

ICANNWiki was founded in 2005 as a resource on ICANN.

IGF 2016

Since then, it has grown into a trusted and loved resource within the ICANN community. We attend nearly every ICANN meeting, where we build capacity, community and information. We do this through a fun and engaging presence that helps people learn, participate and be part of the community.

Outside of ICANN conferences, **ICANNWiki** provides one of the best resources available on ICANN, including articles on the people, companies, communities and policies within ICANN. Our perpetual state of building ensures that we stay up-to-date with information that is relevant to the community's needs.

Over the past year, we have expanded into Chinese, Spanish and Swahili content in an effort to localise our content for communities that need a resource on ICANN and Internet governance in their local language.

WHY cont as the ARE WE AT IGF?

Internet governance (IG) and ICANN will continue becoming increasingly relevant as the Internet expands deeper and wider.

As this reality leads to more people getting involved in IG, it is essential that there is a solid understanding of the IG ecosystem. Understanding the various bodies in isolation is not enough. It is important to understand the connective tissue and how they interact and affect each other.

We are seeking to improve our presence in communities outside of ICANN to ensure that those outside of ICANN's inner circles understand what it does and what it does not do. Additionally, it is important that the ICANN community understand what is happening in the other areas of IG.

The best results will be reached when well-intentioned people are well-informed. We are working hard to maintain a well-informed IG ecosystem that will continue to yield positive results for the world.

HOW CAN YOU HELP

?

ICANNWiki is built by the community. We have created and maintained over 6,000 articles relevant to ICANN and Internet Governance and we are continuing to build and improve this resource. We can't do it by ourselves. ICANNWiki is only as good as its community of contributors and you can help make it better!

We welcome contributors of every experience level, so whether you are a newcomer or a veteran we would love to see your knowledge applied to improving this resource for the entire community. You can create articles on anything that you know or care about, as long as it is relevant to the governance of the Internet. We especially need volunteers to help us continue to build our content in languages other than English.

Join ICANNWiki and Dominios Latinoamerica for our Edit-a-thon!



This community event encourages participants to actively contribute their knowledge on the various happenings within the IGF and Internet governance at large. We will hold a small, informal session in our booth where we'll introduce the site, its values and how to get started on adding what you know!





FRIDAY, DECEMBER 9 11:30 - 13:00 @ ICANNWIKI BOOTH

Multicultural \$ Multistakeholder Capacity Building

THURSDAY, DECEMBER 8 // 15:00 - 16:30

The purpose of this workshop is to exchange ideas about the experiences, outcomes and effectiveness of these debate spaces and capacity building initiatives, as well as whether they promote inclusive and sustainable growth. The initiatives will be reviewed to see if they accurately reflect the multistakeholder model and its implicit requirements, namely multiculturalism and multilingualism.

THESE WORKSHOPS ARE CO-ORGANIZED WITH CCAT LAT,
AMIPCI. AND INTERNET SOCIETY - ARGENTINA CHAPTER

How to Create Relevant Internet Governance Content

THURSDAY, DECEMBER 9 // 9:00 - 10:30

WSIS+10 Outcome Document recognizes that there is a digital divide among developed and developing countries, and a primary dimension of this divide is content accessibility. It also recognizes that the approach to close the digital divide must be multidimensional and should understand quality of access, language and localized content. The creation of high quality, multilingual Internet Governance content is one way to move beyond "information societies" to "knowledge societies." Internet Governance content can help developing countries and the Internet community at large to understand the complexity of Internet services, and how to address the challenges of regulations, cybersecurity and other technological developments that directly impact their everyday lives.

VISUAL EDITOR Decide on a topic to write about, then:

Edit ICANNWiki.com!

Set up an account at:

CREATE A NEW ARTICLE

Click "CREATE" instead of "CREATE SOURCE".

EDIT AN EXISTING ARTICLE

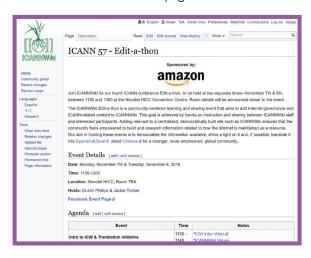
Click "EDIT" instead of "EDIT SOURCE".

FORMAT & STYLE

- TEXT: Click the arrow on the "A" icon to bold, italicize, or underline.
- HEADERS: Click the arrow on "PARAGRAPH" to add a header or make other sub-headings.
- LISTS: Click the arrow on the "bullet (•)" icon to select from numbered or unnumbered lists.

LINKS & REFERENCES

- INTERNAL LINKS: Highlight the word or page you wish to link, click on the "link (�)" icon. Fill out the box which appears.
- REFERENCE: Click "CITE", select "BASIC", and type the title of your reference and the date it was retrieved. Then highlight the title and hit the "link (�)"icon, to enter the URL for the reference.
- REFERENCES SECTION: Use the "HEADER" option to add a "REFERENCES" section to the end of a page.



Dive right into creating or editing any page on ICANNWiki, using the site's easy-to-use Visual Editor

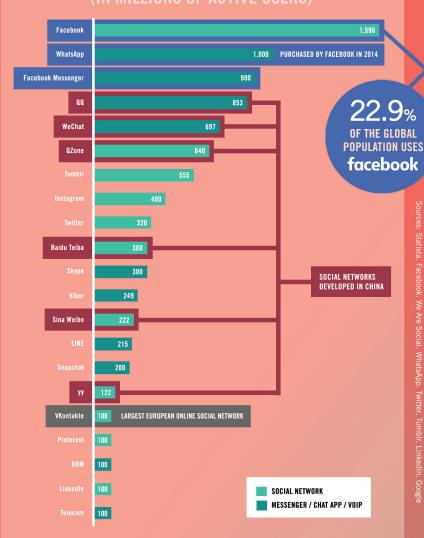
Brave souls who wish to dive deeper into wiki code will also find a robust wiki-editing tutorial on ICW.INK/LEARNVIDS.



SOCIAL **NETWORKS** WORLDWIDE

POPULATIO 7.395 BILLION





infogra

TION 95 ON

INTERNET USERS



3.419 billion PENETRATION: 46%

SOCIAL NETWORK USERS



2.307 billion PENETRATION: 31%

MOBILE USERS



3.790 billion

PENETRATION: 51%

MOBILE SOCIAL USERS



1.968 billion PENETRATION: 27%

SOCIAL CONNECTIVITY

(ACTIVE ACCOUNTS, RELATIVE TO POPULATION)

COUNTRIES WITH HIGHEST **PENETRATION** TAIWAN (77%) KOREA (76%)



COUNTRY-SPECIFIC SOCIAL NETWORKS*

* EXCLUDING POPULAR ONES, LIKE TWITTER AND FACEBOOK.

COUNTRIES THAT REGULARLY USE ***myspace

UGANDA CHINA

KENYA

Kaixin (开心网 translates to "Happy Net"), RenRen (人人网 translates to "Everyone's Website")

FRANCE

GERMANY XING (German career-oriented network)

INDONESIA

JAPAN

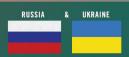
SPAIN 🐞 TAIWAN *

Plurk (40.6% of traffic comes from Taiwan)

UGANDA hi5 (based in San Francisco; globally popular in 2007)

VIETNAM Zing Me (owned by VNG Corporation, Vietnam)

MMWiki graphics



Odnoklassniki (Одноклассники - translates to "Classmates") Vkontakte (BKohtakte - translates to "InContact") Moikrug (designed for professionals)

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