

Community 2.0: A guided tour through the digital metropolis

OCSWSSW Annual Education Day: June 13, 2011

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Marilyn Herie received her MSW from the Factor-Inwentash Faculty of Social Work at the University of Toronto in 1993, and in 2007 completed her doctoral research in the area of online learning and computer-mediated communication in clinical social work education, also at U of T. She has taught an MSW course in addiction treatment - offered completely online - at the Faculty of Social Work, U of T, for the last 9 years, and is an Assistant Professor (Status Only) at the Faculty. Dr. Herie is also Director of the U of T Collaborative Program in Addiction Studies, and Director of the TEACH Project at the Centre for Addiction and Mental Health.

Stephanie Sliemers is a Community Health and Education Associate at the Centre for Addition and Mental Health, where she has worked for three years supporting the development and execution of the TEACH Project's countless workshops and certificate programs. She has worked on government-funded health care projects since graduating with an Honours Bachelor's degree in English and Political Science from the University of Toronto in 2007.

Websites and articles referenced in the presentation

Link to Stephanie Sliemers' Blog: 100 Cancer Resolutions

www.100resolutions.blogspot.com

Bedbug Registry

www.bedbugregistry.com

Best Buy

www.bestbuy.ca

Cloud Blog – Industry Blog

<http://cloudblog.salesforce.com/>

Couch Surfing – an international site for free accommodation in private homes

www.couchsurfing.org

Doctor Scorecard

www.doctorscorecard.com

(The) Exploding Internet – *New Scientist* graphical representation of internet use published 2009

<http://www.newscientist.com/gallery/mg20227061900-exploring-the-exploding-internet/8>

Google Logos archive

www.google.com/logos

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Health care reviews

www.healthcarereviews.com

Here Comes the Zettabyte Age

Dylan Tweny, Wired magazine, April 2010

<http://www.wired.com/gadgetlab/2010/04/here-comes-the-zettabyte-age/#>

Internet: What people are doing and who participates – Business Week graphical representation

http://www.businessweek.com/magazine/content/07_24/b4038405.htm

Mac screen interface circa 1990s

www.myoldmac.net

MacQueen et al. (2001). What is community? An evidence-based definition for participatory public health. *American Journal of Public Health*, 92(12) 1929-1938.

<http://jan.ucc.nau.edu/rtt/pdf%20format%20pubs/Trotter%202000%20pdf%20Pubs/What%20Is%20Community%202001.pdf>

Mind Your Mind – Youth engagement re: mental health

www.mindyourmind.ca

Neopets – a children's toy with a corresponding online environment

www.neopets.com

Ontario Ministry of Health and Long Term Care – Health Care Options

www.ontario.ca/healthcareoptions/

Rate my caseworker

www.ratemycaseworker.com

Rate my professors

www.ratemyprofessors.com

Rate my social worker

www.ratemysocialworker.info

Ridings, C.M. and Gefen, D. (2004). Virtual Community Attraction: Why people hang out online. *Journal of Computer-mediated Communication*, 10(1),

http://jcmc.indiana.edu/vol10/issue1/ridings_gefen.html

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They Work for You (U.K. government information)

www.theyworkforyou.com

Torontopedia – a Toronto community wiki

www.torontopedia.ca

To Write Love On Her Arms (TWLOHA) – a not-for-profit youth addiction and mental health organization site

www.twloha.com

World of Warcraft (WOW) – a Massively multiplayer online role-playing game (MMORPG)

www.battle.net/wow/

WOWECON – a World of Warcraft auction house

www.wowecon.com

Books

Rachel Botsman and Roo Rogers (2010). *Collaborative Consumption*. New York: Harper Business.

Nicholas Christakis and James Fowler (2011). *Connected: The surprising power of our social networks and how they shape our lives*. New York: Back Bay Books.

Lesley Farmer (2008). *Teen girls and technology: What's the problem, what's the solution?* New York: Teacher's College Press.

Julian Green (2003). *Digital Diversions: Youth culture in the age of multimedia*. London: Routledge.

Jane McGonigal (2011). *Reality is Broken: Why games make us better and how they can change the world*. London: Penguin Press.

Sean Moffitt and Mike Dover (2011). *Wiki Brands: Reinventing your company in a customer-driven marketplace*. New York: McGraw Hill.

Kathryn Montgomery (2007). *Generation Digital: Politics, commerce and childhood in the age of the internet*. MIT Press.

John Palfrey and Urs Gasser (2008). *Born Digital: Understanding the first generation of digital natives*. New York: Basic Books.

R. D. Putnam (2000). *Bowling alone: The collapse and revival of American community*. New York: Simon & Schuster.

Howard Rheingold (1998, 2000). *The Virtual Community: Homesteading on the electronic frontier*. MIT Press.

Larry Rosen (2010). *Rewired: Understanding the i-generation and the way they learn*. New York: Palgrave MacMillan.