In his famous science-fiction novel Snow Crash, Neal Stephenson envisioned the evolution of the Internet into what he called a “Metaverse”, a three dimensional (3D) virtual reality-based space where people interacted with each other through their avatars (i.e. graphical representation of themselves) and manipulated virtual artifacts. Since the last few years, Metaverses have become a reality with the development of virtual/mixed reality applications, called 3D virtual worlds. A growing and strong interest has emerged in the field of information systems (IS) around the characteristics and possibilities of these virtual worlds. Virtual worlds have now evolved into sophisticated social systems, such as Massively-Multiplayer Online Role-Playing Games (MMORPGs), where millions of people chat, collaborate and compete with each other through their avatars. According to Gartner Group, 80% of active Internet users will use a virtual world by the end of 2011. Beyond the entertainment and game play features, virtual worlds are evolving towards business needs, where social, organizational and economic interactions are the main drivers. In fact, today’s virtual worlds bring a variety of opportunities to organizations with respect to collaborative value creation and team work. Several companies such as IBM, Intel, Cisco, Microsoft, eBay, Accenture, and others are already using virtual worlds for their team processes – meetings, seminars (internal or with partners), training/certification, recruitment, or simply for socialization (virtual events).

As collaboration has become the predominant modus in which organizations accomplish work, recent surveys show that collaboration is a key driver in organizational performance and may contribute more to organizational performance than strategic orientation. Therefore it is important to understand how virtual worlds can best be used as an environment for organizational collaboration and co-creation. Thus this minitrack covers collaboration issues in virtual worlds and metaverses. This year, five papers were selected for inclusion in the proceedings.