religious Communities in Virtual Space</i>	Richard Iachman <i>Broadcast Television and Online Communities: Two Case Studies</i>	Sal Humphreys, Axel Bruns <i>Collaborative Local Content Creation through edgeX: An Evaluation</i>	Dan Burk <i>Copyright and Paratext in On-Line Gaming</i>
Mary Ebeling <i>Who has the right to speak in exile?: Online silences, discursive identities and interpretative communities</i>	Malte Ziewitz <i>Beyond eBay: The Role of Online Reputation Systems in the Governance of Human Behavior</i>	Oscar Westlund	Nadia Kutscher <i>Worlds Apart? Virtual Spaces of young people: The power of cultural capital while using the internet</i>	Elfi Ettinger, Celeste Wilderom, Rolf Van Dick, Tom Kent <i>Innovating Career Services: The Role of UserInvolvement</i>	Smiljana Antonijevic <i>Communities of the Body: The Role of Nonverbal Cues in Communicating Relational Messages in the Second Life Virtual Environment</i>	Tim Hutchings <i>Conflict in the Online Church: Power, Authority and Vision in Christian Communities</i>	Sharon Meraz <i>Online Community and Civic Engagement in Social Media News Aggregators</i>	Laura Forlano <i>When Code Meets Place: The Role of WiFi Hotspots in Collaboration and Innovation</i>	Mia Consalvo <i>Translating Vana' die! The Hybrid Culture of Japanese and Western Game Players</i>
Gina Walejko, Thomas Ksiazek <i>Blogging from the Niches: The Sourcing Patterns of Political and Science Bloggers</i>	Mikkel Flyverbom <i>Analyzing Global Networks</i>	Göran Bolin	Gregory Donovan <i>Who's Safety, Whose Security? Situating Young People In Cyberspace</i>	Elizabeth Anne Buchanan, Erin Hvizdak <i>Put it on Survey Monkey? An Analysis of Online Survey Tools</i>	Kevin Sherman <i>Simulating Place: An Investigation into Contrasting Perceptions of Real World National Territory and its Virtual World Counterpart</i>	Nadja Miczek <i>Fluid Religious Communities in the Web? An Empiric Approach towards religious Identity and Rituals in the Cluster of Western Esotericism</i>	Karthika Muthukumaraswamy <i>When the Media Meets Crowds of Wisdom</i>	Zoe Sujon <i>Geographies of Action: Locating publics and contesting the digital commons</i>	Cassandra van Buren <i>World of Warcraft Machinima Makers</i>
		Ralph Schroeder	Lynn Clark <i>Digital Media and the Generation Gap</i>			Kerstin Radde-Antweiler <i>Virtually bewitched. Individual and community-based ritualistic action in the recent Wicca-Discourse</i>			Dimitri Williams, Tracy Kennedy, Robert Moore <i>Behind the Avatar: The Patterns, Practices and Functions of Role Playing in MMOs</i>

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Comparative Internet Use [papers]	Re-Imaging the Built Environment [papers]	Mobility [papers]	EU Kids Online [panel]	Internet Netizen e'Journalism [panel]	Privacy Disclosure Identity [papers]	Unsettling Expertise: The Politics of Online Co-Creation [panel]	Constructing Identity [papers]	Digital Divide [papers]	Couch Award Chair: Mark D Johns
Joung-Im Kim <i>Uses and Effects of the Online Communities and Personal Homepages in Korea</i>	Andrew Clark <i>See the world through my eyes: The use of mobile photos and metadata to record and systematically document the built environment of local communities</i>	Jakob Jensen <i>Mobile-based tourism as spatial augmentation- When tourists use the mobile internet to navigate physical space</i>	Joke Bauwens, Bojana Lobe, Katia Segers, Liza Tziliki <i>Researching Online Risks and Opportunities Across Europe: Emerging Patterns from a European Project</i>	<i>Netizen Journalism as Watchdog Journalism</i> Ronda Hauben	Alyson Young, Anabel Quan-Haase <i>Examining information revelation and Internet privacy concerns in social network sites: A case study of Facebook</i>	John Banks <i>Navigating Co-creative Relationships in the Development of a MMORPG</i>	Alejandra Ospina, Jenifer Cole, Jason Nolan <i>GimpGirl Grows Up: women with disabilities rethinking, redefining & reclaiming community</i>	Panayiota Tsatsou <i>Digital divides in Greece: the role of everyday culture and decision-making in the field. A quantitative study</i>	Richie Neil Hao <i>Virually Tsinoy: performing and negotiating Diasporic Hybridity Online</i>
Katy Pearce <i>Explaining Internet Use in Armenia, Azerbaijan, and Georgia</i>	Angela Button, Greg Hearn <i>Communicative Ecology: Revealing the Hidden Sense of Community in the City</i>	Tetsuro Kobayashi <i>The effect of mobile phone e-mailing on homogeneity and density of personal networks: A quantitative survey of Japanese high school students</i>	Elisabeth Staksrud <i>Children and Online Risk: Powerless Victims or Resourceful Participants?</i>	<i>China: Netizen Impact on Government Policy and Media Practice</i> Jay Hauben	Kirsty Ann Young <i>Identity Creation and Socialisation: Experiences of Active Online Social Network Users</i>	Jean Burgess, Joshua Green <i>Agency & Controversy in the YouTube Community</i>	Daphne Raban <i>The Effect of Self-Presentation on the quality of Answers in Q@A sites</i>	Daniela de Carvalho Matielo, Ana Waksberg Guerrini <i>Digital inclusion and Web 2.0: experiences of Brazilian CTCs</i>	Angela Adkins <i>The Presentation of Self in Internet Forums: face work without being face-to-face</i>
Gilda Olinto <i>Everyday life Internet use in Brazil: technological and social conditionings</i>	Mark McGuire <i>Behind the façade: regulation and control in physical and virtual communities</i>	Mariek Vanden Abeele, Keith Roe <i>Never Alone? Symbolic proximity through instant messengers</i>	Leslie Haddon, Gitte Stald <i>A Comparative Analysis of European Media Coverage of Children and the Internet</i>	<i>The Relation Between Citizen Journalism and It's Organisational Context: The Cases of Indymedia in Finland and OhmyNews Int.</i> Ulla Rannikko	Ericka Menchen Trevino <i>Peer Monitoring in Everyday Life: The Case of a Social Bookmarking Web Site</i>	Nancy Baym, Robert Burnett <i>Amateur Experts: International fan Labor in Swedish Independent Music</i>	Andre Brock <i>Life on The Wire: Deconstructing race on the Internet Note: Paper is being presented by Caroline Haythornthwaite</i>	Andrea Calderaro <i>Defining the Network Society: mapping transnational digital inequalities in shaping the Internet</i>	Sara Herbert <i>Your World, Your Imagination?: Representation and social expectations in virtual memorials</i>
Han-Teng Liao <i>A Webometric Comparison of Chinese Wikipedia and Baidu Baike</i>	Huma Yusef <i>Discursive City: negotiating violence in Karachi</i>	Tingyu Kang <i>Homeland Re-territorialized: Revisiting the Role of Place, Territory, and Landscape in the Formation of Diasporic Identity in the Digital Age</i>	Sonia Livingstone <i>Informing Policy? Critical Reflections on the Opportunities and Risks of Evidence-based Policy in Relation to Children's Online Activities</i>	<i>Democratizing Innovation through the Internet?</i> Anders Ekeland	Catherine Dwyer <i>Designing Privacy Into Online Communities</i>	Adolfo Estalella <i>Live blogging: enacting objects, performing identities</i>			Vilma Lehtinen <i>Performing Diverse Social Relationships on a Social Networking Site</i>
									Respondents Annette Markham Lori Kendall

Friday 17 October 13:30hr

Saturday 18 October 09:00hr

Auditorium 2	2A12	2A14	Auditorium 3 – 2A56	2A18	3A12	3A14	4A14	4A16	Auditorium 4 –4A60
Professional Gaming [roundtable]	Beyond Offline vs Online: Exploring Effects of Technology.. [panel]	Social Networking Profiles [papers]	Global Research on Digital Divides (Pt I) [panel]	Community Formulations [papers]	Elections Online [papers]	Web 2.0 and Cultural Industries [papers]	e-Learning [papers]	Web 2.0 [papers]	Community Cohesion & Connectivity [panel]
Roger Altizer <i>University of Utah</i>	Kelly Quinn <i>Re-examining Convergence: Points of Divergence that Define Community</i>	Vilma Lehtinen <i>Stalking on a Second Level</i>	Angus Cheong <i>Measuring Digital Divides: Exploring Patterns in Macau, Hong Kong & the UK</i>	Tim Jordan <i>The Community of Hacking</i>	Yeon-OK Lee Han Woo Park <i>Understanding Elections by the Use of a Mixed Webometric Method: A Case Study of South Korea's 2007 Presidential Election</i>	Megan Sapnar <i>The Creative Labor of Commercial Web Design: Community, Code, and the Cultural Production of Flash in the New Economy</i>	Jen Ross <i>Traces of self: online reflective practices and performances in higher education</i>	Helja Franssila & Petri Mannonen <i>Affordances of Web 2.0 in supporting shared situation awareness in distributed process control communities</i>	Caroline Haythornthwaite <i>Communities and IT: An Introduction</i>
Emma Witkowski	Yu-li Hsieh Yu-kei Tse (Steve Jones presenting) <i>Beyond Offline vs Online:... Northwestern Uni.</i>	Veronika Kalmus, Andra Siibak, Pille Pruulmann-Vengerfeldt, Pille Runnel <i>Conforming communities vs. creative individuals: Are there alternatives to social networking communes?</i>	Ben Anderson <i>The Changing Nature of UK Digital Divides 1996-2006</i>	Andrew Famiglietti <i>Hackers Wikipedians, and Consumers: The Political Economies of the Wikimedia Constellation</i>	Axel Bruns, Jason Wilson, Barry Saunders, Lars Kirchhoff, Thomas Nicolai <i>Australia's Political Blogosphere in the Aftermath of 2007 Federal Election</i>	Jacob Matthews, Philippe Bouquillion <i>Web 2.0 and Cultural Industries: Elements for a Renewed Critical Approach</i>	Igor Matic <i>Internet Usage Among Foreign Students in the New York City: Re-definition of Space and Self Identity in the Virtual Space</i>	Edwin Porter-Daniels <i>The 3D Web Does Not Exist</i>	Uwe Matzat <i>The Impact of Integration of Online Communication with Place-Based Interaction in Reducing Problems of Sociability</i>
Ti Taylor	Margaret Griffith Ishani Mukherjee <i>Advertising Identities: Convergence of Commodification and Identification</i>	Sigrid Jones <i>Flickr Central: photosharing in current netculture</i>	Olle Findahl <i>What are the important Factors During the Secondary Phase of the Diffusion of the Internet?</i>	Jan Fernback <i>Cyber community 2.0: A Timeline of Virtual Community</i>	Christoforos Pavlakis <i>ICTs and Politics: Talkboard discussions on the Greek Parliament Elections 2007</i>		Maria Beatrice Ligorio <i>Blended teaching to foster blended community</i>	Chiung-wen Hsu <i>How weblogs reflect the real world—examining the top 100 weblogs in Hong Kong, Taiwan, and China</i>	Azi Lev-on <i>Katif.net: From Offline to Online Community: The Case of Re-located Communities</i>
Keith Cormier <i>University of Utah</i>	Zachary Benjamin <i>The Designer I: Self-Presentation on Facebook as Part of a Pluralistic Identity</i>	Steffen Albrecht <i>Temporal Analysis of Online Interactions: Methodological and Substantive Issues</i>	Kevin Sherman <i>New Zealand Social Networking: A Generational Shift</i>	Patricia Arnold, John D. Smith, Beverly Trayner <i>Where do we Meet Next time? Negotiating Places, Identities & Technologies: Autoethnography of a Community of Practice</i>	Jens Hoff <i>Can the internet swing the vote? Experiences from the Danish parliamentary election 2007</i>				Christian Sandvig <i>Trying to Create the Desire and the Need: Community Resistance to Internet Community</i>
	Steve Jones (Moderator)								

Saturday 18 October 09:00hr

Saturday 18 October 13:30hr

Auditorium 2	2A12	2A14	Auditorium 3 – 2A56	2A18	3A12	3A14	4A14	4A16	Auditorium 4-4A60
e-Health [panel]	Music [papers]	Social Networking [papers]	At the Inter-section [panel]	User Experience [papers]	Blogging [papers]	e-Business Searching the Web [papers]	Political Campaigning [papers]	Online Interpretations [papers]	Distributed Community [panel]
F. Lupianez-Villanueva <i>Web 2.0 within the Health Care Systems: an empirical exploration</i>	Marjorie Kibby <i>Pathways: mapping and negotiating downloaded music collections</i>	Zizi Papacharissi <i>Friends, Networks and Zombies: The Social Utility of Facebook</i>	Thomas Ryberg <i>Privacy, Power, Place and Identity: The Dynamic Construction of Mixed Spaces in an Educational Context</i>	Tang Tang <i>Understanding User Exposure to the Internet: An Empirical Integration</i>	Mariana Goya Martinez <i>Digitalization of adolescent transitional objects: from diaries to blogs</i>	Jeremy Depauw <i>Information quality assessment and source selection on the internet for competitive intelligence: fieldwork research on 50 Belgian executives</i>	William H. Dutton <i>The Fifth Estate through the Network of Networks</i>	Leonie Rutherford <i>Rethinking the place of Genre in Young adult Reading Communities Online</i>	Irina Shklovski, Moira Burke, Robert Kraut, Sara Kiesler <i>Community IT use in Disasters</i>
Monica Murero, Giuseppe FM D'Ancona <i>E-Buy Me An Organ: Shocking Uses Of The Internet In Body Part Commercialization</i>	Nancy Baym, Andrew Ledbetter <i>Tunes that Bind? Predicting Friendship Strength in a Music-Based Social Network</i>	Raquel Recuero <i>Appropriations of Fotolog as Social Network Site: a Brazilian Case Study</i>	Anders Albrecht <i>Surveillance in Mixed Spaces: Persuasion and Resistance</i>	Jorgen Skaeby <i>Forum, function and friction - online functionality discussions and conflict coordination</i>	Aimee Hope Morrison <i>Make Yourself at Home: private life and public community in blog diaries</i>	Jeonghyun Kim <i>Web Searchers are confident, satisfied and trusting: Is that true?</i>	Daria Santucci <i>Are Online petitions really democratic? Typology of e-petitions to the EU and analysis of their impact</i>	Sabryna Cornish <i>Rethinking the Internet's Role in a Crisis: A Case Study</i>	Robert J Sandusky, Jane Crowe <i>Distributed Community Content: A Participatory Content Management System for Rural Youth Photographers</i>
Samantha Adams <i>Web 2.0 and e-Health in the Netherlands</i>	Kylie Jarrett <i>I don't give a f*** about the listener!" Engaging the listening community in podcasting</i>	Bernhard Rieder <i>Algorithmic Proximity: association and the "social web"</i>	Rikke Frank Joergensen <i>Internet: Remixing Public and Private</i>	Sisse Siggaard Jensen, Simon B Heilesen <i>Practices for Knowledge Building in 3D Virtual Spaces</i>		Judith Simon <i>Epistemic (Web) Communities: How Social is Knowledge in the Age of the Internet?</i>	Akiko Hemmi <i>The Significance and role of information and communication technologies (ICTs)...</i>	Ivan Berazhny, Constance Elizabeth Kampf, Eija Ventola <i>Could we realize complex academic argumentation using YouTube as a dialogic space?</i>	Ingrid Erickson <i>Geography and Community: New Forms of Interaction Among People and Places</i>
Mike Hardey <i>Doctor in Store? User Generated Reviews of the Medical Profession and e-Health Services</i>	Elaine Ferneley, Gordon Fletcher, Ben Light <i>Access All Areas?: The Evolution of SingStar from the PS2 to PS3 Platform</i>	Suely Fragoso <i>Geographic Connectedness in Social Network Sites</i>	Anne-Mette Albrecht <i>Gamers Telling Stories: Intersections of Games, Narratives and Lives</i>			Rob Ashton <i>The Use of Personal Metrics in Online Communities</i>	Axel Bruns, Jason Wilson, Barry Saunders <i>Building Spaces for Hyperlocal Citizen Journalism</i>	Paola Spadaro, Maria Beatrice Ligorio <i>Activity and Actions as Networks: a Mixed Method Proposal to Study Asynchronous Interactions</i>	Gitte Stald, Rich Ling, Telenor <i>Mobile Communities: Are we Talking about a Village, a Clan or a Small Group?</i>
Lisa Hinton, Sue Ziebland, Jenny Kurinczuk <i>"...every time, you find out someone is pregnant it is like a knife going in.": a qualitative study ...</i>			Malene Larsen <i>Online Social Networking: From Local Experiences to Global Discourses</i>						Lori Kendall (moderator)

Saturday 18 October 13:30hr

Saturday 18 October 15:30hr

Auditorium 2	2A14	2A18	Auditorium 3 – 2A56	2A12	3A12	3A14	4A14	4A16	Auditorium 4-4A60
Gaming [papers]	Social Network Sites in National Context [panel]	Inside and Outside AOIR [roundtable]	Global Research on Digital Cultures (Pt II) [panel]	Developments on the Web: Challenges in the Emerging Field of Web History [roundtable]	Rethinking Networks, Communities and Learning [roundtable]	This room is free for “Bird of a Feather” sessions the rest of the day.	Gender, Differentiated Mobility, and the “New Information Society” [roundtable]	Crowd Sourcing: The Growing Influence of Crowds in Business, Journalism, Entertainment, and Problem Solving [roundtable]	Is This the Diamond Age? Exploring Competing Goals for the OLPC Project [panel]
Christopher Paul <i>Welfare Epics?: The Rhetoric of Rewards in World of Warcraft</i>	Fabio Giglietto <i>The Italian way to Social Network Sites – Visual of Textual? A Comparison between Facebook and Badoo users Behaviours</i>	Holly Kruse <i>University of Tulsa</i>	Pauline Hope Cheong <i>Investigating and Comparing Youths’ New Media Connections in East Asia</i>	Niels Brügger <i>The University of Aarhus, Denmark</i> Meghan Dougherty <i>Webarchivist.org</i>	Christopher Richard Jones <i>Open University</i>	This room is free for “Bird of a Feather” sessions the rest of the day.	Lisa Marie McLaughlin <i>Miami University Ohio</i>	Daren Brabham <i>University of Utah</i>	Elijah Wright <i>Mesh-Worked Minds: Methodological Possibilities afforded by One Laptop Per Child</i>
Torill Mortensen <i>Breaking out of the game: Role-playing across online platforms</i>	Ewa Callahan <i>Virtual Class Reunion: The Success of Nasza-Klasa (our class)</i>	Susanna Paasonen <i>University of Helsinki</i>	Amanda Lenhart <i>Adolescent Gaming and Civic Engagement in the US</i>	Vidar Falkenberg <i>The University of Aarhus, Denmark</i> Kirsten Foot <i>University of Washington, USA</i>	Lone Dirckinck-Holmfeld		Barbara Crow	Lars Bo Jeppesen <i>Copenhagen Business School</i>	Sheila R. Cotten <i>OLPC in Birmingham Alabama: An Examination of the First Mass Dissemination Project in US Schools</i>
Jessica Envoid, Espen Aarseth <i>Homo Ludens Viator: Mobilizing Game Studies</i>	Raquel Recuero <i>The Orkut Phenomenon in Brazil</i>	Theresa Senft <i>University of East London</i>	Ana Galacz, Bence Sagvari <i>Cultural & Lifestyle Choices Affecting Digital Engagement in Hungary</i>	Charles van den Heuvel <i>Virtual Knowledge Studio, Netherlands</i> Jeremy Hunsinger <i>University of Wisconsin-, USA</i>	Caroline Haythornthwaite <i>University of Illinois</i>		Jayne Rodgers	Katri Lietsals <i>Gemilo Ltd</i>	Jason Nolan <i>Songchild on the OLPC: Authentic Voices Co-Constructing Identity in Meshed-Networked Learning Environments</i>
Stewart Woods <i>(Play) Ground Rules: The Social Contract and the Magic Circle</i>	Seong Eun Cho <i>A Cross-Cultural Comparison of Korean and American Social Network Sites: Exploring Cultural Differences in Goals and Self Disclosure...</i>	Charlie Breindahl <i>University of Copenhagen</i>	Ellen Helsper <i>Gendered Internet Use Across Generations & Life Stages in the UK</i>	Steve Schneider <i>SUNY Institute of Technology, USA</i>	Etienne Wenger		Alison Beale	Karthika Muthukumaraswamy <i>Temple University</i>	Alexandra Bal <i>Communities of Praxis: The SL and OLPC Components of a Mixed-Reality Primer</i>
	Yeon-Ok Lee, Han Woo Park, YeungNam <i>When YouTube Meets Local Politics: The BBK Scandal in the 2007 Presidential Election of South Korea</i>								

Saturday 18 October 15:30hr