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### ## ### ## # ### # Interpersonal Computing and  
### ## ## ### ## ### Technology:  
### ## ## ### ## An Electronic Journal for  
### ##### ### ## the 21st Century  
### ## ### ##  
### ## ### ## ISSN: 1064-4326  
### ## ### ## April, 1993  
##### ### ##### ### Volume 1, Number 2

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Published by the Center for Teaching and Technology, Academic Computer Center, Georgetown University, Washington, DC 20057

Additional support provided by the Center for Academic Computing, The Pennsylvania State University, University Park, PA 16802

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Special thanks to Dr. William A. Bradley for his help in final editing of this issue.

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1. Letter from the Publisher

Readers of IPCT Journal;

We are pleased to publish the second issue of IPCT Journal. Given the feedback that readers shared with the editors and the authors of a number of the articles, the first issue was very well received. As we move

forward, we will continue to incorporate much of the feedback that readers send to us in our efforts to improve each issue and have the contents be more useful for you.

All the articles in IPCT Journal are selected through a rigorous peer review process. The second issue of IPCT Journal premieres a column called "Publisher's Forum." The content of this may take various forms, the common thread being that selection of content is made by the editors and publisher. When, as is the case in this issue, it is an article, it will be subjected to our usual blind review process. These contributions may be an invited article, and op-ed piece or one written by someone on the editorial board, or in some other way outside the typical selection process.

Please let me know if there are ways you would like to see improvement in the Journal, or other comments you may have.

Regards,

Zane Berge, Publisher IPCT-J  
[Berge@guvax.georgetown.edu](mailto:Berge@guvax.georgetown.edu) BERGE@GUVAX

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If you experience difficulties with these instructions, please consult your local site administrator for specific instructions that may apply to your system.

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3. Contents

Communication Innovation on a BBS: A Content Analysis  
Scott A. Kuehn, Clarion University of Pennsylvania

To retrieve this file GET KUEHN IPCTV1N2

Abstract

The nature of innovative communication behaviors on a computer-mediated bulletin board system was investigated using content analysis. The play theory of communication was used to analyze messages for content that demonstrated special manipulations of computer symbols to express individuality and originality. Three categories of message types achieved intercoder reliability: textual manipulations signifying jokes, irony, witticism, and sarcasm, conventional text emphasis symbols used to convey conversational tone and nonverbal communication, and unconventional symbolic representations of nonverbal communication. Messages revealed that BBS users manipulated text symbols, shifting from simple display of text to textual displays of originality and personal innovation. These findings contradict a "cues-filtered-out" approach to understanding CMC and demonstrate that innovative CMC which adapts to social contexts aids in defining self to self and self to others.

Lines: 614

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Guidelines for Designing Effective and Healthy Learning Environments for  
Interactive Technologies

Michael Weisberg, National Library of Medicine, Bethesda, MA

To retrieve this article GET WEISBERG IPCTV1N2

Abstract

Many of the findings from ergonomics research on visual display workstations are relevant to the design of interactive learning stations. This paper briefly reviews ergonomics research on visual display workstations; specifically, (1) potential health hazards from electromagnetic radiation; (2) musculoskeletal disorders; (3) vision complaints; and (4) psychosocial stresses. Based on this review, guidelines on how to design an ergonomically correct workstation and learning environment are presented. These guidelines seek to balance human performance with learner satisfaction and well-being.

Lines: 1110

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Groupware and Interpersonal Text: The Computer as a Medium of  
Communication

Leonore M. Greller, City College of New York, New York  
and Sue Barnes, Fashion Institute of Technology, New York

To retrieve this article: GET GRELLER IPCTV1N2

Abstract

It is axiomatic that in order for interpersonal communication to take place, verbal messages and their feedback must occur in real time and space. The computer, through a process known as "groupware", enables "several users to work on the same document at the same time" (MacUser, June 1991, p.207), while transferring and manipulating "interpersonal text" in real time and space. Thus, with groupware, verbal communication is not required for interpersonal communication to occur, and the computer can be used as a medium of communication. Groupware and its symbolic code of interpersonal text is extending our traditional definitions of interpersonal and small group communication while it challenges our definition of mediated communication.

Lines: 443

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Politics on the Internet  
Lee Sakkas, Marist College, Poughkeepsie, NY

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Abstract

This article will recount the events associated with the conception, implementation and existence of three discussion lists that were devoted to the campaigns of the three major candidates in the 1992 U.S. Presidential Election. The three lists are managed by the Revised Listserv software which is widely disseminated on BITNET and were named for the three major candidates, BUSH, CLINTON and PEROT.

To the best of my knowledge, this Presidential Campaign was the first where candidates and a portion of the voters made an organized effort to utilize some of the potential that has become available as a result of the development of large computer networks such as BITNET, The Internet, Prodigy, and Compuserve.

Lines: 596

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PUBLISHER'S FORUM:

The Founding and Managing of IPCT-L: A Listowners' Perspective  
Zane Berge Ph.D., Georgetown University, Washington, DC and  
Mauri Collins MA, The Pennsylvania State University, University Park, PA.

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Abstract

The article likens the Scholarly Discussion Group (SDG) to four types of group gatherings: 1) a library, 2) a seminar, meeting, conference, or salon, 3) a room full of people in which dinner conversation is appropriate, and 4) as a newspaper subscription. While there are many reasons for starting a SDG, this article focuses, from a listowners' perspective, on the reasons for founding the Interpersonal Computing and Technology List (IPCT-L@GUVU). This article discusses how the list fits into the host institution's goals, some of the decisions that needed to be made before going online, how this list was marketed, and some of the benefits obtained through the creation of the IPCT-L Editorial Policy. It also examines how the moderators of IPCT-L compare their roles to the roles of moderators generally.

Lines: 497

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An Experiment of Computer Programming Practice by E-mail.

Gintautas Grigas, Institute of Mathematics and Informatics, Vilnius,  
Lithuania

To retrieve this article GET GRIGAS IPCTV1N2

Abstract

A teaching technique of computer programming including the elements of competition and using e-mail is presented and discussed. An experiment of computer programming practice with school students is described. The outcome of experiment is summarized, discussed, and conclusions are presented as guidelines for further work. The experiment of computer programming practice by e-mail was performed in Lithuanian schools. School students of upper grades (10-12) took part in the experiment.

Lines: 596

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Hypermedia and Higher Education

Jay. L Lemke, City University of New York, Brooklyn College School of  
Education

To retrieve this article GET LEMKE IPCTV1N2

Abstract

A near-future model for how on-line interactive hypermedia technologies can transform scholarly communication and educational practice is developed. The model considers: the skills that will underlie future hypermedia literacy for scholars and students, changes from curricular to independent learning models, changes in institutional patterns of communication, and needed further developments in information technology for higher education.

Lines: 890

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Contributions are no longer being accepted.