DOI: 10.11634/216796061504668

Non-Technical Skills for IT Professionals in the Landscape of Social Media

Katryna Johnson

College of Management, Metropolitan State University, 1501 Hennepin Avenue, Minneapolis, MN

This paper provides a comprehensive literature review on the non-technical skills needed by IT professionals to work successfully in social media. Previous research has examined nontechnical and found that soft skills such as communication, knowledge management, leadership, personal accountability, time management and an understanding of business functions are important for IT professionals to possess. No study has examined the specific soft skills that are needed in the landscape of social media such as for bogging, content sharing, customer relationship management, pod-casting and project management. This paper will provide a comprehensive list of soft skills and will ascertain which skills are required for specific social media applications. Finally a review of the literature has indicated that an understanding of one's personal brand will impact career success. The issues relevant to personal branding for IT students and professionals will be discussed. Implications for curriculum development in academia and for practitioners will be examined.

Key Words: Information technology, information systems, non-technical skills, soft skills, social media, personal branding, job skills, interpersonal skills

Introduction

In a report to the President and Congress on networking and information technology the President's Council of Advisors on Science and Technology (PCAST) asserts that United States leads the world in the science of networking and information technology (Holdren & Lander, 2013). PCAST believes that having a skilled workforce in Information Technology is essential to our digital future. The American Society for Training & Development has indicated there is a skills gap between what organization's need from employees and the skills employees have (Sitek, 2012). The need for leadership skills and an understanding of business functions and specific industries ranked high in required skills. The ASTD survey indicated that the lack of skills could result in lower productivity, slower time-to-market and decreased profitability (Sitek, 2012). The ASTD indicated also that both industry and educational institutions need to play a role in workforce development of soft skills.

While there is an abundance of research on the importance of soft skills for IT professionals, no research has focused on a comprehensive analysis of the soft skills needed in social media. This paper will examine what soft skills are necessary for IT professionals in the realm of social media.

Literature Review

To determine the soft skills a literature review on non-technical skills was conducted using steps outlined in Fink (2010): Selecting the research question, Selecting article databases, web sites and other sources, choosing search terms, applying practical screening criteria, applying methodological screening criteria, doing the review and synthesizing the results . First the research question was to examine the requisite soft skills for IT professionals in the realm of social media. Database searches were conducted using EBSCO Host, Academic Search Premier, Google Scholar and the Information Science Institute. The author also examined the reference lists of relevant articles to further assess requisite soft skills.

Corresponding author: Katryna Johnson, Ph.D College of Management, Metropolitan State University, 1501 Hennepin Avenue, Minneapolis, MN Email: katryna.johnson@metrostate.edu

This article is distributed under the terms of the Creative Commons Attribution License, which permits unrestricted use and redistribution provided that the original author and source are credited.

Browsers were also searched for relevant business articles on skill sets. Search terms included: Commu-

nication, Critical Skills, Information Systems, Information Technology, Interpersonal Skills, IT programs, IT Professionals, Job Skills, Networking, Non-Technical Skills, Project Management, Social Networking, Soft skills, Social media, Social Media Landscape, Social Media Skills, Talent Deficit and Talent Gap. A total of 334 articles were reviewed and of those 286 were used in this paper primarily from refereed journals but also including practitioner articles (e.g. Forbes). The articles that were excluded were outside of the scope of this paper such as articles on soft skills needed outside the IT profession. Papers that lacked content or construct validity were also removed from analysis. During the review the author conducted a content analysis to assess salient non-technical or soft skills for IT professionals. Results are then described and summarize in a tables.

The Demand for IT Soft Skills

The preparation and development of an IT workforce includes both technical and non-technical skills (and soft skills). Practitioners, educators and researchers have all deemed it necessary to teach soft skills to IT professionals (Bancino & Zevalkink, 2007; Gillard, 2009). Many studies have looked at the need for nontechnical skills for IT professionals and found that the nontechnical skills contribute to the success of an employee and an organization (Aasheim, Shropshire, Li & Kadlec, 2012; Evans, 2002; Gallagher, Kaiser, Simon, Beath & Goles, 2010; Hagen & Bouchard, 2015; Hawk, Kaiser, Goles, Bullen, Simon, Beath, Gallagher, & Frampton, 2012; Joseph, Ang, Chang, & Slaughter, 2010; Keil, Lee & Deng, 2013; Joseph, Soon, Chang & Slaughter, 2010; Lonoff Schiff, 2013; McMurtrey, Downey, Zeltmann & Friedman, 2008; Mann, 2002; Muzio, Fisher, Thomas & Peters; 2007; Petter and Randolph, 2009; Sukhoo, Barnard, Eloff & Van der Poll, 2013).

While technical skills are necessary for IT professionals, they do not provide a sufficient set of skills (Joseph et al., 2010). A survey of 153 IT professionals found that soft-skills were the most important skills for newly hired IT professionals (McMurtrey, Downey, Zeltmann & Friedman, 2008). Specifically, McMurtrey et al. (2008) found that critical thinking; problem solving and team skills were the most important of the soft skills for entry level IT professionals. Aasheim et al. (2012) also looked at entry level IT professionals and found that personal and interpersonal skills were the most highly desirable skills and that the requirement for these skills did not change substantially over a five year time period. Verma & Bedi (2008) discuss that having nontechnical skills such as communication, problem solving and leadership can lead to increased employability, greater job performance and better work accuracy for IT professionals. Gallagher et al. (2013) studied mid-level IT professionals and found that critical skills included project management, business knowledge, problem solving and relationship skills. Joseph et al. (2010) reflects that the practical intelligence (soft skills) leads to more success in organizations than technical skills. Joseph et al. (2010) defines practical intelligence as "the managerial, intrapersonal, and interpersonal skills that are used to resolve IT-related work problems" (p. 149). These practical skills include self-management, interpersonal abilities and business knowledge.

Muzio et al. (2007) developed a measure to assess and quantify soft-skills. They looked at real performance data as measured by a 360-degree employee assessment process. Muzio et al. (2007) found that planning and organizing were the best skills and that having an empathetic outlook and flexibility were the weakest skills but were still highly needed. Keil et al. (2013) performed a Delphi study on critical skills needed of IT project managers. The study indicated that leadership, verbal communication, listening, project planning and written communication skills topped the list of skills needed for IT professionals. Hagen & Bouchard (2015) conducted a literature review of skills needed to train IT professionals and found that interpersonal, active listening, critical thinking problem solving, creative thinking, an understanding of diversity, general communication skills, the ability to refrain problems, professionalism and ethics and a willingness to use technology were critical skills for IT professionals.

Personal characteristics/traits such as attitude, honesty, integrity, trustworthiness, ethics, motivation and a willingness to use technology have also been found to contribute to the success of IT professionals (Aasheim et al., 2012: Hagen & Bouchard, 2015: Motah, 2008; McMurtrey et al., 2008). Integrity has been pinpointed as a necessary personal attribute given the nature of private and secure information in the IT world (Aasheim et al., 2012). The ability to handle stress, be diplomatic, be persistent and committed, be resilient and a have a sense of humor have been found to decrease tensions and increase work relationships (Keil et al., 2013; Motah, 2008; Muzio et al., 2007; Sukhoo et al., 2013). Being detail oriented was also found to increase the effectiveness of IT professionals (Keil et al., 2013; Lonoff Schiff, 2013).

Social Media and IT Professionals

Social media involves the websites and applications that allow users to create and share information. Social media has been playing a significant role in organizations for more than a decade with an increasing emphasis on its role (Burton, Wu & Prybutok, 2010; Castronovo & Hunt, 2012; Chao, Parker & Fontana, 2011; Heller Baird & Parasnis, 2011 Poynter, 2011; Recine, Prichard and Chaudhury, 2013). IT professionals are using social networking sites such as LinkedIn, Twitter, Facebook and YouTube to discover and exchange information (Weglage, 2010). Social media is increasing the collaboration between IT professionals and marketers as they develop dashboards, monitor social media and maintain social networking sites (Weglage, 2010).

While IT professionals are involved in creating platforms for use in social media, no literature has examined what soft skills are needed in this arena. This article will review the needed soft skills in the landscape of social media for IT professionals.

Personal Branding. While reviewing literature on soft skills, it was ascertained that IT professionals need an understanding of personal branding (Dutta, 2010). Personal branding involves taking control of one's image in the organization and on social media (Montoya & Vandehey, 2002; Peters, 2010). IT professionals should be authentic and consistent in their personal brand and display professionalism (Harris & Rae, 2011). Employees of any type of organization should be aware of the implications of personal branding for employment screening, hiring, training, monitoring and discipline (King 2006; Roberts & Roach 2009). Skills needed for personal branding will also be examined.

Non-Technical Skills

The literature review yielded 44 Non-technical skills that are necessary for social media. These skills will and the implications for IT professionals will be discussed.

First is the ability to actively listen by giving feedback to others about what has been heard. Active listening has been shown to increase collaboration and group functioning (Auerbach, 2014; Bailey & Mitchell, 2006/2007; Cavalier, Klein & Cavalier, 1995; Hagen & Bouchard, 2015; Keil, Lee & Deng, 2013; Verma & Bedi, 2008). Active listening is essential for organizational communication effectiveness of superiors and subordinates (Hunt & Cusella, 1983). Active listening also improves training in organizations through feedback and building rapport (Hunt & Cusella, 1983).

Next are analytical skills. IT professionals must have the ability to analyze problems and issues at different stages of a project (Aasheim et al., 2012; Acker, Grone, Akkad, Potscher, & Yazbek, 2011; Christ et al., 2012; Couger, Higgins & McIntyre, 1993; Gallagher et al., 2010; Hipperson, 2010; Keil et al., 2013; Kleinsmann et al., 2012; Muzio et al., 2007; Plaza, 2010; Rapoza, 2010; Seymour, 2013). Analytical thinkers tend to broaden their thinking to consider a larger set of alternatives allowing for a diversity of perspectives on creating solutions to problems (Couger et al., 1993).

Multiple studies have found that an understanding of business knowledge is essential to the success of IT professionals as they interact with internal and external clients (Aasheim et al., 2012; Davison, Maraist, & Bing, 2011; Feeny & Wilcocks, 1998; Gallagher et al., 2010; Gorman, 2011; Hawk et al., 2012; Holdren, Lander, Jackson & Schmidt, 2010; Keil et al., 2013; Lee, Trauth & Farwell, 1995; McMurtrey, Downey, Zeltmann, & Friedman, 2008; Stuart 2015). IT professionals need to understand the basic functions of Accounting and Finance, Customer Service, Human Resource Management, Marketing Production and Operations, and Research and Development.

Fourth, IT professionals need the abilities to collaborate and cooperate. Individuals cooperate when they exchange relevant information and resources in support of each other's goals, rather than a shared goal (Bruffee, 1995; Stuart, 2015). Individuals collaborate when they work together to share a common goal (Bruffee, 1995). Cooperation has been found to expedite a project and facilitate knowledge transfer (Keil et al., 2013; Zhang & Spiteri, 2012). Kane, Roginson-Combre, & Berge (2010) found that collaboration increases e-learning and the ability to manage knowledge.

Fifth, IT professionals need to have both good oral and written communication skills (Aasheim, Shropshire, Li & Kadlec, 2012; Auerbach, 2014; Evans, 2002; Gallagher et al., 2010; Hagen & Bouchard, 2015; Keil et al., 2013; Kleinsmann et al., 2012; Lonoff Schiff, 2013; Mann, 2002; Mason, 2013; McMurtrey et al, 2008; Motah, 2008; Sukhoo et al., 2013; Tambe & Hitt, 2012; Trenner, 2013; Verma & Bedi, 2008). It professionals should be able to communicate clearly and effectively and in a manner that is easily understood. IT professionals need to ensure that they are clearly understood by all stakeholders, that all stakeholders understand what is expected of them, and that all stakeholders communicate effectively with one another (Lonoff Schiff, 2013).

Sixth, IT professionals need to be able to work with communities (Acker et al., 2011; Arnold & Paulus, 2010; Fournier & Lee, 2009). Community building is necessary to strengthen relationships, build connections and communications within a group. Community building facilitates teamwork and also engages customers (Acker et al, 2011).

Seventh is the ability to resolve conflicts. Conflict management is the ability to recognize and deal

with disputes in a rational and effective way (Goo, Kishore, Rao, & Nam, 2009; Motah, 2008; Muzio et al., 2007; Jiang, Chang, Chen, Wang & Klein, 2014; Keil et al., 2013; Sukhoo et al., 2013). Goal conflict amongst teams can occur due to diverse interests of different parties involved. IT professionals able to overcome conflict increase the likelihood of success for multiple projects leading to more value for an organization (Jiang et al., 2014).

The eighth skill is the ability to think creatively. Creative and innovative thinking allows IT workers to generate new ideas (Aasheim et al., 2012; Ames & Runco, 2005; Cooper, 2000; Couger et al., 1993; Hagen & Bouchard, 2015; Heilesen, 2010; McKorkle & McKorkle, 2012; McMurtrey et al, 2008; Stuart, 2015; Sukhoo et al., 2013; Zhou, Chen & Lou, 2014). While general creativity is the ability to generate new ideas (Boden, 1990); domain Specific creativity is the ability to innovate within a specific field (Kaufman & Baer, 1995). Zhou et al. (2014) found that IT students perceived creativity to be both domain-general and domain specific and that IT students should be taught creativity tacitly and explicitly. Amabile (1996) indicates that three factors impact creativity: skills relevant to the domain, task motivation and cognitive skills.

The ninth skill relates to the credibility of the employee. IT professionals' credibility can also impact their performance (Mann, 2002; Walton, 2013; Xu, 2013). Credibility is influenced by knowledge, professionalism and good communication. Walton (2013) found that credibility improves trust, increases positive word-of-mouth communication, and builds relationships.

The tenth skill is the ability to think critically (Churches, 2009; McMurtrey et al, 2008; Evans, 2002; Hagen & Bouchard, 2015; Ivanov 1991; Stuart, 2015; Turner, 2004). "Critical thinking is the ability to test assumptions, make critical evaluations, and critically review systems approaches" (Hagen & Bouchard, 2015, p. 6). Ivanov (1991) discusses critical thinking in terms of critical construction approaches to IT. Ivanov indicates that this method allows for gradual learning and self-improvement of an information system.

The eleventh skill is having a customer focus and the ability to understand customer needs (Arnett & Badrinarayanan, 2005; Evans, 2002; Muzio et al., 2007; Trenner, 2013). Customer focus is more than customer service. Customer focus concentrates on what matters to the customer (Bofante, 2012). Having a strong customer focus is a strong contributor to the success of a business (Bharadwaj, Nevin, & Wallman, 2012). IT professions should have the ability to solicit and listen to customer feedback and effectively address concerns (Evans, 2002).

Twelfth is the ability to use data for creating customer insight. Data mining is having an understanding what information needs to be captured and analyzed in order to provide insight into customers and competition (Chau & Xu, 2012; Cowan, 2008; Hipperson, 2010). CEOs want more than data; they want to have genuine understanding (insight) into the why the data is important (Cowan, 2008). Businesses that use the insight well will have a competitive advantage (Cowan, 2008).

Thirteenth is the ability to make decisions. Decision making is the ability to analyze all aspects of a situation to gain insight to make a decision (Deans, 2012; Evans, 2002; Gorra & Finlay, 2009; Muzio et al., 2007; Verma & Bedi, 2008). "An employee's ability to correctly analyze a situation, understand tradeoffs, offer good recommendations, and make the right choice is often rewarded with increased freedom to self-manage, and with the opportunity to engage in more interesting and challenging projects" (Evans, 2002, p. 33).

Fourteenth is an understanding of diversity and its implications for an organization. Diversity awareness and understanding can increase an organization's effectiveness and produce better financial results (Nelson, 2014; Schachaf, 2008). Diversity skills can increase understanding and success of a team (Nelson, 2014; Schachaf, 2008). Understanding of organizational diversity also facilitates customer's adoption of innovation (Nelson, 2014; Weigelt & Sakar, 2009). This occurs because diversity provides a "cognitive and social environment that is a positive indicator for innovation and a negative indicator for routine tasks" (Nelson, 2014; p. 88). Trauth, Huang, Quesenberry & Morgan (2006) indicate that IT students need to be taught about the scope of diversity issues in the workplace and cross-culturally. Daniel, Agarway and Stewart (2013) found that when project participant roles were dispersed geographically it had positive influences on community engagement market success.

Fifteenth is the ability to edit. While general verbal and written communication skills are important, the ability to edit written communication before it goes public is essential (Goktas & Demirel, 2012). IT professionals need to try to improve documents by correcting errors, making sentences clearer and being more precise.

The sixteenth skill is the ability to engage people. IT professionals need to be able to engage their clients by keeping them informed and interested (Woodcock & Green, 2011). They "need to design experiences that deliver tangible value in return for customers' time, attention, endorsement and data" (Heller Baird & Parasnis, 2011, p. 30).

The seventeenth skill for IT professionals is the need to have an empathetic outlook (Auerbach, 2014; Muzio et al., 2007). Empathy allows a person to perceive and understand the feelings and attitudes of others. Empathy allows an IT professional to understand clients and end users' problems. Empathy facilitates teamwork, collaboration, problem resolution and learning (Denning, 2012).

The eighteenth skill is flexibility. IT professionals also must have the ability to be flexible (Aasheim et al., 2012; Muzio et al., 2007; Sukhoo et al., 2013). Having the skills to modify and integrate change lead to success for IT professionals (Muzio et al., 2007). Flexibility in using various IT platforms has also been shown to increase learning (Gorra & Finlay, 2009).

The nineteenth skill is the ability to frame and reframe information to make decisions. Framing is how information is presented to the decision maker (Tversky & Kahneman, 1981). The combination of information and framing will impact risk attitudes, escalation of commitment, and negotiation (Bazerman, 1984; Bolman & Deal, 2007; Davidson, 2002; Jain & Thietart, 2013). The ability to reframe allows an IT professional to fit multiple mental models to a problem thus allowing for better understanding and working with others (Bolman & Deal, 2007; Hagen & Bouchard, 2015). Davidson (2002) conducted a case study to exam how IT professionals frames impacted Information System Delivery Processes. Davidson found that social construction (the influence of others) helped the participants explore requirements for and influence their understanding of a pro-

The twentieth skill IT professionals must have is the ability to set and achieve goals (Kleinsmann et al., 2012; Muzio et al, 2007; Wagner, Beimborn & Weitzel, 2014). Goals should specific, measureable and time oriented objectives. IT goals and business resources must be aligned to achieve organizational goals (Wagner et al., 2014). Understanding of goals must be shared for successful completion of projects.

The twenty-first skill is impression management. Impression Management is the ability to create a favorable impression in the minds of others (Goffman, 1959). Vieira da Cunha (2013) completed an ethnographic study on performance records of a sales unit. Vieira da Cunha demonstrated how managers can create an "idealized version" of their accomplishments and that by doing so they attempt to impress others. "By doing so, leaders and managers turn information systems into store windows to show achievement upward instead of transparent windows to monitor compliance downward" (Vieira da Cunha, 2013, p. 723).

Positivity is the twenty-first skill. Being able to interact positively with others (interpersonal skills) is a highly valued skill for IT professionals (Aasheim, Shropshire, Li & Kadlec, 2012; Gallagher et al., 2010; Hagen & Bouchard, 2015; Keil et al., 2013; Muzio et al., 2007). In other literature reviews interpersonal skills were consistently rated as one of the top skills for IT professionals (Aasheim et al., 2012). Aasheim et al. (2012) in a survey also found that hiring managers looked for interpersonal skills more than previous experience.

IT professionals also must be able to manage knowledge. Knowledge management is the process of identification of new knowledge for the long-term performance and success of organization (Alavi & Leider, 2001; Arnett & Badrinarayanan, 2005; Hasanzadeh & Mahaleh, 2013; Kane et al., 2009; Kumar, 2014; Nie & Nakamori, 2007; Starbuck, 1992; Yang, Chen & Chau, 2014). Knowledge management requires the abilities to develop, disseminate and apply knowledge (Arnett & Badrinarayanan, 2005; Janz. & Prasarnphanich, 2003). "A knowledge management competence is tacit, complex, and firmspecific" allowing organizations to build relationships" (Janz & Prasarnphanich, 2003, p. 331). The ability to manage knowledge means it becomes more useful (van Lohuizen, 1986 as cited in Janz & Prasarnphanich, 2003). Success with knowledge management in an organization can increase value, create a competitive advantage and lead to better customer relationships (Hasanzadeh & Mahaleh, 2013; Janz & Prasarnphanich, 2003).

IT professionals must be able to reuse knowledge. Knowledge reuse is the ability to locate and use knowledge previously generated (Majchrzak, Cooper, & Neece, 2004; Markus, 2001; Petter & Randolph, 2009). Knowledge transfer involves the ability to recall information and the ability to recognize when the information is needed (Markus, 2001). Knowledge reuse is important for individuals working in teams virtually and in the same location (Markus, 2001). Majchrzak et al. (2004) conducted a study on the Jet Propulsion Laboratory for the California Institute of Technology managed by NASA. Majchrzak et al. (2004) found that knowledge reuse helped individuals to look at problems in new ways with different strategies resulting in more innovation.

IT professionals must be able to share and transfer knowledge. Knowledge Transfer is "the focused, unidirectional communication of knowledge between individuals, groups, or organizations such that the recipient of knowledge (a) has a cognitive understanding, (b) has the ability to apply the knowledge, or (c) applies the knowledge" (Paulin & Suneson, 2012;, p. 83). Knowledge transfer has also been discussed as the sharing of knowledge which includes

"the exchange of knowledge between and among individuals, and within and among teams, organizational units, and organizations" (Paulin & Suneson, 2012;, p. 83, p. 83). Argote and Ingram (2000) assert that interactions among people are the most difficult to transfer therefore organizations should work to transfer knowledge internally while preventing it from transferring externally to competitors to provide a competitive advantage. Argote and Ingram suggest this can be done by embedding knowledge in organization members, tools/technology and tasks.

IT professionals should possess leadership skills. Leadership is the ability to influence people so that they will strive willingly toward the achievement of group goals. (Aasheim et al., 2012; Evans, 2002; Gallagher et al, 2010; Gillard, 2009; Gorman, 2011; Feeny & Wilcocks, 1998; Kumar, 2014; Lonnof Schiff, 2013; Mason, 2013; Muzio et al., 2007; Stuart, 2015; Sukhoo et al., 2013; Trenner, 2013; Verma & Bedi, 2008). Leaders affect the motivation of team members and the competencies of a group (Kumar, 2014). Creative thinking is central to leadership and sets an environment for innovation (Kumar, 2014). Leadership is necessary for success in leading IT initiatives and projects (Gorman, 2011).

Professionals in IT should be able to monitor information. Monitoring is the ability to observe and track the quality of something consistently (Acker et al., 2011; Christ et al., 2012; Thankachan & George, 2011; Woodcock, Green & Starkey, 2011). Monitoring is used for employees, products, finances, customers and the web (Acker et al., 2011; Thankachan & George, 2011). Monitoring allows IT professionals to determine if systems are secure (Samadi et al., 2014).

IT professionals need to be able to network. Networking skills allow for the exchange of information or services amongst individuals, groups and organizations (Aasheim et al., 2012; Bernier, 2011; Burton et al., 2010; Mital & Sakar, 2011; Morgan, 2011). Networking provides a means of communication within an organization and to customers (Bernier, 2011).

IT professionals should be organized. Organizing skills require arranging or structuring information in a coherent manner (Aasheim et al., 2012; Evans, 2002; Keil et. al, 2013; Lonoff Schiff, 2013). IT professionals should be able to organize and manage multiple projects at the same time (Lonnof Schiff, 2013). Organizational skills can range from scheduling, prioritizing, and tracking projects and teams (Evans, 2002).

Employees in the IT sector must understand they are personally accountable for their actions and work. Personal accountability is honoring agreements, contracts and assigned responsibilities ("Code of Ethics",

1992; Muzio et. al., 2007). Personal accountability is being willing to answer for the consequences of one's choices and behavior. Weitzener, Abelson, Berners-Lee, Feigenbaum, Hendler & Sussman (2008) assert use of information should be "transparent so it is possible to determine whether a particular use is appropriate under a given set of rules and that the system enables individuals and institutions to be held accountable for misuse" (p. 84).

IT professionals need to possess planning skills. The ability to plan involves setting goals, developing strategies, and outlining tasks and schedules to accomplish the goals (Acker et al., 2011; Evans, 2002; Gallagher et al., 2010; Keil et al., 2013; Muzio et al., 2007). Planning involves allocating time to individual tasks, and anticipating challenges that might arise and making contingency plans. "Regardless of the size of the project, the ability to identify and define tasks, track milestones, recognize when a project timeline is running into problems, and take appropriate action is crucial to ongoing success in a technical job" (Evans, 2002, p. 32).

The IT sector is filled with private information. IT professionals must understand how to protect privacy. Privacy is the ability to understand what information needs to be kept confidential. Weitzener et al. (2008) indicates that current privacy laws are too complex for most consumers to understand the longterm implications of agreeing to use of information. Therefore, IT professionals and organizations need to ensure that privacy is maintained through its technology and systems such as through transaction logs. IT professionals should ensure that access to private information is authenticated and authorized (Sahama, Kushniruk & Kuwata, 2013). As data breaches in security become more frequent. IT professionals need to monitor the use of information, especially personal information (Sahama, Kushniruk & Kuwata, 2013).

IT professionals must be problem solvers. Problem Solving is the ability to integrate information from several different sources in order to improve performance through the integration of multiple platforms, functions and technologies (McMurtrey et al., 2008; Hagen & Bouchard, 2015; Keil et. al, 2013; Kleinsmann et al., 2012; Lonoff Schiff, 2013; McKorkle & McKorkle, 2012; Turner, 2004; Verma & Bedi, 2008). Brand-Gruewe, Wopereis, & Vermetten (2005) discuss that people need to be taught problem-solving skills. Individuals need to be taught to define the problem, identify sources of credible information, find and process the information, and organize and present the information.

IT professionals should be professional. Professionalism is the ability to conduct oneself in a manner that promotes value and show respect (Aasheim et al., 2012; Hagen & Bouchard, 2015; Capel, 2011;

Evans, 2002; Keil et al., 2013; Lonnof Schiff, 2013; Tahat, Elian, Sawalha, & Al-Shaikh, 2014). Harshman, Gilsinian, Fisher & Yeager (2005) demonstrate how the Internet impacts perceptions of professionalism and ethics. They indicate that it makes the interactions between lay people and the profession more open to scrutiny and allows for easier access to guidelines for a profession.

IT professionals should be responsive to their clients. Responsiveness involves rapid response to others. Information technology professionals should respond quickly to requests for information and opportunities to converse (Acker et al., 2011; Woodcock et al., 2011). IT professionals should monitor discussion forums, answer emails, post information in a timely manner and be responsive to users paying particular attention to accuracy of information, timeliness of postings, and be responsive to users (Woldeab, 2004).

The ability to manage risk is also a necessary skill for IT professionals (Gallager et al., 2010; Keil et. al., 2013). IT professionals should gather necessary information to ascertain the risks to project success, prioritize risks and have a plan to reduce or eliminate risks (Samadi, Salman & Addas, 2014; Keil et al., 2013). An understanding of risk management also provides needed business knowledge that contributes to more effective security measures for an organization (Spears & Barki, 2010).

Self-management is the ability to prioritize and complete tasks to achieve goals in desired time frame (Joseph, et al., 2010; Muzio et al., 2007). An IT Professional should be self-motivated to achieve excellence and have high levels of self-awareness in order to maximize productivity (Joseph et al., 2010). Individuals with high self-management abilities who are high performers have a positive impact on other employees in task interdependent work since they do not procrastinate and complete their tasks on time (Joseph et al., 2010).

IT professionals should be able to shape information so that it is understandable. Shaping involves reorganizing and presenting information in a way that is meaningful, usable and maintainable (Majchrzak, Wagner & Yates, 2013; Yates, Wagner & Majchrzak, 2010). Shaping promotes knowledge reuse through improving the ability to integrate knowledge (Majchrzak et al., 2013). Shaping also positively affects perceptions of information (Majchrzak et al., 2013).

IT professionals should be able to develop social capital. Social Capital is the value of one's network of social connections that enable and encourage mutually advantageous social cooperation (Capel, 2011; Burton et al., 2010; Ellison, et al., 2007; Wagner et al., 2014). Magsamen-Conrad, Billotte-Verhoff &

Greene (2014) found that online social capital gained through online communications can increase one's sense of well-being, enhance networking and increase sharing of valuable information. Wagner et al. (2014) found that for IT professionals social capital fosters knowledge, trust and respect amongst workers.

Storytelling is the interest and ability to tell a good story (Gershon & Eick, 1995; Gershon & Page, 2001). Storytelling allows for visualization of information and can contain a vast quantity of information in a few words (Gershon & Page, 2001). Stories tend to be more compelling when relating information than just giving directions (Gershon & Page, 2001). An IT professional should be able to relay information simply to customers such as by giving a quick story of a previous incident and how it was solved.

Tagging involves the ability to classify things and information (Hathi, 2009). IT professionals should know how to use keywords or a descriptive phrase on web documents so that it can be more easily stored, sorted and searched (Churches, 2009; Gray, Parise & Iyer, 2011; Hathi, 2009).

IT pofessionals need to be able to work in teams. Teamwork involves the ability to cooperate with others to meet goals (McMurtrey et al., 2008; Evans, 2002; Keil et al, 2013; Mason, 2013; McKorkle & McKorkle, 2012; Muzio, et al., 2007; Sukhoo et al., 2013; Turner, 2004)

Most organizations are relying increasingly on teams to accomplish projects. This is particularly true in high-tech environments where the success of a project depends on the contribution of many individuals with varied expertise. The ability to work with team members with diverse backgrounds and communication styles is highly valued and rewarded in most environments. Being able to read the needs of the team as a whole and the needs of individual team members, and to adjust one's role to increase team effectiveness, is essential to the success of the team process (Evans, 2002, p. 32).

An IT professional must be able manage time at work. Time management is the ability to make effective use of time by quickly and effectively prioritizing multiple tasks within a quickly changing environment (Hafner, Oberst, & Stock, 2014; Keil et al, 2013, p. 408; Lear, 2011; Verma & Bedi, 2008; Sukhoo et al., 2013). Lear (2011) discusses how time management can be difficult for IT professionals because their job is often disrupted. Lear suggests that to increase productivity IT Professionals should ask for requests to be sent by email or a "trouble-ticket" request.

IT professionals need visual literacy skills. Visual Literacy is the ability to understand and produce visual messages (Avgerinou, 2007; Avgerinou &

Pettersson, 2011; Christ et al., 2012; Gershon & Page, 2001). Petterson (2010) discusses information design and visual literacy and states the main goal is clarity in communication. "In order to fulfil this goal all messages must be accurately designed, produced

and distributed, and later correctly interpreted and understood by members of the intended audience" (Petterson, 2010, p. 168). Table 1 summarizes the non-technical skills needed for IT Professionals and lists their definitions.

Table 1 - Taxonomy of Non-Technical Skills

Skill	Definition		
Active Listening	Communication that involves comprehending, giving feedback and confirming that a message was		
Treat to Englemming	understood (Cavalier, et. al, 1995; Hagen & Bouchard, 2015).		
Analytical	The ability to visualize and solve problems using data from multiple sources to make good decisions		
,	(Acker et al., 2011; Christ et al., 2012; Plaza, 2010; Rapoza, 2010; Seymour, 2013)		
Business	An understanding of the main functional areas of Accounting & Finance, Customer Service, Human		
Knowledge	Resources, Marketing & Sales, Production & Operations and Research & Development (Paul, 2013)		
Collaboration	Involves work to achieve a common goal (Cress & Kimmerle, 2008).		
Communication	The verbal and visual exchange of thoughts and ideas in a clear, concise and easily understandable manner (Aasheim et al., 2012).		
Community build-	Involves strengthening the relationships, connections and communications of individuals within a		
ing	community (Fourneir & Lee, 2009).		
Conflict Manage-	Conflict management is the ability to recognize and deal with disputes in a rational and effective way		
ment	(Jiang et al., 2014)		
Creativity	The creation or invention of novel, new or interesting ideas (Cooper, 2000, Hagen & Bouchard, 2015;		
	Heilesen, 2010).		
Credibility	The believability of the source and message (Xu, 2013).		
Critical Thinking	"The intellectually disciplined process of actively and skillfully conceptualizing, applying, analyzing,		
CITATUM TIMMAND	synthesizing, and/or evaluating information gathered from, or generated by, observation, experience,		
	reflection, reasoning, or communication, as a guide to belief and action" ("Define Critical Thinking,		
	2015, para. 3).		
Customer Focus	A commitment to customer satisfaction (Arnett & Badrinarayanan, 2005)		
Data Mining/Insight	The ability to capture, mine, analyze and visualize data to make strategic business decisions (Cowan		
2 atta 1/111111g/11101g.tt	2008; Hipperson, 2010).		
Decision Making	The ability to analyze all aspects of a situation to gain insight to make a decision (Deans, 2012; Gorra		
Decision maning	& Finlay, 2009; Muzio et al., 2007).		
Diversity	An understanding of, and appreciation for, diverse perspectives for the purpose of improving overall		
, ,	organizational outcomes (Hagen & Bouchard, 2015; Schachaf, 2008).		
Editing	Preparing a document for presentation for publication and presentation. This includes improving		
	accuracy, clarity and proofreading (Goktas & Demirel, 2012).		
Engaging	The practices that reinforce members' escalating interaction with a community, organization or brand		
	(Schau, Muniz & Arnould, 2009, p. 34).		
Empathetic Outlook	The ability to perceive and relate to the feelings of others (Muzio, et al., 2007).		
Flexibility	The ability to readily modify, respond to, and integrate change (Aasheim et al., 2012; Gorra & Fin-		
·	lay, 2009; Muzio et al., 2007).		
Framing	Restructuring one's mental model to better understand problems and situations (Bolman & Deal,		
C	2007; Hagen & Bouchard, 2015; Kleinsmann et al., 2012).		
Goal Achievement	Setting and achieving specific, measureable and time oriented objectives (Kleinsmann et al., 2012;		
	Muzio et al, 2007).		
Impression Man-	Creating a favorable impression in the minds of others related to the self, organization or brand		
agement	(Goffman, 1959).		
Interpersonal Skills	The ability to interact with others in a positive manner to build relationships, manage conflict and		
•	understand the psychology of other people (Hagen & Bouchard, 2015; Muzio et al., 2007; Keil, et al.,		
	2013).		
Knowledge Man-	The use of intellectual capital to achieve goals (Arnett & Badrinarayanan, 2005; Hasanzadeh, &		
agement	Mahaleh, 2013; Kane et al., 2009; Nie et al, 2007; Starbuck, 1992).		
Knowledge Reuse	The ability to locate and use knowledge previously generated (Majchrzak, Cooper, & Neece, 2004;		
-	Markus, 2001; Petter & Randolph, 2009, p. 46).		
Knowledge Transfer	Communicating "best practices" between the creator and recipient of the knowledge (Argote & In-		
	gram, 2000; Paulin & Suneson, 2012; Petter & Randolph, 2009, p. 46).		

Leadership	"The ability to organize and motivate people to accomplish goals while creating a sense of order and	
	direction" (Muzio et al., 2007, p 33).	
Monitoring	The ability to consistently track and understand something consistently over a period of time (Acker	
	et al., 2011; Christ et al., 2012; Thankachan & George, 2011).	
Networking	The exchange of information or services amongst individuals, groups and organizations (Aasheim et	
	al., 2012; Bernier, 2011; Capel, 2011; Mital & Sakar, 2011).	
Organizing	Arranging or structuring the information in a coherent manner. (Aasheim et al., 2012; Ellison et al. 2007; Keil et. al, 2013; Lonoff Schiff, 2013; Morgan, 2011).	
Personal Accountability	The ability to be answerable for one's actions (Muzio et. al., 2007).	
Planning	The process of setting goals, developing strategies, and outlining tasks and schedules to accomplish the goals. (Acker et al., 2011; Gallagher et al., 2010; Keil et al., 2013; Muzio et al., 2007).	
Problem solving	"The ability to integrate information from several different sources in order to improve performance through the integration of multiple platforms, functions and technologies" (Hagen & Bouchard, 2015, p. 6).	
Privacy	The ability to discern what information is confidential (Capel, 2011; Lager, 2006; Tufecki, 2008).	
Professionalism	The qualities, skills, competence and behaviors expected of individuals belonging to any given profession (Hagen & Bouchard, 2015; Evans, 2002; Lonnof Schiff, 2013).	
Responsiveness	Involves rapid response to customers and collaboration. Respond quickly to requests for information,	
_	and opportunities to converse (Acker et al., 2011; Woodcock et al., 2011).	
Risk Management	The ability to identify, prioritize and deal with risk factors (Samadi et al., 2014).	
Self-Management	The ability to prioritize and complete tasks to achieve goals in desired time frame (Joseph, et al., 2010; Muzio et al., 2007).	
Shaping	"Entails reorganizing content, removing redundancies or inconsistencies, and making the content more meaningful usable, and maintainable" (Majchrzak et al., 2013 p. 457).	
Social Capital	Having a network of social connections that exist between people, and their shared values and norms	
	of behavior, which enable and encourage mutually advantageous social cooperation (Capel, 2011; Ellison, et al., 2007).	
Storytelling	Understanding, appreciation and interest in telling a story (Gershon & Page, 2001).	
Tagging	Using keywords or a descriptive phrase on web documents so that it can be more easily stored, sorted and searched (Churches, 2009; Gray et al., 2011; Hathi, 2009).	
Teamwork	The ability to cooperate with others to meet goals (Evans, 2002; Keil et al, 2013; McKorkle & McKorkle, 2012; Muzio, et al., 2007)	
Time Management	The ability to make effective use of time by quickly and effectively prioritizing multiple tasks within a quickly changing environment. (Keil et al, 2013, p. 408).	
Visual Literacy	The ability to identify, organize, interpret and create visual information. (Avgerinou, 2007; Avgerinou & Pettersson, 2011; Christ et al., 2012; Gershon & Page, 2001)	

Social Media Landscape of Information Technology Professionals

The landscape of social media can be categorized into various tools such as publication tools (blogs, wikis), sharing tools (video, pictures, music), discussing (Reddit, Quora), social networks (Facebook, LinkedIn), and social aggregation (Friendfeed, Socialstream!) (Cavazza 2008). In order for consumers to use social media tools, application and platforms must be developed. Applications and platforms are facilitators of content that help to distribute content via the web (Chapell, 2013; Rostlund, 2013). The applications and platforms specific to different social media categories will be discussed in Table 2.

Reviewing literature on social media use in IT the following 19 categories of different types content were discovered: Blogs, Bookmarking, Communities, Content Sharing, Crowdfunding, Customer Relation-

ship Management, Dashboards, Enterprise Resource Planning, Mashups, Mobile, Photosharing, Podcasting, Project Management, Question and Answer Sites, Social Media Monitoring and Analytics, Social Networking, Socialized News, Video Sharing and Wikis (Arazy & Gellatly, Bale, 2014; Cawthorne, 2011; Christ et al., 2012; Deans, 2012; Fieseler & Fleck, 2013; Gorra & Finlay, 2009; Gray et al., 2011; Harris, 2008; Heilesen, 2010; Lackie & Terrio, 2007; Sung-Min, 2012; Yakushigawa, Yanagimoto & Yoshioka, 2013). Several of these categories have a larger focus on Information Technology Professionals: Customer Relationship Management, Enterprise Resource Planning, Project Management and Social Media Monitoring and Analytics. While project management is a skill for IT professionals (Aasheim et al., 2012; Gallagher et al, 2010; Keil et. al, 2013) it is also a process/activity that requires multiple skills (LonoffSchiff, 2013; Muzio et al., 2007; Petter &

Randolph, 2009). Table 2 lists each category and the

skills needed for each social media application.

Table 2 – Social Media Categories and Required Skills

Catagorias	Skills	
Categories	Collaboration	
Blogs	Communication	
Rlog platforms allow individuals and organizations	Critical Thinking	
Blog platforms allow individuals and organizations to design and maintain a web log.	Creativity	
("My Onsite Tools", 2012)	· ·	
(My Offsite 1001s , 2012)	Editing Organizing	
	Promoting	
	Visual Literacy	
	(Chau & Xu, 2012; Churches, 2009; Fieseler & Fleck, 2013; Gok-	
Declared to Char	tas & Demirel, 2011; Reid & Gray, 2007).	
Bookmarking Sites	Callebration	
Contain a language in the second of the seco	Collaboration	
Social Bookmarks allow people to save, edit and	Credibility	
share web documents.	Social Networking	
(Sakib, 2014)	Tagging	
	(Churches, 2009; Gray, Hathi, 2009; Litt, 2013; Yakushigawa,	
(NV.1-) C	Yanagimoto, & Yoshioka, 2013; Xu, 2013)	
(Web) Communities	Communication	
A C 1 ' 1 11'C / 1	Diversity	
A group of people organized around lifestyles,	Engaging	
brands or interests.	Knowledge Reuse	
(Fournier & Lee, 2009)	Knowledge Transfer	
	Organizing	
	Promoting	
	Social Capital	
	Social Networking	
	(Arnould & Paulus, 2010; Castronovo, & Huang, 2012; Churches,	
	2009; Gazan, 2009; Litt, 2013; Schau, Muniz & Arnold, 2009)	
Content Sharing	Analytical	
	Communication	
Sharing of content on the web which includes in-	Credibility	
formation, photographs, music and videos.	Knowledge	
(Cleary, 2015)	Management	
	Knolwedge Reuse	
	Knowledge Transfer	
	Planning	
G 10 11	(Brenner, 2014)	
Crowdfunding	Community building	
	Credibility	
Raising small amounts of money from large num-	Goal Setting	
bers of people via the Internet.	Monitor	
(Prive, 2012)	Networking Visual Literary	
	Visual Literacy (Program Visual Literacy Visu	
	(Bugg-Levine, Kogut, Kulatilaka, 2012; Smith, Cronley & Barr,	
Constant on Deletion skin March 1997	2012; Sung-Min, 2012)	
Customer Relationship Management (CRM)	Analytical	
Customon relationship man	Business Knowledge	
Customer relationship management involves two	Collaboration	
components involves collecting and analyzing cus-	Communication	
tomer information to build long term relationships	Customer Focus	
with customers that are mutually satisfying.	Data Mining	
(Deller Delera Wilson & Cl. 1 2000 C.	Engaging	
(Bailey, Baines, Wilson & Clark, 2009; Castronovo	Knowledge Management	
& Huang, 2012).	Privacy	
	Responsiveness	
	(Acker et al., 2011; Lager, 2006; Bolding et al., 2005; Hasanzadeh	

	& Mahalah 2012, Wood14-1 2011)	
	& Mahaleh, 2013; Woodcock et al., 2011).	
Dashboards	Desigion Melvine	
Organizes and presents social media information in	Decision Making Monitoring	
a way that is easy to read and allows for managing	Monitoring Organizational	
profiles in one place.	Visual Literacy	
(Post, 2014).	(Bremser & Wagner, 2013).	
Enterprise Resource Planning	Analytical	
Enterprise Resource Planning (ERP) uses multi-	Business Knowledge	
modal application software platforms that include	Collaboration	
important business processes such as accounting,	Critical thinking	
financing, human	Knowledge Management	
resources, purchase, production, inventory, materi-	Knowledge Reuse	
als management, and order processing (Coyle,	Knowledge Transfer	
Langley, Novack & Gibson, 2013)	Personalizing	
Cloud based ERP combines traditional ERP	Problem solving Strategic Planning	
"with capabilities of social networking, mobile	Systems thinking	
computing and scalable worldwide, multi-		
lingual software deployment. All in the cloud" (Gould, 2012, p. 26).	(Coyle et al., 2013); Gould, 2012; Zhang, Zhang, Chen & Pan,	
	2014)	
Inventory Management - The overseeing and controlling of the ordering, storage and use of	2014)	
components that a company will use in the		
production of the items it will sell as well as		
the overseeing and controlling of quantities of		
finished products for sale.		
(Columbus, 2013; Gould, 2012)		
Mashups	Communication	
"Aggregating content from different online sources	Critical thinking	
to create a new application or service" (Kenney,	Data mining	
2007, p. 39)	Knowledge	
	Management	
	Knowledge Reuse	
	Knowledge Transfer	
	Organizing Problem solving	
	Social Capital	
	Time Management	
	(Churches, 2009; Harris, 2008; Lackie & Terrio, 2007; Meditskos	
	& Bassililades, 2011)	
Mobile	Business Knowledge	
Mobile Marketing "includes messaging, Wireless	Creativity	
Application Protocol (WAP), and the mobile Inter-	Monitoring	
net, streaming media, and downloadable content".	Visual Literacy	
(Castronovo & Huang, 2012, p. 121).	(Avgerinou & Pettersson, 2011; Christ et al., 2012, Poynter, 2011)	
Photosharing	Creativity	
Sharing through a series of pictures via the web.	Decision Making	
(Parker, 2013)	Flexibility	
	Tagging Visual Literacy	
	(Avgerinou, 2009; Avgerinou & Pettersson, 2011; Christ et al,	
	(Avgermou, 2009; Avgermou & Pettersson, 2011; Christ et al., 2012; Ming, 2012)	
Podcasting	Communication	
A digital audio or web file that can be downloaded	Creativity	
from the Internet.	Engaging	
(Clark, 2014)	Storytelling	
,	Visual Literacy	
	(Churches, 2009; Gorra & Finlay, 2009; Heilesen, 2010)	
Project Management (process)	Active Listening	
Planning, directing, controlling resources to meet	Analytical	

the technical, cost and time constraints of the project. Includes project planning scheduling, collaboration, time tracking, analytics and reporting (Bugg-Levine et al., 2012; Gallagher, et al, 2010; Keil et al., 2013; Kleinsmann et al., 2012; Lonoff Schiff, 2013).	Business Knowledge Communication Conflict Management Critical thinking Data mining Diversity Empathetic Outlook Flexibility Framing Knowledge Management Knowledge Reuse Knowledge Transfer Leadership Organizing Personal Accountability Problem solving Project Management Professionalism Risk Management Teamwork Time Management (Churches, 2009; Gallagher et al., 2010; Hathi, 2009; Hawk et al., 2012; Hasanzadeh, & Mahaleh, 2013; Keil, et al., 2013; Kleinsmann et al., 2012; Lonoff Schiff, 2013; Majchrzak, Cooper, & Neece, 2004; Markus, 2001; Petter & Randolph, 2009; Starbuck, 1992)	
Question and Answer Sites	Communication	
Internet sites for posing and answering questions.	Problem solving	
(Young, 2010)	Social Capital	
Coolal Madia Manifestina and Anal 4'	(Fieseler & Fleck, 2013; Gazan, 2009).	
Social Media Monitoring and Analytics	Analytical Business Knowledge	
Social Media Monitoring	Communication	
listen to what the social web says and gather cus-	Critical thinking	
tomer insights. Monitoring enables a qualitative	Data mining	
understanding of social media such as what is said.	Decision Making	
Social media analytics looks at how much is said (quantitative). (Nierhoff, 2013)	Knowledge Management	
• Customer Insight - consists of four catego-	Knowledge Reuse Knowledge Transfer	
ries: market predictions, segments, needs	Monitoring	
and opportunity analysis and customer value	-	
analysis (Bailey, Baines, Wilson & Clark,	(Bailey, Baines, Wilson & Clark, 2006; Cowan, 2008; Hipperson,	
2009; Cowan , 2008)Content Analysis – What information is be-	2010; Poynter, 2011; Nierhoff, 2013; Seymour, 2013; Salampasis, Paltoglou, & Giachanou, 2014; Thankachan & George, 2012).	
ing clicked on and shared? "research tools for	1 anogiou, & Giachanou, 2014, Thankachan & George, 2012).	
unstructured content and rich media" (Caw-		
thorne, 2011, para. 4).		
Social Networking Engaging in practices that focus on creating, en-	Collaboration Communication	
hancing and sustaining ties among brand communi-	Critical thinking	
ty members (Schau, Muniz & Arnould, 2009, p. 34)	Professionalism	
	Promotion	
	Tagging	
	Visual Literacy (Arnould & Paulus, 2010; Bernier, 2011; Chau & Xu, 2012; Ellison	
	et al.,2007; Fournier & Lee, 2009; Hathi, 2009; Heller Baird &	
	Parasnis, 2011; Hipperson, 2010; Kane et al., 2009; McKorkle &	
	McKorkle, 2012; Mital & Sakar, 2011; Morgan, 2011)	
Socialized News/News Aggregators	Collaboration	
User posted news on the web. (Erin, 2015)	Communication Critical thinking	
(±1111, ±01 <i>J)</i>	Chica amking	

Video Sharing	Creativity	
	Editing	
Allows people or organizations to upload and share	Visual Literacy	
videos.	(Avgerinou, 2007; Avgerinou & Pettersson, 2011; Christ et al.,	
(Chowdry, 2015)	2012; Gershon & Page, 2001)	
Wikis	Collaboration	
	Communication	
Wikis are "a collaborative authoring tool that al-	Creativity	
lows users to overwrite others' contributions"	Knowledge integration	
(Arazy & Gellatly, 2012, p 87)	Shaping	
(Muzy & Genatry, 2012, p 07)	(Arazy & Gellatly, 2012; Churches, 2009; Majchrzak, Wagner &	
	Yates, 2013; Wagner & Bolloju, 2005; Yates, Wagner, &	
	Majchrzak, 2010)	

Personal Branding for IT Professionals

A significant non-technical skill that has become increasingly needed is personal branding (Harris & Rae, 2011). Personal branding is the process by which individuals market themselves to the public and reflects one's skills abilities and lifestyles (Gehl, 2011; Gunelius, 2010; Hearn, 2008; Labreque, Markus & Milne, 2011; Montoya & Vandehey, 2002; Morgan, 2011; Peters, 1997; Quast, 2013; Rampersad, 2010 & 2006; Shepherd, 2005; Vitberg, 2009). Professionals in any field need to understand that actions engaged in today can affect their future HR professionals use social network sites to screen for job candidates and inappropriate photos or negative comments about an organization can lead to not be hiring or dismissed (Finder, 2006; Roberts & Roach, 2009).

IT professionals need self-awareness in order to effectively personally brand themselves. Selfawareness involves and understanding what are your skills, abilities, knowledge, talent, personality, strengths, and weaknesses and what others see in you (Capel, 2011; Morgan, 2011; Vitberg, 2010). This personal assessment allows individuals to identify what makes them unique and communicate this to others (Gehl, 2011; Labreque et al., 2010). This information should be communicated on the web and at work in a consistent manner (Montoya & Vandehey, 2002; Shepherd, 2005). Individuals need to develop a personal branding statement that highlights their unique qualities (Morgan, 2011; Peters, 1997; Shepherd, 2005). The personal branding statement should highlight personal skills, knowledge and professional qualifications (Harris and Rae, 2011; Peters, 1997). A personal branding statement defines one's role as

an IT expert (Hernandez, 2013). "Network administrator with eight years of experience managing hardware and software, providing expert troubleshooting and problem resolution, and utilizing a diverse technical skill set to successfully manage shifting business priorities" (Hernandez, 2013, para. 9).

Individuals should be authentic and demonstrate their character both online and offline (Dutta, 2010; Gehl, 2011; Harris & Rae, 2011; Rampersad, 2001). To maintain a positive personal brand, IT professionals should be professional, interesting and responsive (Montoya & Vandehey, 2002; Rampersad, 2001). Personal branding requires profile management which is the ability to create and manage online profiles and consistently update them across the web (Paul, 2014; Vitberg, 2009).

Blogs, podcasts, Facebook, LinkedIn, Twitter and YouTube have been used as mediums for personal branding (Chen, 2013; Gehl, 2011; Greer & Ferguson, 2011; Harris & Rae, 2011; Hearn, 2008). An IT professional can also demonstrate knowledge and share experiences through presentations on YouTube, Vimeo or LinkedIn and on any platform an organization uses (Chen, 2013; Dutta, 2010; Schwabel, 2009).

The influence of one's personal brand can also be measured and it is important to monitor one's personal brand online (Dutta, 2010; Gehl, 2011; Gunelius, 2010). For instance Google Alert and Social Mention can track how frequently people or companies are searching for an individual. Naymz and Yazni are sites that can help manage a personal brand. Table 4 discusses the skills needed for personal branding and some of the application platforms associated with personal branding.

Table 3 - Personal Branding

Personal Branding in Social	Application Platform	Skills
Media		
Personal brand – is a percep-	There are multiple websites available to assist individuals	Engaging
tion in the mind of others you	in establishing a branded web presence and to control	Impression Management
can help create and control	how you appear in search engines. (Mitchell, 2013)	Monitoring
that there is no one in the	About.Me	Networking
marketplace like you (Vit-	BrandYourself.com	Positivity
berg, 2009, p. 10).	Flavors.Me	Professionalism
	Naymz	Responsiveness
	Personal branding tools Tools	Shaping
	• Blogs	Social Capital
	Podcasts	Storytelling
	Social Media	(Ellison et al., 2007; Fieseler &
	Social Networks	Fleck, 2013; Gehl, 2011; Gunelius,
	Videocasts	2010; Harris & Rae, 2011; Labreque et al., 2011, Mitchell, 2013;
	Wikis	Montoya & Vandehey, 2009; Mor-
	The most commonly used social networking sites for	gan, 2011; Peters, 2010; Ramper-
	personal branding:	sad, 2001 & 2006; Shepherd, 2005;
	Facebook	Vitberg, 2009)
	• Google +	(needg, 2009)
	LinkedIn	
	Ning	
	Twitter	
	Analytic tools available for monitoring personal brand:	
	(Royse, 2013)	
	GoogleAlerts – sends alerts based on keywords such	
	as a name	
	Me on the Web (Google) – alerts when personal data	
	is published online	
	NameChk – find if name is available on a social	
	network	
	Social Mention – sends alerts based on keywords	
	Who's Talking? - Sends alerts based on keywords	
	Yasni – provide links about any individual.	

Implications for Research and Practice

This paper has provided the first review of literature on non-technical skills for IT professionals in the realm of social media delineating a taxonomy of those skills. The exhaustive list of references provides academics and practitioners with abundant resources. The paper has also provided a framework for viewing non-technical skills as they relate to applications and platforms that are frequently used for business. The discussion on business function relates what knowledge IT professionals should have in regards to Accounting & Finance, Customer Service, Human Resource, Marketing, Production and Operations, and Research and Development and what non-technical skills are required in each of these functions.

In a survey of 2400 CIOs, 87% indicated that they would be adding more IT staff in 2015 (Florentine, 2015). The survey indicated that competition is

tough and companies would be willing to relocate IT employees. The CIOs indicated that they would be using social networking for recruiting and would place emphasis on education and training of employees (Florentine, 2015). It is therefore essential that academic institutions properly educate potential IT professionals. Understanding the necessary soft skills, requirements of business knowledge and platforms is critical to the development of curriculum.

IT curriculum needs to emphasize the importance of honesty and integrity in IT professionals. Instructors need to teach professional standards of conduct and ethics in classes and model these to students. Cases involving ethical behavior should be analyzed and discussed in classes. Professors should emphasize the constant need for learning in the IT field and that students embarking on their careers need to have openness to continuous learning (Aasheim et al., 2012).

Instructors also need to ensure that students are aware of the implications of their behavior on social media and how it can impact their future. The knowledge of the importance of online activities in one's career can bolster or end one's professional credibility or career. Professors should teach students how to assess their strengths and weaknesses so that IT students can emphasize these skills and abilities in interviews and in social media. Teaching students to build a resume that highlights abilities and showing them how to share knowledge and expertise on social networking sites such as LinkedIn can help advance one into the profession. Teaching students to manage impressions of their skills, abilities and experiences may improve their chances of being hired and can lead to better interactions with customers and with fellow employees.

Practitioners can use the framework for job recruitment, training and job assessment. The taxonomy can be used as a checklist in evaluating IT professionals. Organizations can also use the taxonomy and structures in tables 1, 2 and 3 for organizational development and training. Companies spend limited resources training new IT personnel, with the use of the taxonomy organizations can direct training at the critical skill sets. The paper also indicates when each skill is core to different applications and business functions allowing organizations and IT professionals the ability to interact effectively with employees in different functional areas. Coaching of soft skills has been found to improve job satisfaction, interactions with fellow employees, improved teamwork, increased commitment to the organization and decreased conflict (Trenner, 2013).

Finally, the development of non-technical skills in IT professionals will benefit clients. As IT professionals develop their abilities to empathize, communicate with customers, acquire diverse perspectives and collaborate, they will be able to better support the needs of customers. When 100 executives from 56 organizations were surveyed they indicated that coaching information system employees in leadership communication and customer focus resulted in decreased customer complaints and improved customer service (Trenner, 2013).

Future Research

This paper provides a solid foundation for future empirical work. Future research should involve studies to test which of the skills are most significant to the IT professional and the organization in the landscape of social media. This would allow for greater focus in training at academic institutions and in industry.

This review examined entry and mid-level IT professionals. A deeper look at the requirement for different skills for experts, mid-level and IT professionals would be beneficial. The findings from the experts Several of the articles reviewed focused specifically on IT project managers. Conducting surveys of IT project managers to see if they are in agreement with the skills needed for social media would be useful. Several articles mentioned gender differences but these were not specifically addressed in this paper. Future research should examine gender differences in perceptions of required skills in social media. McMurtrey et al. found that for some skills women ranked the skill as being more important than men Examining how gender perceptions impact evaluation, job performance and development at an organization would be valuable.

References

- Aasheim, C., Shropshire, J., Li, L., & Kadlec, C. (2012). Knowledge and skill requirements for entry-level IT workers: A longitudinal study, *Journal of Information Systems Education*, 23(2) 193-204.
- Acker, O. Grone, F., Akkad, F., Potscher, F., & Yazbek, R. (2011). Social CRM: How companies can link into the social web of consumers. *Journal of Direct, Data and Digital Marketing Practice*, 13 (1) 3-11.
- Alavi, M., & Leidner, D. (2001). Review: Knowledge management and knowledge management systems: Conceptual foundations and research issues, MIS Quarterly, 25(1), 107–136.
- Amabile, T. M. (1996). *Creativity in context: Update to social psychology of creativity*, New York: Crown.
- Ames, M., & Runco, M. A. (2005). Predicting entrepreneurship from ideation and divergent thinking. *Creativity and Innovation Management*, 14(3), 311-315.
- Arazy, O. & Gellatly, I. R. (2012). Corporate wikis: The effects of owners' motivation and behavior on group members' engagement, *Journal of Management In*formation Systems, 29(3) 87-116.
- Argote, I., & Ingram, P. (2000) Knowledge transfer: A basis for competitive advantage in firms, Organization Behavior and Human Decision Processes, 82(1), 150-169
- Arnett, D. B. & Badrinarayanan, V. (2005). Enhancing customer-needs-driven CRM strategies: Core selling teams, knowledge management competence and relationship marketing, *Journal of Personal Selling & Sales Management*, 25(4) 329–343.
- Arnold, N. & Paulus, T. (2010). Using a social networking site for experiential learning: Appropriating, lurking, modeling and community building, *Internet and Higher Education*, 13(4) 188-196.
- Auerbach, D. (2014). The non-tech skills needed to succeed in IT, Career Builder. Retrieved from http://www.careerbuilder.com/article/cb-3441-workplace-issues-the-non-tech-skills-needed-to-succeed-in-it/

- Avgerinou, M.D. (2007). Towards a visual literacy index, *Journal of Visual Literacy*, 27(1), 29-46.
- Avgerinou, M. D. & Pettersson, R. (2011). Toward a cohesive theory of visual literacy. *Journal of Visual Literacy*, 30 (2), 1-19.
- Bailey, C., Baines, P.R., Wilson H. & Clark M. (2009, April). Segmentation and customer insight in contemporary services marketing practice: why grouping customers is no longer enough, *Journal of Marketing Management*, 25 (3/4) 227-252.
- Bailey, J. & Mitchell, R.B. (2006/2007). Industry perceptions of the competencies needed by computer programmers: Technical, business and soft skills, *Journal of Computer Information Systems*, 47(2), 28-33.
- Bancino, R. & Zevalkink, C. (2007). Soft Skills: The new curriculum for hard-core technical professionals, *Techniques: Connecting Education and Careers*, 82(5), 20-22.
- Bazerman, M. H. (1984). The relevance of Kahneman and Tversky's concept of framing to organizational behavior, *Journal of Management*. 1(3), 333-343.
- Bernier, P. (2011). IP contact centers, the cloud & social media form holistic customer interaction solutions, *Customer Inter@ction Solutions*, 30(5) 22.
- Bharadwaj, N., Nevin, J.R. & Wallman, J.P. (2012). Explicating hearing the voice of the customer as a manifestation of customer focus and assessing its consequences, *Journal of Product Innovation Management*, 29(6) 1012-1030. DOI: 10.1111/j.1540-5885.2012.
- Boden, M.A. (1998), Creativity and artificial intelligence, *Artificial Intelligence*, 103, 347-356.
- Bofante, (2012). IT customer service vs. IT customer focus, CIO Insight, Retrieved from http://www.cioinsight.com/c/a/Expert-Voices/IT-Customer-Service-vs-IT-Customer-Focus-851701/
- Bolman, L.G., & Deal, T.E. (2007). Reframing organizations: Artistry, choice, and leadership. San Francisco, CA: Jossey-Bass.
- Brand-Gruewe, S., Wopereis, I. & Vermetten, Y. (2005, May). Information problem solving by experts and novices: Analysis of a complex cognitive skill, *Computers in Human Behavior*, 21(3) 487-508. DOI: 10.1016/j.chb.2004.10.005.
- Bremser, W.G. & Wagner, W.P. (2013). Developing dashboards for performance management, *The CPA Journal*, 7, 62-67.
- Brenner, M. (2014, August 6). 7 skills to look for when hiring a content marketing strategist, SAP Business Innovation. Retrieved from http://blogs.sap.com/innovation/sales-marketing/7-skills-to-look-for-when-hiring-a-content-marketing-strategist-01257557
- Bruffee, K. A. (1995). Sharing our toys: Cooperative learning versus collaborative learning. *Change*, 27, 12-18. DOI: 10.1080/00091383.1995.9937722
- Bugg-Levine, A., Kogut, B. Kulatilaka, N. (2012, January/February). A new approach to funding social enterprises, *Harvard Business Review*, 90(1/2), 118-123.
- Burton, P., Wu, Y. & Prybutonk, V. R. (2010). Social network position and its relationship to performance and IT professionals, Informing Science: the International Journal of an Emerging Transdiscipline, 13, 121-137.

- Capel, C. (2011, November 11). Brand you, *Bandt.Com.Au*, 16-20.
- Castronovo, C. & Huang, L. (2012). Social media in an alternative marketing communication model, *Journal* of Marketing Development and Competitiveness, 6 (1) 117-134.
- Cawthorne, J. (2011, May 9). Content analytics: The next big thing in ECM? CMS Wire, Retrieved from http://www.cmswire.com/cms/enterprise-cms/contentanalytics-the-next-big-thing-in-ecm-011134.php
- Cavalier, J. C., Klein, J. D., & Cavalier, F. J. (1995). Effects of cooperative learning on performance, attitude, and group behaviors in a technical team environment, Educational Technology Research and Development, 43(3), 61-72.
- Chapell, D. (2013). What is an application platform?, Retrieved from http://www.davidchappell.com/writing/white_papers/What_is_an_Application_Platform-Chappell.pdf
- Chao, J. T., Parker, K.R. & Fontana (2011). Developing an interactive social media based learning environment, *Issues in Informing Science & Information Technolo*gy, 8, 323-334.
- Chau, M. & Xu, J. (2012). Business intelligence in blogs: Understanding consumer interactions and communities, *MIS Quarterly*, 36(4) 1189-1216.
- Chen, C. (2013). Exploring personal branding on YouTube. *Journal of Internet Commerce*, 12(4) 332-347. DOI: 10.1080/15332861.2013.859041.
- Christ, T., Arya, P., Chiu, M. (2012). Collaborative Peer Video Analysis: Insights about Literacy Assessment and Instruction. *Journal of Literacy Research*, 44 (2) 171-199.
- Chowdry, A. (2015, January 27). Twitter now has video sharing and private groups, *Forbes*, Retrieved from http://www.forbes.com/sites/amitchowdhry/2015/01/2 7/twitter-video-group-messaging/
- Churches, A. (2009, January 4). Bloom's digital taxonomy. Retrieved from http://edorigami.wikispaces.com/file/view/bloom% 27s +Digital+taxonomy+v3.01.pdf
- Clark, D. (2014). Here's the future of podcasting, *Forbes*. Retrieved from www.forbes.com/sites/dorieclark/2014/11/19/heresthe-future-of-podcasting/
- Cleary, I. (2015). The essential guide to content sharing, RazorSocial. Retrieved from http://www.razorsocial.com/content-sharing/
- Code of Ethics (1992). Association for Computing Machinery, Retrieved from http://www.acm.org/about/codeof-ethics
- Columbus, L. (2013). 2013 ERP market share update: SAP solidifies market leadership, *Forbes*. Retrieved from
 - http://www.forbes.com/sites/louiscolumbus/2013/05/1 2/2013-erp-market-share-update-sap-solidifies-market-leadership/
- Cooper, R. B. (2000). Information technology development creativity: A case study of attempted radical change. *MIS Quarterly*, 245-276.

- Couger, J. D, Higgins, L. F. & McIntyre, S.C. (1993). (Un)Structured creativity in information systems organizations, MIS Quarterly, 17(4), 375-397.
- Cowan, D. (2008) Creating customer insight, International Journal of Market Research, 50(6) 719-729.
- Coyle, J. J., Langley, C. J., Novack, R. A., & Gibson, B. J. (2013). Supply chain management: A logistics perspective. (9th ed.) Mason, OH: Cengage.
- Cress, U. & Kimmerle, J. (2008). A systemic and cognitive view on collaborative knowledge building with wikis, International Journal of Computer-Supported Collaborative Learning. 3(2) 105-122.
- Daniel, S.; Agarwal, R.; & Stewart, K. J. (2013). The effects of diversity in global, distributed collectives: A study of open source project success, Information Systems Research, 24(2)312-333. 10.1287/isre.1120.0435
- Davidson, E. J. (2002). Technology frames and framing: A socio-cognitive investigation of requirements of determination, MIS Quarterly. 26(4), 329-358.
- Davison, H. K., Maraist, C. & Bing, M.N. (2011). Friend or foe? The promise and pitfalls of using social networking sites for HR decisions, Journal of Business Psychology, 26 (2), 153-159. DOI: 10.1007/s10869-011-9215-8
- Deans, C. P. (2012). Integration of study abroad with social media technologies and decision-making applications, Decision Science Journal of Innovative Education, 10 (3) 299-336.
- Define Critical Thinking (2015). The Critical Thinking Retrieved Community, http://www.criticalthinking.org/pages/definingcritical-thinking/766
- Denning, P. J. (2012, December). Moods, Communications 33-35., of the *ACM*. 55 (12)10.1145/2380656.2380668
- Dutta, S. (2010, November). What's your personal social media strategy? Harvard Business Review, 127-130.
- Ellison, N.B., Steinfield, C. & Lampe, C. (2007). The benefits of Facebook "Friends:" Social capital and college students' use of online social network sites, Journal of Computer-Mediated Communication, 12(4) 1168. DOI: 10.1111/j.1083-6101.2007.00367.x
- Erin, A. (2015, January 31). 10 social news aggregators to help you reach new audiences, Socialnomics. Rehttp://www.socialnomics.net/2015/01/08/10-socialnews-aggregators-to-help-you-reach-new-audiences/
- Evans, N. (2002) Information technology jobs and skill standards, in Hawkins, B.L., Rudy, J.A. & Wallace, W.H. (Eds.), Technology Everywhere A Campus Agenda for Educating and Managing Workers in the Digital, San Francisco, CA: Jossey Bass.
- Feeny, D.F. & Wilcocks, L.P. (1998). Core IS capabilities for exploiting information technology Sloan Management Review, 39(3) 9-21.
- Fieseler, C. & Fleck, M. (2013). The pursuit of empowerthrough social media: Structural social capital dynamics in CSR-Blogging. Journal 118(4) 759-775. of Business Ethics, 10.1007/s10551-013-1959-9.

- Fink, A. (2010). Conducting Research Literature Reviews: From Internet Paper, the to Angeles, CA: Sage.
- Finder, A. (2006, June 22). For some, online persona undermines a resume, New York Times. Retrieved from http://www.nytimes.com/2006/06/11/us/11recruit.html
- Florentine, S. (2014, December 15). 6 IT workforce predictions for 2015, CIO. Retrieved http://www.cio.com/article/2859558/careersstaffing/6-it-workforce-predictions-for-2015.html
- Fournier, S., & Lee, L. (2009, April). Getting brand communities right. Harvard Business Review, 87, 105-111.
- Gallagher, K. P., Kaiser, K.M., Simon, J.C., Beath, C.M & Goles, T. (2010, June). The requisite variety of skills for IT Professionals, Communications of the ACM, 53(6), 144-148. DOI: 10.1145/1743546.1743584
- Gazan, R. (2009). Microcollaborations in a social Q&A community, Information Processing & Management, 46(6) 693-702. DOI: 10.1016/j.ipm.2009.10.007.,
- Gehl, R. W. (2011, September), Ladders, samurai and blue collars: Personal branding in Web 2.0. First Monday, 16:9, 3-24.
- Gershon. N. & Eick, S. (1995, November). Visualization's new tack: Making sense of information, Communications of the ACM, 32(11) 31-37.
- Gershon, N. & Page, W. (2001, August). What storytelling can do for information visualization, Communications of the ACM, 44(8), 31-37.
- Gillard, S. (2009). Soft skills and technical expertise of effective project managers, Issues in Information Science, 6, 723-729.
- Goffman, E. (1959). The presentation of self in everyday life. New York: Penguin Books.
- Goktas, Y. & Demirel, T. (2012). Blog-enhanced ICT courses: Examining their effects on prospective teachers' ICT competencies and perceptions, Computers & Education., 58 (3),908-917. DOI: 10.1016/j.compedu.2011.11.004.
- Goo, J.; Kishore, R.; Rao, H.R.; & Nam, K. (2009). The role of service level agreements in relational management of information technology outsourcing: An empirical study, MIS Quarterly, 33(1), 119-146.
- Gorman, M. F. (2011). A case study in effectively bridging the business skills gap for the Information Technology professional, Journal of Education for Business, 86(1), 17-24.
- Gorra, A. & Finlay, J. (2009). Podcasting to support students using a business simulation, Electronic Journal of e-Learning, 7(3), 257-264.
- Gould, L.S. (2012, January/February). Manufacturing meets social networking. Automotive Design & Production, 124 (1), 26-27.
- Gray, P. H.; Parise, S. &; Iyer, B. (2011). Innovation impacts of using social bookmarking information systems, MIS Quarterly, 35(3) 629-643.
- Greer, C. F. & Ferguson, D. A. (2011). Using Twitter for promotion and branding: A content analysis of local television Twitter sites, Journal of Broadcasting & Electronic Media. 55(2), 198-214. DOI: 10.1080/08838151.2011.570824.

- Gunelius, S. (2010, October 4). Building your personal brand with social media, *Forbes*, Retrieved from http://www.forbes.com/sites/work-in-progress/2010/10/04/building-your-personal-brand-with-social-media/
- Hafner, A. Oberst, V. & Stock, A. (2014). Avoiding procrastination though time management: An experimental intervention study, Education Studies, 40(3), 352-360. DPO: 10.1080/03055698.2014.899487
- Hagen, M. & Bouchard, D. (2015). Developing and improving student non-technical skills for IT related programs: A review of literature and model, unpublished.
- Harris, L. (2008, July). Mashups made easy, *Technology Review*, 111(4) 54-54.
- Harris, L. & Rae, A. (2011). Building a personal brand through social networking, *Journal of Business Strategy*, 32(5), 14-21. DOI: 10.1108/02756661111165435.
- Harshman, E. M, Gilsinian, J.F., Fisher, J.E. & Yeager, F.C. (2005). Professional ethics in a virtual world: The impact of the Internet on traditional notions of professionalism, *Journal of Business Ethics*, 58, 227-236, DOI 10.1007/S10551-005-1417-4.
- Hasanzadeh, M., & Mahaleh, F.S. (2013). Effect of knowledge management on success of customer relationship management in Eghtesad Novin bank of Tehran, *International Journal of Business Management & Economic Research*, 4(6), 839-848.
- Hathi, S. (2009). How social networking increase collaboration at IBM. Strategic Communication Management, 14(1), 32-35.
- Hawk, S., Kaiser, K.M., Goles, T. Bullen, C.V., Simon, J.C.; Beath, C.M., Gallagher, K. P. & Frampton, K. (2012). The information technology workforce: A comparison of critical skills of clients and service providers, *Information Systems Management*, 29(1), 2-12, DOI: 10.1080/10580530.2012.634292.
- Hearn, A. (2008). Meat, masks, burden: Probing the contours of the branded self. *Journal of Consumer Culture*, 8(2), 197-217. DOI: 10.1177/1469540508090086.
- Heilesen, S. B. (2010). What is the academic efficacy of podcasting? *Computers & Education*. 55(3), 1063-1068. DOI: 10.1016/j.compedu.2010.05.002.
- Heller Baird, C. & Parasnis, G. (2011). From social media to social customer relationship management, *Strategy & Leadership*, 39(5), 30-37. DOI: 10.1108/10878571111161507.
- Hernandez, B.E. (2014, January 6). Top news apps to watch in 2014, *MediaShift*, Retrieved from http://www.pbs.org/mediashift/2014/01/top-news-apps-to-watch-in-2014/
- Hernandez, J.H. (2013, May 18). Creating your personal brand statement for an IT resume, *CareerRealism*. Retrieved from http://www.careerealism.com/it-resume-personal-branding-statement/
- Hipperson, T. (2010). The changing face of data insight and its relationship to brand marketing, *Journal of Database Marketing & Customer Strategy Management*, 17(3/4) 262-266. DOI: 10.1057/dbm.2010.25
- Holdren, J.P. & Lander, E. (2013). Designing a digital future: Federally funded research and development in

- networking and information technology, Report to the President and Congress, Executive Office of the President. Executive Office of the President's Council of Advisers on Science and Technology, Washington D.C.
- Holdren, J. P., Lander, E., Jackson, S.A., & Schmidt, E. (2010). Designing a digital future: Federally funded research and development in networking and information technology, Report to the President and Congress, Executive Office of the President: Executive Office of the President: President's Council of Advisers on Science and Technology, Washington D.C.
- Hunt, H. T. & Cusella, L. P. (1983). A field study of listening needs in organizations, *Communication Education* 32(4), 393-402.
- Ivanov, K. (1991). Critical systems thinking and information technology: Some summary reflections, doubts, and hopes through critical thinking critically considered, and through hypersystems, *Journal of Applied Systems Analysis*, 18, 39-55.
- Jain, A. & Thietart, R. (2013). Knowledge based transactions and decision framing in information technology outsourcing, *The Journal of Strategic Information Systems*, 22(4), 315-327.
- Janz, B. D. & Prasarnphanich, P. (2003). Understanding the antecedents of effective knowledge management: The importance of a knowledge-centered culture, *Decision Sciences*, 34 (2), 352–384.
- Jiang, J. J., Chang, J. Y. T., Chen, H.G.; Wang, E.T.G. & Klein, G. (2014). Achieving IT program goals with integrative conflict management, Journal of Management Information Systems, 31(1), 79-106. DOI: 10.2753/MIS0742-1222310104.
- Joseph, D., Ang, S., Chang, R.H.L & Slaughter, S.A. (2010, February). Practical intelligence in IT: Assessing soft skills of IT professionals, *Communications of the ACM*, 53(2) 149-154. DOI: 10.1145/1646353.1646391
- Kane, K., Roginson-Combre, J. & Berge, Z. L. (2010). Tapping into social networking: Collaborating enhances both knowledge management and e-learning, VINE: The Journal of Information & Knowledge Management Systems, 40 (1), 62-70. DOI: 10.1108/03055721011024928
- Kaufman, J.C. & Baer, J. (2005). Introduction: How people think, work and act creatively in diverse domains, Creativity across domains, faces of the muse. Lawrence Erlbaum: London.
- Keil, M., Lee, H.K. & Deng, T. (2013). Understanding the most critical skills for managing IT projects: A Delphi study of IT project managers, *Information & Man*agement, 50(7) 398-414. DOI: 10.1016/j.im.2013.05.005
- Kenney, B. (2007, July). Manufacturing 2.0. *Industry Week*, 38-42 Retrieved from http://www.industryweek.com/companies-ampexecutives/manufacturing-20
- Kleinsmann, M., Deken, F, Dong, A., & Lauche, K. (2012). Development of design collaboration skills, *Journal of Engineering Design*, 23(7) 485-506. DOI: 10.1080/09544828.2011.619499.

- Kumar, M. (2014, April). The relationship of knowledge identification and creation with leadership culture and technology, IUP *Journal of Knowledge Manage*ment. 12(2), 7-37.
- Labrecque, L.I., Markos, E. & Milne, G.R. (2011). Online personal branding: Processes, challenges and implications. *Journal of Interactive Marketing*. 25(1) 37-50. 14p. DOI: 10.1016/j.intmar.2010.09.002.
- Lackie, R. J. & Terrio, R. D. (2007, July/August). Mashups and other new or improved collaborative social software tools. *Multimedia & Internet@Schools*, 14(4) 12-16.
- Lager, M. (2006, March). Social networking: Getting in touch the CRM way, *CRM Magazine*, 10 (3) 20-24.
- Lear, C. (2011, February). System administration soft skills, *Communications of the ACM*, 54(2), 52-58. DOI: 10.1145/1897816.1897837.
- Lee, D. M. S.; Trauth, E.M. & Farwell, D. (1995). Critical skills and knowledge requirements of IS professionals, *MIS Quarterly*, 19(3), 313-340.
- Litt, E. (2013). Measuring users' internet skills: A review of past assessments and a look toward the future, *New Media & Society*, 15(4), 612-630. DOI: 10.1177/1461444813475424
- Lonoff Schiff, J. (2013, January 15). 7 must-have project management skills for IT pros, *CIO*, Retrieved from http://www.cio.com/article/726888/7_Must_Have_Project_Management_Skills_for_IT_Pros
- Magsamen-Conrad, K., Billotte-Verhoff, C. & Greene, K. (2014). Technology addiction's contribution to mental wellbeing: The positive effect of online social capital. *Computers in Human Behavior*, 40, 23-30. DOI: 10.1016/j.chb.2014.07.014.
- Majchrzak, A., Cooper, L. P., & Neece, O. E. (2004). Knowledge reuse for innovation, *Management Science*, 50(2), 174–188.
- Majchrzak, A. Wagner, C, & Yates, D. (2013). The impact of shaping knowledge reuse for organizational improvement with wikis, MIS Quarterly, 37(2) 455-A12.
- Majtánová, A. & Brokešová, Z. (2012). Financial services marketing in the era of online social network sites: The case of Insurance Marketing, *Medianali*, 11, 45-66
- Mann, J. (2002). IT education's failure to deliver successful information systems: Now is the time to address the IT-user gap, *Journal of Information Technology Education*, 1(4) 253-267.
- Mason, R. T. (2013). A database practicum for teaching database administration and software development at Regis, *Journal of Information Technology*, 12, 159-168
- Markus, M. L. (2001). Toward a theory of knowledge reuse: Types of knowledge reuse situations and factors in reuse success, *Journal of Management Information Systems*, *18*(1), 57–93.
- McKorkle, D. E. & McCorkle, Y. L. (2012). Using LinkedIn in the Marketing Classroom: Exploratory insights and recommendations for teaching social media/networking, *Marketing Education Review*, 22(2), 157-166.

- McMurtrey, M. E., Downey, J.P., Zeltmann, S.M. & Friedman, W.H., (2008). Critical skill sets of entry-level IT professionals: An empirical examination of perceptions from field personnel, *Journal of Information Technology Education*, 7, 101-120.
- Meditskos, G. & Bassililades, N. (2011, June). A combinatory framework of Web 2.0 mashup tools, OWL-S and UDDI, *Expert Systems with Applications*, 38 (6) 6657-6668. DOI: 10.1016/j.eswa.2010.11.072.
- Mital, M. & Sakar, S. (2011). Multihoming behavior of users in social networking web sites: A theoretical model, *Information Technology & People*, 24(4), 378-392

DOI 10.1108/09593841111182250

- Mitchell, W. (2013, July 3). 7 tools to monitor and promote your personal brand, Marketing Profs, Retrieved from
 - http://www.marketingprofs.com/articles/2013/11116/s even-tools-to-monitor-and-promote-your-personal-brand
- Montoya, P. & Vandehey, T (2002). *The personal branding phenomenon*. Santa Ana, CA: Peter Montoya, Inc.
- Morgan, M. (2011, August). Personal branding, Create your value proposition, *Strategic Finance*, 93(2), 13-14, 60.
- Motah, M. (2008). The Influence of intelligence and personality on the use of soft skills in research projects among final year university students: A case study, *Proceedings of the Informing Science & IT Education Conference (In SITE)*, 219-230.
- Muzio, E., Fisher, D., Thomas, E. R. & Peters, V. (2007). Soft Skills Quantification (SSQ) for Project Manager Competencies, *Project Management Journal*. 38(2), 30–38.
- My Onsite Tools: The best tools for your site. (2012, October 31). Retrieved from http://myonsitetools.com/20-essential-tools-and-applications-for-webmasters/
- National Science Foundation (2015). Definitions of Research and Development: An Annotated Compilation of Official Sources. Retrieved from http://www.nsf.gov/statistics/randdef/fedgov.cfm
- Nelson, B. (2014, November). The data on diversity, *Communications of the ACM*. 57(11) 86-95. DOI: 10.1145/2597886.
- Nie, K. Ma, T. & Nakamori, Y. (2007). Building a taxonomy to understanding knowledge management, *The Electronic Journal of Knowledge Management*, 5(4) 453 466.
- Nierhoff, M.H. (2013, May 30). The difference between social media monitoring and social media analytics, *Quintly*. Retrieved from https://www.quintly.com/blog/2013/05/difference-between-social-media-monitoring-social-media-analytics/
- Parker, J. (2013, May 22). Top photo social sites for browsing and sharing, CNet Retrieved from http://reviews.cnet.com/8301-3513_7-57585794/topsocial-photo-sites-for-browsing-and-sharing/
- Paul, M. (2013, January 11). Understanding business & its types, *Durofy*, Retrieved from

- http://www.durofy.com/understanding-business-its-types/
- Paulin, D & Suneson, K. (2012). Knowledge transfer, knowledge sharing and knowledge barriers – three blurry terms in KM, The Electronic Journal of Knowledge Management, 10(1), 81-91.
- Peters, T. (1997). The brand called you. *Fast Company*, 10, 83-89.
- Petter, S., & Randolph, A. B. (2009). Developing soft skills to manage user expectations in IT projects: Knowledge reuse among IT project managers, *Project Management Journal*, 40(4) 45-59.
- Pettersson, R. (2010). Information design-principles and guidelines, *Journal of Visual Literacy*, 29(2), 167-182.
- Post, A. (2014). Five top social media management dashboards for 2014, *Socialmediadata.com*, Retrieved from http://socialmediadata.com/five-top-socialmedia-management-dashboards-for-2014-reviewed/
- Poynter, R. (2011). Chatter matters: Social media research is reaching its tipping point, *MarketingPower*, 23(3) 23-28.
- Prive, T. (2012, November 27). What is crowdfunding and how does it benefit the economy? *Forbes*, Retrieved from http://www.forbes.com/sites/tanyaprive/2012/11/27/w hat-is-crowdfunding-and-how-does-it-benefit-the-economy/
- Rapoza, J. (2010, December 4). Web analytics: A new view. *Information Week.com*. Retrieved from http://www.informationweek.com/internet/reporting/web-analytics-a-new-view/228500157
- Recine, M.; Prichard, J. & Chaudhury, A. (2013). Social media and evolving marketing communications using IT, Communications of the Association for Information Systems, 33, 115-128.
- Reid, M. & Gray, C. (2007). Online social networks, virtual communities, enterprises and information professionals, *Searcher*, 15 (9) 23-33.
- Roberts, S. J. & Roach, T. (2009). Social networking web sites and human resource, personnel: Suggestions for job searches. *Business Communications Quarterly*, 72(1), 110-114.
- Rostlund, S. (2013). What is the difference between an "app", a platform and a social network? *Slideshare*. Retrieved from http://www.slideshare.net/social_intelligence/what-is-the-difference-between-an-app-a-platform-and-a-social-network
- Royse, M. (2013, February 28). 10 free tools to manage your personal brand. Retrieved from http://www.ragan.com/Main/Articles/10_free_tools_to _manage_your_personal_brand_46298.aspx#
- Sahama, T., Kushniruk, A. & Kuwata S, (2013). Information accountability and usability: Are there any connections, Studies in Health Technology and Informatics, 183, 145-150. DOI:10.3233/978-1-61499-203-5-145
- Sakib, M.S.I. (2014, December 24). Best 50+ high PR social bookmarking sites list in 2015, *Technomasi*. Retrieved from http://techmasi.com/2014/12/24/high-pr-social-bookmarking-sites-list-in-2015/

- Salampasis, M., Paltoglou, G. & Giachanou, A. (2014).
 Using social media for continuous monitoring and mining of consumer behavior, International *Journal of Electronic Business*. 11(1), 85-96. DOI: 10.1504/IJEB.2014.057905.
- Samadi, H., Salman, N.S., & Abbas, K. (2014). Identify and analyzing risks and responses for risk management in information technology: Outsourcing projects under fuzzy environment, *International Journal* of Information Technology & Decision Making, 13(6), 1283-1323. DOI: 10.1142/S021962201450076X
- Schachaf, P. (2008). Cultural diversity and information and communication technology impacts on global virtual teams: An exploratory study. *Information & Management*, 45(2), 131-142.
- Schau, H. J., Muñiz, A.M., & Arnould, E. J. (2009). How brand community practices create value, *Journal of Marketing*, 73(5), 30-51.DOI: 10.1509/jmkg.73.5.30
- Scherer, A., Wünderlich, N. V. & von Wangenheim, F. (2015). The value of self-service: Long-term effects of technology-based self-service usage on customer retention, MIS Quarterly, 39(1), 177-200.
- Schwabel, D. (2009, April). How to build your personal brand on Facebook. *Mashable*. Retrieved from http://mashable.com/2009/04/02/facebook-personalbrand/
- Seymour, C. (2013). Content analytics, *EContent*. 36(3), 20-25.
- Shepherd, I.D.H. (2005). From cattle and Coke to Charlie: Meeting the challenge of self-marketing and personal branding. *Journal of Marketing Management*, 21 (5/6), 589-606.
- Sitek, S. (2012). Bridging the skills gap: Help wanted, skills lacking: Why the mismatch in today's economy? *American Society for Training and Government*, 1-24. Retrieved from http://nist.gov/mep/upload/Bridging-the-Skills-Gap_2012.pdf.
- Smith, B. R; Cronley, M. L; Barr, T. F. (2012). Funding implications of social enterprise: The role of mission consistency, entrepreneurial competence, and attitude toward social enterprise on donor behavior, *Journal of Public Policy & Marketing*. 31(1), 142-157. DOI: 10.1509/jppm.11.033
- Spears, J. L. & Barki, H. (2010). User participation in information systems security risk management, MIS Quarterly, 34(3) 503-A5.
- Starbuck, W.H. (1992). Learning by knowledge intensive firms, *Journal of Management Studies*, 29(6), 713-740.
- Stuart, D. (2015). The top 5 non-technical skills every successful IT professional must possess, *Ulistic*. Retrieved from https://www.ulistic.com/top-5-non-technical-skills-every-successful-professional-must-possess/
- Sukhoo, A., Barnard, A., Eloff, M.M. & Van der Poll, J.A. (2013). Accommodating soft skills in software project management, *Issues in Informing Science and Infor*mation Technology, 16, 131-145.
- Sung-Min, P. (2012, January). New business applications for social networking. *SERI Quarterly*, 121- 125.

- Tahat, L., Elian, M. I., Sawalha, N.N. & Al-Shaikh, F.N. (2014, September). The ethical attitudes of information technology professionals: A comparative study between the U.S.A. and the Middle East, *Ethics and information Technology*, 16(3), 241-249.
- Tambe, P. & Hitt, L. M. (2012). Now IT's personal: Offshoring and the shifting skill composition of the U.S. information technology workforce, *Management Science*. 58(4), 678-695. DOI: 10.1287/mnsc.1110.1445
- Thankachan, A. & George, J. (2012, November). The Cyber sieve: Social media monitoring for financial institutions, *Global Finance*. 26(11), 16-19.
- Trauth, E.M., Huang, H., Quesenberry, J.L. & Morgan, A.J. (2006). Leveraging Diversity in Information Systems and Technology Education in the Global Workplace, in (Eds.), *Information Systems and Technology Education: From the University to the Workplace* (pp. 1-18). Retrieved from http://personal.psu.edu/staff/g/m/gms/trauth/Leveraging%20Diversity%20in%20Information%20Systems%20and%20Technology%20 Education%20in%20the%20Global%20Workplace.pdf
- Trenner, L. (2013). Business coaching for information professionals: Why it offers such good value for money in today's economic climate, *Business Information Review*, 30(1), 27-34. DOI: 10.1177/0266382113480020
- Tufekci, Z. (2008). Can you see me now? Audience and disclosure regulation in online social network sites. Bulletin of Science, Technology & Society 28(1): 20–36. DOI: 10.1177/0270467607311484
- Turner, R. (2004). Towards a structural model connecting hard skills, soft skills and job conditions and the IS professional: The student perspective, *Issues in In*forming Science and Information Technology, 1, 977-991.
- Tversky, A., &. Kahneman, D. (1981). The framing of decisions and the psychology of choice, *Science*, 211, 453-458
- van Lohuizen, C. (1986), Knowledge management and policy making, *Knowledge: Creation, Diffusion, and Utilization*, 8 (1), 12–38.
- Verma, A. & Bedi, M. (2008). Importance of soft skills in IT industry, *ICFAI Journal of Soft Skills*, 2(4) 15-24.
- Vieira da Cunha, J. (2013). A dramaturgical model of the production of performance data, MIS *Quarterly*. 37(3), 723-748.
- Vitberg, A. K. (2009, November). Analog vs. digital personal branding A new twist on personal marketing plans, *CPA Practice Management Forum*, 10-19.
- Wagner, C., & Bolloju, N. (2005). Supporting knowledge management in organizations with conversational technologies: Discussion forums, Weblogs and Wikis, *Journal of Database Management*, 16(2) i-viii.
- Wagner, H.T., Beimborn, D. & Weitzel, T. (2014). How social capital among information technology and business units drives operational alignment and IT business value, *Journal of Management Information Systems*, 31(1), 241-272. DOI: 10.2753/MIS0742-1222310110.
- Walton, R. (2013). How trust and credibility affect technology-based development projects, *Technical Com-*

- *munication Quarterly*, 22(1), 85-102, DOI: 10.1080/10572252.2013.726484.
- Weglage, S. (2010). How IT professionals are using Social Media, *Computer World*, 1-6. Retrieved from http://marketing.computerworld.com/ITW_WP_Social _Engagement.pdf
- Weigelt, C., & Sarkar, M. (2009). Learning from supplyside agents: The impact of technology solution providers' experiential diversity on clients' innovation adoption, *The Academy of Management Journal AR-CHIVE*, 52(1), 37-60.
- Weitzener, D.J., Abelson, H., Berners-Lee, T., Feigenbaum, J., Hendler, J. & Sussman, G.J. (2008, June). Information accountability, *Communications of the ACM*, 51(6), 82-87.
- Woldeab, E. (2004, Fall). Bringing together information technology and professional development to transform the settlement sector, *Evaluation Exchange: Harvard Family Research Project, X(3)*, Retrieved from http://www.hfrp.org/evaluation/the-evaluation-exchange/issue-archive/harnessing-technology-for-evaluation/bringing-together-information-technology-and-professional-development-to-transform-the-settlement-sector
- Woodcock, N., Green, A., & Starkey, M. (2011). Social CRM as a business strategy. *Database Marketing & Customer Strategy Management*, 18(1). 50-64. DOI: 10.1057/dbm.2011.7
- Xu, Q. (2013). Social recommendation, source credibility, and recency: Effects of news cues in a social bookmarking website, *Journalism & Mass Communication Quarterly*, 90(4) 757-775. DOI: 10.1177/1077699013503158
- Yakushigawa, H.; Yanagimoto, H.; & Yoshioka, M. (2013, March). Web clustering using social bookmark data regarding user network. *Electronics & Communications in Japan.* 96(3) 24-30. DOI: 10.1002/ecj.11450.
- Yang, L, Chen, J., & Chau, S., (2014). KM as a facilitator for project performance through team process: Does Information Technology make a difference? *International Journal of Information Technology & Decision Making*, 13(5), 937-956.
- Yates, D., Wagner, C. and Majchrzak, A. (2010). Factors affecting shapers of organizational wikis, *Journal of the American Society for Information Science and Technology*, 61(3) 543-554.
- Zhang, A. & Spiteri, S. (2012). Cooperative learning and soft skills training in an IT course, *Journal of Information Technology Education*, 11, 65-79.
- Zhang, W.Y. Zhang, S. Chen, Y.G. & Pan, X.W. (2014). Combining social network and collaborative filtering for personalised manufacturing service recommendation.
 - International Journal of Production Research, 51(22) 6702-6719. DOI: 10.1080/00207543.2013.832839.
- Zhou, C., Chen, H. & Luo, L. (2014, December). Students' perceptions of creativity in learning Information Technology (IT) in project groups, Computers in Human Behavior, 41, 454-463. DOI: 10.1016/j.chb.2014.09.058