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Web 2.0 Technologies in the Classroom

Richard G. Mathieu
James Madison University, mathierg@jmu.edu

Thomas Case
Georgia Southern University, tcase@georgiasouthern.edu

Carolyn McKinnell Jacobson
Marymount University

George Schell
University of North Carolina – Wilmington

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Richard G. Mathieu
James Madison University
mathierg@jmu.edu

Thomas Case
Georgia Southern University
tcase@georgiasouthern.edu

Carolyn McKinnell Jacobson
Marymount University
Carolyn.Jacobson@marymount.edu

George Schell
University of North Carolina –
Wilmington
schellg@uncw.edu

ABSTRACT

Today's students make frequent use of Web 2.0 tools in their lives. Facebook and MySpace are used for social networking, Flickr and YouTube are used for sharing pictures and videos, and IM and text messaging are used for staying in touch with family and friends. Yet we live in a time when student interest in IT careers has significantly declined. University students often don't see the connection between the software they use on a day-to-day basis, and a meaningful career in IT. This panel will present four approaches to applying Web 2.0 technologies in the classroom. Following a brief technology overview, Google Docs and Wikis will be presented as a means to facilitate student and faculty collaboration in the learning process. Panelists will also discuss the application of the virtual world Second Life, radical decentralization technologies (e.g. BitTorrent, del.icio.us, and Flickr), and social networking sites Facebook and LinkedIn.

Keywords

Web 2.0, Google Docs, Wikis, Second Life, radical decentralization technologies, social networking

ACTIVITIES

This panel will present four approaches to applying Web 2.0 technologies in the classroom. Following a brief technology overview, panelists will illustrate how Google Docs and Wikis can be used to facilitate student and faculty collaboration in the learning process. Panelists will also demonstrate how universities are using Second Life, the virtual world, to build models of their campuses, to teach, and to conduct research. Third, radical decentralization technologies such as Bitterest, del.icio.us, and Flickr will be presented as a means to generate interest in IT careers. Finally, panelists will show how Facebook and LinkedIn can be used as tools to learn about privacy, computer security, business applications, and professional development.

DESCRIPTION OF PARTICIPANTS

This panel will be of interest to faculty members wishing to learn more about how others are using web-based technologies to enhance and facilitate student collaboration and learning.