

# Contents

Introduction <i>Susan Leigh Star</i>	1
From practice to culture on Usenet <i>Nancy K. Baym</i>	29
Changing documents/documenting changes: using computers for collaborative writing over distance <i>Eevi E. Beck</i>	53
Cyberpunks in cyberspace: The politics of subjectivity in the computer age <i>Paul N. Edwards</i>	69
Connecting cultures: Balinese character and the computer <i>Dianne DiPaola Hagaman</i>	85
Information systems strategy, a cultural borderland, some monstrous behaviour <i>Mike Hales</i>	103
Making space: a comparison of mathematical work in school and professional design practices <i>Rogers Hall and Reed Stevens</i>	118
Contextualization, cognitive flexibility, and hypertext: The convergence of interpretive theory, cognitive psychology, and advanced information technologies <i>Robert Alun Jones and Rand J. Spiro</i>	146
Constructing easiness—historical perspectives on work, computerization, and women <i>Randi Markussen</i>	158
'Pulling down' books vs. 'pulling up' files: textual databanks and the changing culture of classical scholarship <i>Karen Ruhleder</i>	181
The visual culture of engineers <i>Kathryn Henderson</i>	196
Cross-classroom collaboration in global learning circles <i>Margaret Riel</i>	219

## *Contents*

Sex and death among the disembodied: VR, cyberspace, and the nature of academic discourse	243
<i>Allucquere Rosanne Stone</i>	
References	256
Notes on Contributors	276
Index	279