

Lisa D. Falvey is an Assistant Professor of Communication, Media and Cultural Studies at Emmanuel College in Boston, Massachusetts. Her research surrounds how power and hierarchy are replicated in online environments. In particular, she has studied how members of virtual communities work to maintain behavioral expectations and the nature of claims about democratization in electronic environments. Her current interest is in understanding the effects of intercultural communication in "globalized online social communities."

Jeffrey Boase is currently a postdoctoral researcher at the University of Tokyo, and will start as an Assistant Professor in the Department of Communication at Rutgers University in September. His research focuses on the use of mobile phone and PC e-mail to maintain social networks and leverage resources. He is particularly concerned with how e-mail is integrated into a personal communication system that allows individuals to maintain their networks by way of multiple communication media, and how it affords -- rather than determines -- social action.

Minerva Terrades is currently a PHD candidate in Critical Social Psychology (The Autonomous University of Barcelona) as well as a Master student in the Interfaculty Initiative on Information Studies (The University of Tokyo). At present she is conducting research in Tokyo University about Tokyo youth and mobile phone interaction. Her research interests embrace media, technology, body and space.

Tetsuro Kobayashi is an assistant professor in National Institute of Informatics, Japan. He received his M.A. from the University of Tokyo for his study of social consequences of the Internet use in Japan. His research area covers social network theory, social capital theory, and computer-mediated communication. He published his papers in journals such as *Information, Communication & Society*, *AI & Society*, *Japanese Journal of Social Psychology*.

Noriko Manabe is a doctoral candidate in ethnomusicology and music theory at CUNY Graduate Center and an adjunct lecturer at Brooklyn College with interests in music and language, globalization, and the impact of technology and business on music. She has published articles on rap and the Japanese language (in *Ethnomusicology*), on technology and the music business in *Asian Music*, and on the economic history of ringtones in *Internationalizing Internet Studies* (ed. Gerard Goggin and Mark McLelland, Routledge forthcoming), among others. She is currently conducting research on adaptations of Western popular music genres such as Lied, rock, rap and reggae at Nichibun on a SSRC/JSPS Fellowship. She was previously a Senior Analyst of internet, media, and game software at JP Morgan, where she headed the firm's efforts on Asian internet research.

Laura B. Beltz currently holds a Master of Arts degree in Anthropology from California State University, Northridge. Her research interests include the globalization of cultural commodities and the representation and commodification of the "Other" in Euro-American society. She plans to continue on to a Ph.D. in Anthropology in the near future.

Michael V. Tecson is a senior undergraduate at California State University, Los Angeles. His research focuses on online games, and the contrast between the developer's vision of the game and what actually happens in these virtual environments. Recently, he has studied how players form racialized identities which they use to segregate themselves into different communities. Currently, he is interested in the formation of stereotypes such as the "Chinese Gold Farmer," and how this affects the behavior of the playerbase.

Patrick W. Galbraith is a Ph.D. candidate in the Graduate School of Global Studies at Sophia University, Tokyo. His research centers on moe, the blossoming of a burning response to fantasy, specifically the ways this affect impacts lived experience in youth cultures such as otaku and fujoshi. Engaging, enacting and embodying moe takes on an almost ritualistic quality in communal spaces such as maid cafes, Akihabara and online chatrooms. His current interests include the meaning making interplay between fantasy and reality and the conditioning of the otaku image by media for economic, social and political purposes.