

# Contents

## Tracing the Movement of Ideas: Social Knowledge Creation in the Humanities

<i>Daniel Powell, Aaron Mauro, and Alyssa Arbuckle</i> . . . . .	1
A Framework for Understanding Social Knowledge Creation . . . . .	1
Open Access and Openness in Scholarly Work . . . . .	4
Crowdsourcing in Culture and Academia . . . . .	7
Expanding Ideas of Collaboration . . . . .	11
Social Knowledge in Humanities Practice . . . . .	14
Outline of Volume . . . . .	18
Conclusion: Technology as Practical Culture . . . . .	20

## An Annotated Bibliography of Social Knowledge Creation

<i>Alyssa Arbuckle, Nina Belojevic, Tracey El Hajj, Randa El Khatib, Lindsey Seatter, and Raymond G. Siemens, with Alex Christie, Matthew Hiebert, Jon Saklofske, Jentery Sayers, Derek Siemens, Shaun Wong, and the INKE and ETCL Research Groups</i> . . . . .	29
Introduction . . . . .	29

I. Social Knowledge Creation and Conveyance . . . . .	41
1. History of Social Knowledge Production . . . . .	47
2. Society, Governance, and Knowledge Construction and Constriction . . . . .	52
3. Designing Knowledge Spaces Through Critical Making . . . . .	65
4. Social Media Communities, Content, and Collaboration . . . . .	74
5. Spatial Humanities and Digital Mapping . . . . .	82
6. Crowdsourcing . . . . .	86
7. Discipline Formation in the Academic Context . . . . .	94
8. Public Humanities . . . . .	105
9. The Shifting Future of Scholarly Communication and Digital Scholarship . . . . .	108
10. Social Knowledge Creation in Electronic Journals and Monographs . . . . .	124
11. Social Knowledge Creation in Electronic Scholarly Editions and e-Books . . . . .	131
12. Exemplary Instances of Social Knowledge Construction . . . . .	140
13. A Complete Alphabetical List of Selections . . . . .	144

- II. Game-Design Models for Digital Social Knowledge Creation . . . . 163
  - 1. Game-Design Models in Scholarly Communication Practices and Digital Scholarship . . . . . 168
  - 2. Game-Design-Inspired Learning Initiatives . . . . . 178
  - 3. Game-Design Models in the Context of Social Knowledge Creation Tools . . . . . 181
  - 4. Defining Gamification and Other Game-Design Models . . . . . 189
  - 5. Game-Design Models and the Digital Economy . . . . . 193
  - 6. Game-Design Insights and Best Practices . . . . . 199
  - 7. A Complete Alphabetical List of Selections . . . . . 205
  
- III. Social Knowledge Creation Tools . . . . . 215
  - 1. Collaborative Annotation . . . . . 218
  - 2. User-Derived Content . . . . . 222
  - 3. Folksonomy Tagging . . . . . 225
  - 4. Community Bibliography . . . . . 226
  - 5. Shared Text Analysis . . . . . 230
  - 6. A Complete Alphabetical List of Selections . . . . . 231
  
- Complete Alphabetical List of Bibliography . . . . . 235
  
- Contributors . . . . . 265