Digital Identity and Social Media

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Call for Chapters

Declarations
Proposal submission: November 30, 2009
Chapter submission: January 30, 2010
Final Chapter: June 15, 2010

Introduction
Digital or online identity is a socio-technical construct that has evolved over the past 15 years (Turkle 1995, Jenkins 2006, boyd 2009). It has given rise to a wide terminological spectrum: from the concept of an identity made up of elements of personal information that authorise participation in identity transactions to ‘digital selves’ - purposefully instantiated extensions of our real persona that cohere around the use of social tools and services that include personal aggregators, social network services and personal Web-publishing through blogs.
Electronic information about the individual is derived from what we say about ourselves, shaped by commentary from others and extended through electronic exchanges with both human and computer based intelligent agents. The creation of a digital identity is seen as a means of empowerment - contributing to our sense of agency, and also as a critical component in enabling participation in a globalized knowledge society (Pena 2009). This timely book will examine the impact of social media and distributed social spaces on our contemporary understandings of digital identity.

Objectives of the Book

• To assess the meaning and examine the impact of digital identities on our day-to-day activities from a range of contemporary technical and socio-cultural perspectives;
• To deepen understanding about the diverse range of tools and practices that compose the spectrum of online identity services and uses;
• To foster the exchange of information and good practice in online identity management techniques, with illustrations from key contexts such as education;
• To raise the level of awareness of the challenges and opportunities that new social tools and new social media afford;
• To explore visions and scenarios for the future development and deployment of online identities, for example in relation to lifelong learning or the workplace.

Target Audience
Researchers, teaching practitioners, the wider educational community across all sectors, educational technologists and individuals who are interested in how social media and emerging technologies will impact on formal education and the social implications that surround the reformulation and fluidity of virtual communities. In addition, professionals and researchers working in the field of information and communication technologies and knowledge management in various disciplines (e.g. education, library science, sociology, information and communication sciences, computer science and information technology).
Recommended topics

Recommended topics include, but are not limited to, the following:

- Conceptual frameworks and approaches to understanding digital identity;
- The impact of new technologies, social software and social media, on conceptualisations of [digital] identity;
- Authenticity and trust in identity based transactions;
- Machine mediated identities;
- Digital identity management - defending identity, reputation management and risk;
- The digital self and blurring boundaries between public and private spaces;
- Lifelong learning and the importance of digital identity for transitions from school to adult life and beyond;
- Negotiating individual, group, community and network based digital identities;
- Personalisation software and the impact on digital identities;
- The economic, societal, ethical and political issues raised by the increased availability of personal information;
- Digital literacies and accessibility in relation to digital identities;
- Identity, trust and authenticity in social networks;
- Relations between communities, networks, groups and individual identities;
- Personalisation technologies and digital identity;
- Cultural dynamics of online identity;
- Social media and emerging identity practices;
- Presence technologies, online visibility and digital identity.

We will also consider including chapters that place digital identity within the broad themes of young people and the Internet, digital democracy and the implications for educational practice, typologies of computer mediated networks, virtual mobility, social software as community-based knowing, the Semantic Web, complexity and emergent behaviours in social software use.

Submission Procedure:

Researchers and practitioners are invited to submit on or before November 30, 2009, a 4-6 page manuscript proposal clearly explaining the mission and concerns of the proposed chapter, including theoretical background of the work, methodology (if appropriate) and indication of outcomes. Authors of accepted proposals will be notified by December 14, 2009 about the status of their proposals and sent chapter organizational guidelines. Full chapters should be submitted by January 30, 2010. All submitted chapters will be reviewed on a double-blind review basis.

Publisher

This book is scheduled to be published by IGI Global (formerly Idea Group Inc.), publisher of the Information Science Reference (formerly Idea Group Reference), Medical Information Science Reference, Business Science Reference, and Engineering Science Reference imprints. For additional information regarding the publisher, please visit www.igi-global.com. This publication is anticipated to be released in early 2011.

Inquiries

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