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Books

General


- Anderson, Benedict. "Imagined Communities: Reflection on the Origins and Spread of Nationalism." Verso; 2006.
- Barabasi, Albert Laszlo. "Linked: How Everything is Connected to Everything Else and What it Means." Plume; 2003.
- Buchanan, Mark. "Nexus: Small Worlds and the Groundbreaking Science of Networks." W.W. Norton and Company; 2002.
- Carrington, Peter; et al. "Models and Methods in Social Network Analysis." Cambridge University Press; 2005.
- Freeman, Linton. "The Development of Social Network Analysis: A Study in the Sociology of Science." Empirical Press; 2004.
- Greenfield, Adam. "Everyware: The Dawning Age of Ubiquitous Computing." New Riders Publishing; 2006.
- Liebowitz, Jay. "Social Networking: The Essence of Innovation." Scarecrow Press; May 2007.
- Putnam, Robert. "Bowling Alone: the Collapse and Revival of American Community." New York: Simon and Schuster; 2000.
- Rheingold, Howard. "Smart Mobs: The Next Social Revolution." Basic Books; 2003.
- Rheingold, Howard. "The Virtual Community: Homesteading on the Electronic Frontier (revised edition)." MIT Press; 2000.
- Ryan, Sherida Evelyn. "Don't trust anyone outside your pack: Initial trust formation in an online social activist network." Ph.D Dissertation at the University of Toronto. 2003.
- Tonnies, Ferdinand. "Community and Society." London: Routledge and Paul; 1955.

- Watts, Duncan. "Six Degrees: The Science of a Connected Age." W.W. Norton and Company; 2003.

For the available abstracts of the books below, click: [Mobile-centric Books and Articles](#)

- Castells, Manuel; Sey, Araba; et al... "Mobile Communication and Society: A Global Perspective." MIT Press; 2006.
- Glotz, Peter & Stefan Bertsch. "Thumb Culture: The Meaning of Mobile Phones for Society." Transaction Publishers; 2006.
- Goggin, Gerard. "Cell Phone Culture: Mobile Technology in Everyday Life." Routledge; 2006.
- Gow, Gordon & Richard Smith. "Mobile and Wireless Communications: An Introduction." Open University Press; 2006.
- Hamill, Lynne & Amparo Lasen. "Mobile World: Past, Present, and Future." Springer; 2005.
- Ito, Mizuko; Okabe, Daisuke; and Matsuda, Misa (Eds.) "Personal, Portable, Pedestrian." MIT Press; 2005.
- Katz, James. "Magic in the Air: Mobile Communication and the Transformation of Social Life." Transaction Publishers; 2006.
- Katz, James. "A Nation of Ghosts: Choreography of Mobile Communication in Public Spaces." In K. Nyiri (Ed.) Mobile Democracy: Essays on Society, Self and Politics, pp21-31. Passagen Verlag; 2003.
- McIninger, Dan. "Socialight: Social Network, Meet Mobile Network."  Unpublished book chapter. Accessed on 20 February 2007
- Nyiri, Kristof (Ed). "Mobile Democracy: Essays on Society, Self, and Politics." Passagen Verlag; 2003.

Mobile + Democracy Publications

- Chambers, Tim & Rob Sebastian. "Mobile Media in 21st Century Politics."  Prepared for the New Politics Institute; 1 September 2006. Accessed online 29 December 2006.

The development of mobile media is not going to take place in the distant future. As this report points out, mobile media has already proven to have big political impacts in other countries, and it played a key role in the immigration demonstrations all over the United States this spring. Now is the time for progressive political practitioners to start to engage this new technology and media. The report ends with seven concrete steps to begin mastering this new world.

- Eggers, William. "Government 2.0: Using Technology to Improve Education, Cut Red Tape, Reduce Gridlock, and Enhance Democracy." Rowman & Littlefield Publishers, Inc., 2005.


A well-written, lively, optimistic book that calls for the transformation of technology in government from lipstick on a bulldog to total information awareness. This book is proactive in nature (see what these governments are really doing), does not call for a wholesale and costly transformation, and employs a subtle shaming of those governments that have not yet joined the 21st century. William Eggers's argument, conservative in nature, states that the world of politics would quickly and markedly benefit from this digital transformation in terms of a fiscal payoff, but a more profound change would result as governments become more transparent, more democratic, and more efficient.

- George Washington University's Institute for Politics Democracy & the Internet. "Person-to-Person-to-Person: Harnessing the Political Power of Online Social Networks and User-Generated Content." Washington, DC: 2006.

- Kahn, Joseph. "China Is Filtering Phone Text Messages to Regulate Criticism." New York Times, pA3; July 3, 2004.

- Lebkowsky, Jon & Mitch Ratcliffe. "Extreme Democracy." Lulu.com; 2005.

Are blogs and other emerging technologies changing the face of politics? Extreme Democracy is a collection of writings about the impact of technology on the political process. Authors include Steven Johnson, Joi Ito, David Weinberger, Jay Rosen, Mitch Ratcliffe, Jon Lebkowsky, danah boyd, and many others. Jon Lebkowsky discusses Extreme Democracy in an interview on the WELL, currently in progress.
Internet: <http://www.extremedemocracy.com/>
Internet: <http://del.icio.us/tag/extremedemocracy>

- Suarez, Sandra. "Mobile Democracy: Text Messages, Voter Turnout, and the 2004 Spanish General Election." 

Paper presented at the 2005 Annual Meeting of the American Political Science Association, September 2005.

This is also available on the Internet at: <http://electionupdates.caltech.edu/suarez.pdf>

- Walker, Carol. "Technology Promotes Democracy, Lawmakers Say: Mobile phones, phone text-messaging allow users to avoid censorship."  USINFO, 1 March 2006; accessed electronically on 2 January 2006.

This is also available on the Internet at: <http://usinfo.state.gov/xarchives/display.html?p=washfile-english&y=2006&m=March&x=20060301165354bcreklaw0.952984>

- Williams, Christine & Jesse Gordon. "The Role of Meetup in the 2004 Presidential Nomination Contest." April 8, 2004. (unpublished)

For more analysis see Internet: <http://www.meetupsurvey.com/Study/ReportsPubPaper.html>

Journal Articles


For the abstracts to these articles click here

- "Hanging With the In-Crowd: Big Media Firms and Investors are Cosying up to Social-Networking Websites." *The Economist*, 380(8495) p81; 14 September 2006.
- Jordan, John W. "A Virtual Death and a Real Dilemma: Identity, Trust and Community in Cyberspace." *The Southern Communication Journal*, 70(3) p. 200-18; Spring 2005.
- Krebs, Valdis. "Connecting the Dots - - Tracking Two Identified Terrorists." <http://www.orgnet.com/prevent.html> Last accessed on 20 December 2006.
- Ogdin, Carol Anne. "What Is Community? The Characteristics Required for Community." Deep Woods Technology, Inc. (<http://www.deepwoods.com/transform/defs/community.htm>) Last accessed on 18 December 2006.
- Watts, Duncan; et al. "Identity and Search in Social Networks." *Science*, vol 296(55571), 17 May 2002.


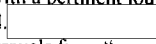
Online Social Gaming Articles

- ---"Visiting the Second Life World: Virtual Hype." *All Things Considered*. Washington, D.C.: Dec 26, 2006.

An audio interview is also available at Internet:<http://www.npr.org/templates/story/story.php?storyId=6682433>

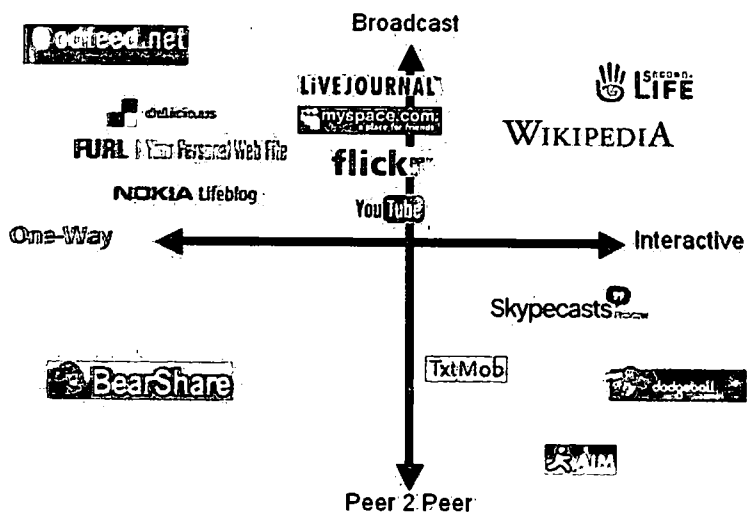
- Fontanella, James. "A make-believe money maker ENTREPRENEURSHIP: Ailin Graf used her programming skills to create a virtual property empire that is now bringing in real-life dollars, says James Fontanella." *Financial Times (Asian Edition)*, p9; 23 November 2006.
- Foster, Andrea. "The Avatars of Research." *The Chronicle of Higher Education*, 52(6) pA35; 30 September 2005.
- "Your Second Life is Ready," Analee Newitz, *Popular Science*, September 2006. 
- Nuttall, Chris. "Virtual mirror on the real world ONLINE SIMULATION: Blue-chip companies are using Second Life, the web's immersive universe, to test out business scenarios." *Financial Times*, p10; 15 December 2006.
- Petrecca, Laura. "There's new place to set up shop: Virtual reality ; Marketers move in to 3-D world called Second Life." *USA Today*, pB4; 7 December 2006.
- Sternstein, Aliya. "CDC Official has His Own Avatar." *Federal Computer Week*, 20(40) p31; 20 November 2006.
- Wahl, Andrew. "Turning play into pay." *Canadian Business*, 79(8) p19; 10-23 April 2006.
- Zimmer, Linda. "How Viable Is Virtual Commerce? -- Businesses that understand the potential of Second Life are finding real-world commercial opportunities in the virtual space." *Optimize*, 63(44) p44; January 2007.

Categories and Examples of Online Social Networking

Social networking has turned into such a buzz word that it is often difficult to grasp what people mean when they use the phrase.  uses the term social networking as an umbrella descriptor that covers each of the individual nodes listed below. Each of these nodes possesses its own space within the world of online social networking, and so a brief description follows each example along with a pertinent journal article. All of the individual sites listed below the image fit into the ven diagram of social networking, but occupy their own space as well.  created a matrix (see the image below) to illustrate where each specific example fits within the social networking world. The X axis travels from "one-way" to "interactive." One-way communication is exemplified by one person pushing information to one or many people, while interactive allows for simultaneous communications between individuals or groups. The Y axis spans from one on one "peer to peer" communication to "broadcast" communication to many individuals. For example, on this matrix Second Life represents the most interactive/broadcast social networking site because it allows for synchronous communications that can be sent/received by many people. For a better explanation of each of the social networking categories try this link: [Social Networking sites](#)

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- Basic social networking: MySpace LinkedIn
- Niche social networking: minti
- Mobile social networking: Dodgeball Streethive
- Social diary: Blogger Live journal
- Social/instant messaging: Meetro AIM
- Social bookmarking: del.icio.us Backflip
- Social web page archiving: Furl
- Social gaming: Second Life Furcadia
- Social biography: Dandelife Nokia lifeblog
- Social broadcasting: Youtube dave.tv
- Social texting: upoc txtmob
- Social conferencing: Skypecasts
- Social photo sharing: Flickr Smugmug

Blogs of Interest

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Organizations and Websites of Interest

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Other resources

- Background Study: Human Networks and Communities BEFORE the Internet
- Massively Multiplayer Online Role Playing Game
- Social Network
- Second Life

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