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Virtual Technologies: Concepts, Methodologies, Tools, and Applications includes the most encompassing research of the concepts and realities involved in the field of virtual communities and technologies. This ground-breaking, multi-volume compendium of 167 chapters from a global pool of more than 350 experts presents an in-depth analysis of the technologies and social and economic impacts of virtual environments. Comprising such topics as collaborative technologies, resource-based view strategy, Structuration theory, synchronous and asynchronous environments, and videoconferencing life-cycle, this three-volume compendium is the defining core of research for the field of virtual technologies. Virtual Technologies: Concepts, Methodologies, Tools, and Applications enlivens the coverage within the field of virtual technologies while providing the fundamental research base necessary for any library.