Results of Research
- The 10% vs. 90%
- What are teachers gathering online?
- Who are the 10%?

History of Online Community
- Collaboration and Research as Beginnings
- Virtual Homesteading of the 1980s
- Commercialization of 1990s
- Return to Roots of 2000s (Web 2.0)

Current Venues
- “Old School”
- Discussion Forums
- ListServes
- Second Life and There

Purposes of Use
- Professional Connectedness
  - Communities of Practice
  - Near and Far
  - Virtual Teacher’s Lounge
- Pedagogical Uses
  - Instructional Sharing
  - Student Connectedness

Future Trends
- Web 2.0
- Web 3.0
- Virtual Reality
- Community-Based Gaming