

Master Informatique, Parcours CPS2 - 1^{ère} année

Virtual Communities - Exam

29 mars 2018

Duration : 2 hours.

Documents authorized. Internet connection not allowed.

Questions 1 to 12: 1 point per question.

Questions 13: 3 points.

Question 14: 5 points.

1. Explain the differences between *Members* and *Operators* of a Virtual Community.
2. Cite four ways to make users feel they belong to a community.
3. Cite four reasons that make users stay in a community.
4. What are the technologies that have enabled the huge development of VCs
5. Stress the differences regarding content management and regarding trust between *Enterprise vs Public* platforms for virtual communities.
6. What kinds of troubles a VC moderator avoids?
7. What can be the role of ontologies in Virtual communities?
8. What are implicit communities? Explain how implicit communities arise from user's annotations, for instance on Youtube.
9. What are the advantages and drawbacks of centralized and proprietary social networks for the different stakeholders?
10. In the life cycle of a VC, how could the Sleep mode be (semi-)automatically activated and implemented?
11. In the life cycle of a VC, how could a Fork be (semi-)automatically activated and implemented?
12. How could the Moderation of VCs be automatized or semi-automatized?
13. Research community. The description of the research community can use the model of Virtual Communities. Why? Why not? Describe the different components (for instance: stakeholders, tools, functions, compatibilities and incompatibilities, etc.)
14. Collaborative reading. Propose the design of a platform for collaborative reading and analysis of literature books (novels, short stories, etc.). What would be the types of communities, the requirements, the roles of users and the content of their profile, the role of automated artifacts? You can write text and bullet lists, draw UML diagrams and screen example, etc.

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