

# ONLINE CURRENTS

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## ARTICLES

### **What do we do about email? Part 2** – *Matt Moore*

Email is a common organisational communications and collaboration tool but its ubiquity is being called into question. In this article, the email reduction efforts of French IT services company Atos, the Australian Bureau of Statistics, smaller companies like Klick and Notebook and individuals such as Luis Suarez are discussed, and the Email Charter is outlined. The article concludes by advising that email reduction is the happy by-product of an effective focus on productivity rather than an end in itself. .... 55

### **Whatever happened to AANRO?** – *Sherrey Quinn*

AANRO, the Australian Agriculture and Natural Resources Online database (and its antecedents) were compiled, and available online, in Australia from the late 1970s until 2007. This article outlines AANRO's history and fate, and briefly notes services which have taken its place. .... 60

### **Crowds and clouds: The online union of data, maps and activism** – *Bill Browne*

The internet has made it possible to “map” crises in real-time, using information submitted by anonymous private citizens that can be processed in a matter of minutes. These maps help people on the ground avoid danger and assist humanitarian efforts to find the locations of problems and resources. Ushahidi was one of the first projects to combine online maps with crowdsourced information to create crisis maps. The model has proved to be enduring: the Ushahidi project now offers a suite of programs and there are hundreds of similar projects responding to crises – both natural and manmade – across the globe. .... 65

### **Where in the world ...? Geolocation for beginners** – *Jon Jerney*

“Geolocation” is a broad term used to describe the use of technology such as global positioning systems, mobile/cell phone signal tracing and computer internet protocol analysis. It makes it possible for items like computers, cameras, mobile phones and cars to record and broadcast their locations in space and therefore the locations of the people who are using, carrying or driving them. This article describes some types of geolocation and how they are currently being put to use, from games to serious commercial applications. .... 72

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