# computer mediated communication

Q

## Search 🗸

Topics Principles Cognition Environments Facebook U 2 Life Applications Business ▼Education & Recreation

▼ more



Join us for a unique learning experience inside our virtual campus.



Challenge yourself as you demonstrate your knowledge in front of a live studio audience



Course Semester Duration (1)

Number of Assignments (3)

Credit Points (16)

Number of Tests (1)

Number of Exams (0)

Students

Photos

My Questions

Winter Vac

Shop till I drop Created

14 Feb 2008

Gr8 Concert Created

31 Dec 2007

Created 1 Feb 2008

### COMECO

Ĩ.

Profile edit Friends **v** Networks **v** Inbox (1) **v** 

is busy telling people about CMC

Networks: IS&T Honours Birthday: Jan 1, 2006

#### ▼ Information

Computer Mediated Communication(CMC) is any form of communication between people where they interact via digital media through the Internet or other network connection. Recently there has been a huge surge in the use of environments like Facebook, 2nd Life etc. These Web 2.0 applications bring with them a wealth of opportunities and challenges as regards social interaction, business application and education. The CMC module explores these issues through a combination of lectures, presentations, tutorials, and tasks in both the real-world and online environments.

This is such a fewl course :-) You'll learn about things such as "How communication differs online","The impact of

Virtual Environments", how things like Facebook and 2nd Life can be used for

education and Gusiness. The Gest part is that

you get to do a lot of your learning in these

awesome virtual environments.

See you in 2nd life!

#### Sticky Notes

Write COMECO a Sticky Note



Av & Tar says: Write your own! See more

Student Block

### ▼ The Wall

Displaying 3 of 56 wall posts

CMC is a continuous assessment module which means that there is no exam but rather you are assessed on an ongoing basis. This means you need to be actively engaged in all aspects of the course at all times.

Post



#### , Virtu (2nd Life) wrote

TGartner (the big research company, if u don't know) has identified Web 2.0 and especially Social Networking (things u do on Facebook and 2nd Life) as one of the biggest trends over the coming few years! This means u better know about this stuff if you're going anywhere near business in the near future.

Wall-to-Wall - Write on Virtu's Wall - Message - Delete

# home account privacy logout



See All