

# CI Lab Notes

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## 伊利诺大学社群信息学 26 个具影响力的概念

社群信息学 (LIS518 Community Informatics) 2010 秋季班课程摘要,

教授: 伊利诺大学厄巴纳-香槟分校 凯特·威廉姆斯 (Kate Williams) 助理教授

数据源及完整课表请参考: <https://www.ideals.illinois.edu/handle/2142/17413>.

### 1 社群信息学 Community informatics

研究转型中的数字革命与永续发展的地方历史社群之学科。

The study of when transformation (digital revolution) meets continuity (local, historical communities). [Source: Williams and Durrance]

### 2 失根 Root shock

地方历史社群遭到破坏对当地人群带来的情绪冲击。透过集体对引起冲击事件的认知、纪念、修复, 或是在当下立刻避免冲击的发生, 能克服其带来的影响。

The physical destruction of their local historical community causes people emotional shock, which can be overcome by acknowledging it collectively, commemorating it, repairing it, or avoiding it in the first place. [Fullilove]

### 3 社群失落、社群存续、社群解放

#### Community lost, saved, liberated

相较于以农业为主的乡村, 学者对于工业化都市中的社群发展有三种观点。

社群失落: 工业化都市所产生的社会分工, 会使人际之间的关系更加松散。

社群存续: 支持此观点的学者认为, 原先与人紧密相关的邻里、亲缘关系之凝聚力不会随都市化工业化消失。

社群解放: 此观点说明由于交通及沟通管道更加便利, 反而能使各社群之间的交流互动增加, 使人际关系更加扩展及多元化。

Relative to rural period, meaningful/intimate social ties are lost in industrial metropolis, or maintained in one's immediate neighborhood, or are distributed across the metropolis according to personal interests etc. [Wellman and Leighton]

### 4 社会封闭性 Closure

在一个封闭社会中累积的社会资本。

Social capital (see #25) amassing within a closed group. [Coleman]

### 5 虚拟社区 Virtual community

人与人之间共同经由计算机网络所建立的情感、协助等社会支持。虚拟社区可能对个人造成与现实社群同样的影响力。

Emotions, help and other social support shared time and again via computer communications.

Can be as powerful as actual community. [Rheingold]

### 6 维基百科 Wikipedia

它是一个充满创造力但价值被低估的实验计划, 包含使用不同语言的各种族群在虚拟网络社群上建立的共同智慧。维基百科拥有其特有的规范及文化, 不受一般法律限制也拒绝商业化。

An undervalued, ingenious experiment in virtual community and collective intelligence across entire human language groups. Dependent on code, culture, hardly any legal or market forces. [Lih]

## 7 Memex (1945) (Memory Extender的缩写)

1945 由 Vannevar Bush 提出的概念，他预想人类能创造出名为 Memex 的装置，将个人的所有书籍、记录、数据皆储存起来。Memex 的外型像是书桌，个人可以透过桌面(衍伸为 1950-60 年代的大型主机、1970 年代的计算机)存取数据，利用超链接链结世界各地的数据(1980 年代的互联网概念)，并且建立数据检索的观念，分享数据(1990 年代的万维网、2000 年代的社会标签)。

Desktop access (=mainframes 1950s-60s, PCs 1970s) to world's scientific information (=Internet 1980s), with shared data trails (=WWW 1990s, Social tagging et al 2000s). [Bush]

## 8 系统理性主义 Systems rationalism / 区段式制度主义 segmented institutionalism

系统理性主义认为组织会理性的依照计划使用科技，并着重科技会带来如效率…等的正面效果。区段式制度主义则着重组织制度的改变及冲突，使科技不符原先预期被使用，甚至带来负面影响。

Theories or settings where organizations adopt technology as planned, for stated uses, versus theories or settings where differences and conflicts in organizations lead to unexpected or contentious technology use or non-use. [Kling]

## 9 位元城市 City of bits

相对于物理学由原子组成的城市。在数字革命的社会中，随着计算机和网络在建筑物及生活场所的普及化，人类的生活扩展到网络上，”空间”的概念也因而改变。

As compared to city of atoms. Via the digital revolution, buildings and spaces become smart (internet enabled, computer-embedded), life moves online, meaning of spaces change. [Mitchell]

## 10 虚拟世界 Metaverse

在线游戏形成一个持续发展的私有虚拟环境，此环境由游戏中的玩家共同运作，塑造其文化，进而引发人思考其新的治理方式。

Online games (persistent virtual worlds) are privately owned, communally operated, rich cultural spaces that merit new thinking on governance. [Ludlow]

## 11 黑客精神 Hacker ethic

在信息时代中一种新的精神。具有黑客精神的人，将兴趣当成工作，因此能够努力工作，对工作充满热情及创造力，并乐于工作。

The spirit of the information age. Involves passion, hard work, creativity and joy. And it's pro-community. [Himanen]

## 12 集体智慧 Collective intelligence

透过数字科技，集合众人思想及知识而成的集体智能。

Listening to everyone's ideas, combining contributions from all social forces, on a species level using new digital technologies. [Lévy]

## 13 双重/信息化/网络城市

### Dual/informational/network city

一个都市或社会其能量(信息)在数字建设中流动，并在资本重建(经济)中成长。由于它的双重性，城市内有一部分的人向上提升，另一部分的人却可能被忽略或降低价值。

City or society where power flows through networks enabled by digital infrastructure; arising in context of capitalist restructuring, it bypasses and devalues some people while elevating others. Can be overcome! [Castells]

## 14 流动空间的基层化 Grassrooting the space of flows

社会上的精英阶层，例如：政府、军队、研究员、公司，由于有独占的科技及社群组织，得以运用其「流动空间」控制「地理空间」中没有这些资源的基层(例如：地方历史性社群)。但是，随着基层民众也渐渐有机会加入流动空间，高层控制基层的社会机制渐渐有意无意地受到挑战。

Elites design/use the space of flows (exclusive electronic and other networks/processes serving government, military, research, corporations) to control the space of place (local, historical communities), but everyday people join the space of flows so that as in space of place, social control is challenged and contested, sometime intentionally, sometimes not. [Castells]

### 15 表现型, 功能型, 信息型, 影响力型读写能力 **Performative, functional, informational, powerful literacy**

表现型: 能够做出基本字词发音, 组成非正式的句子表达

功能型: 读写能力能应付日常生活或工作上基本需求

信息型: 能运用读写能力来学习新知

权力型: 能运用读写能力表达自己的意见, 具有控制和改变现况的能力。

Sounding out words without good understanding; reading and writing to carry out basic work/life tasks; reading and writing to success in school; reading and writing to control and change what happens. Taught to different classes. [Finn]

### 16 解放/驾驭读写能力

#### **Liberating/domesticating literacy**

透过读、写来了解权利、获得自由或符合现状。

Reading/writing to discover your rights, achieve freedom, or to conform to status quo. [Finn]

### 17 相对性公共领域 **Counterpublic sphere**

社会中的次群体会保有其特有的论述以维持他们的文化。例如: 非裔美国人的黑人音乐、黑人教堂及黑人媒体文化。

Subordinated groups maintain their own discourse to sustain themselves: African American example relies on Black church, Black music, Black media. [Alkalimat and Williams]

### 18 网络力量 **Cyberpower**

能够利用网络影响现实社会的力量, 包含改变、教育、动员个人及群体。

Being able to use cyberspace for change in actual space: individually, in groups, and teaching/mobilizing others. [Alkalimat and Williams]

### 19 文化再生 **Cultural reproduction**

针对低收入学生的计算机教育, 若忽略学生本身的目标、兴趣、人际网络及社群关系, 则只能产生提高计算机能力的假象, 而未能真正改善其社会地位。

Computer education of low income populations can pretend to liberate but instead reproduces social hierarchy when it ignores students' actual goals, interests, networks, or community. [Kvasny]

### 20 在线社交 **Online sociability**

Kavanaugh 的研究证实, 网络上的社交活动有助于刺激实际生活中的社交往来, 特别是地区性的社交活动。

Strengthens offline sociability, esp locally. [Kavanaugh]

### 21 个人/私人/公众 信息通讯科技使用行为 **Personal/private/public computing**

分别指个人使用家里、私人工作场所、或公众场所(及非住家且非私人工作场所)的信息通讯科技。研究发现由于政府组织、学校等具有信息通讯科技的公众场所在富人、穷人及中产阶级小区的分布并不均等, 因此民众能接触到计算机及网络的机会并不均等。

At home, at work, and in other (shared) spaces. Gov, com, org, and edu public computing is available differently to rich/poor/middle, thus impacting democratic access to computers/internet. [Williams and Alkalimat]

### 22 深度服务范围 **Deep outreach**

将加强数字技能的服务范围扩展到缺乏计算机技术及财富能力、物质资源的民众, 避免他们与信息时代完全脱节。

相对的名词包含”中度服务范围”(Meso outreach), 指服务范围仅限缺乏计算机技能或财务/教育资源的民众; ”浅层服务范围”(Shallow outreach), 仅服务已有计算机技能及财务教育支持的民众。

Digital literacy outreach to people without computer skills or financial/material resources who would otherwise be left out of information age; compares to “meso outreach” to groups that can connect with those people, or “shallow outreach” to people who would do fine on their own. [Virnoche]

### 23 社群信息学伦理 **Community informatics ethics**

(1) 勿盲目崇拜科技, 需思辨其影响力

(2) 谨记科技在社会、政治、文化层面的形成背景

(3) 保留大众使用信息的权利

(4) 认知到自己身为科技专业人士的成见, 勿代表沉默的大众发言, 应促进大众发表意见

1) Don't worship technology, debate it! 2) Remember technology's social, political, cultural contexts. 3) Preserve public access to information. 4) Acknowledge your bias as a technology expert; avoid silencing community members by speaking for them; facilitate direct democracy. [Pitkins, Eglash]

#### 24 规定Code [as in software]

网络空间中影响人类行为的四个要素之一，另外三个要素为律法、准则(文化)、市场

One of four influences on human behavior in cyberspace. The other four are law, norms (culture), and market. [Lessig]

#### 25 社会资本，细分为内部系结的资源及外部衔接的资源Social capital, especially bonding and bridging

社会资本指经由社群网络所获得的资源。

Bonding social capital 指经由社群内部中，同构型较高的人群获得的社会资源；Bridging social capital 指透过社群与社群间的交流所分享的社会资源。透过内部交流获得的 Bonding social capital 是公众使用计算机科技时主要的支持来源，其次才是外部所提供的 Bridging social capital。

Social capital means resources accessed through social networks. [Lin] Bonding social capital is the resources shared within a dense subnetwork of

society, typically a homogenous set of people, versus resources shared between two dense subnetworks, via someone whose ties form a bridge. [Putnam]. **Bonding social capital** is a critical ingredient in sustaining public computing or any project in a community; bridging social capital comes second. [Alkalimat and Williams]

#### 26 现实→虚拟→现实 A → V → A'

指人类从现实社会的生活，扩展到虚拟在线的生活，而虚拟生活中所经历的人事物再对现实生活产生影响。例如：Santa Monica's 大众电子网络的研究中，人们透过社群网络的讨论，提出解决现实生活中流浪汉问题的方案。及 Amsterdam 的移民透过网络分享现实生活建立共通的社群记忆。

Actual face-to-face life enters into virtuality (goes online) and then in turn changes actual life, thus A-prime. Examples include SHWASHLOCK on Santa Monica's Public Electronic Network [Rogers], Amsterdam's traveling trunk for immigrant community memories [Vos]. [Alkalimat and Williams]

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Translated from the English by Chieh-Li Chin.

