

Bibliography on "Folksonomies" - Boston KM Forum, September 21, 2006

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Dye, Jessica

Folksonomy: A Game of High-tech (and High-stakes) Tag

5p. EContent

04/01/2006

<http://www.allbusiness.com/periodicals/article/897368-1.html>

"The term folksonomy was coined in 2005 when information architect Thomas Vander Wal mashed up the words taxonomy and folk to name the growing phenomenon of users generating metadata by tagging pieces of digital information with their own searchable keywords. The process is simple enough: Users assign a name, or tag, to any image, article, blog, bookmark, or URL. Later, when they want to recall this content, they can search for its tag and find exactly what they're looking for."

Describes two categories: those created when multiple third-party users assign tags to the same content (social classifications as in del.icio.us), and those that cater to the individual user (Flickr and Technorati).

Porter, Joshua

Folksonomies: A User-Driven Approach to Organizing Content

3p. UIE

07/19/2006

<http://www.uie.com/events/uiconf/2006/articles/folksonomies/>

"Although taxonomies are common, it can be difficult for design teams to implement them. For one thing, taxonomies are very expensive to create and maintain, often involving month-long projects by several members of the team. For sites with thousands (or even millions) of pages, this Herculean task is sometimes never complete. As a result, broken taxonomies can remain until the design team attempts a complete redesign. Second, taxonomies may fail to reflect the language of users if they are not fully tested with the target population. This results in a less effective site that leads to user failure, user frustration, or increased support costs."

"Folksonomies: A New Approach

Folksonomies, a new user-driven approach to organizing information, may help alleviate some of the challenges of taxonomies. Sites with folksonomies include two basic capabilities: they let users add "tags" to information and they create navigational links out of those tags to help users find and organize that information later."

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"We're Optimistic about Folksonomies

At this point, folksonomies are more of an interesting technology than a tried-and-true design tool. However, with their ability to let users do most of the organizational work with the information on a web site, they may yet prove to be a valuable, time-saving way for information architects to keep a handle on the addition of information into an already-burdened architecture. We're anxious to see where they go."

Swanwick, Robert

Folksonomies: One way to incentivize users to tag portal content

1p. Line56.com

09/14/2006

<http://www.line56.com/articles/default.asp?ArticleID=7901>

"Most people understand the game theory concept that if we all contribute, we will all have more to draw from when we need it, but for most that does not seem enough of an incentive to take time out from the many demands on our time.

"However, most people do enjoy being recognized for their skills and interests. And, they will spend time to nurture that reputation. Enter Folksonomies.

"When someone tags content it not only says something about that content, but it also says something about the person doing the tagging even if it is was not their contribution in the first place."