

# Overview on Web 2.0 tools

# SOME HISTORY

## *Origins of the term Web 2.0*

- ✓ The term "Web 2.0" originated in 2004 as a result of the Web 2.0 Summit organized since that year by Tim O'Reilly
- ✓ The conference was an annual event held in San Francisco In which the future of the World Wide Web was discussed
- ✓ There is no “official” definition of WEB 2.0; it does not represent something new but rather a more complete realization of the true potential of the WEB created by Tim Berners-Lee
- ✓ The main difference with WEB 1.0 (original WEB) is not the technological aspects, rather it is the role of users.

# SOME HISTORY

## *Web 1.0 vs Web 2.0 (1/2)*

- ✓ In Web 1.0 the users had a role of simple readers of the information contained in the web pages that could be considered as catalogs or simple books to browse
- ✓ Web 2.0 adds the potential for users to write
- ✓ The change of the user's role promotes the so-called “**architecture of participation**”
- ✓ New digital technologies arise:
  - ✓ Wiki: a web service that allows each user to add new content to certain pages or modify existing content introduced by other users. Used a lot for the creation of online encyclopedias, the most famous of which is Wikipedia

# SOME HISTORY

## *Web 1.0 vs Web 2.0 (2/2)*

- ✓ Blog: a virtual personal diary in which to talk about their passions through images, videos, and textual content. The success of blogs is largely due to the birth of dedicated and free services such as Blogger, AlterVista, WordPress, MySpace, and Windows Live Space.
- ✓ Chat: a service often offered in web mode, which a 'conversation' between several users consists of an exchange of written messages that appear in real time on the monitor of each participant.
- ✓ Social Networks: Internet technologies that allow users to share text, image, video and audio content and interact with each other.



# WEB 2.0

## *Categorization of the uses (2/2)*

Howe (2006) proposed a categorization of the uses and services that can be implemented and made available to WEB 2.0 users:

- ✓ sharing user-contributed content (“You make it”)
- ✓ large sets of user-contributed content (“You name it”)
- ✓ the development of content collections by the user community (“You work on it”)
- ✓ finding not only objects but trends and overviews of contributions (“You find it”).

The user today is not only a consumer of information but has become an active producer. This represents a change of vision of the Web defining its new social dimension and amplifying its potential and possibilities.

# WEB 2.0

## *Users (1/3)*

- ✓ In the early days of Web 1.0, a user had to have knowledge of programming languages to produce their own web pages.
- ✓ Basic knowledge of HTML was a prerequisite for entering the WEB as a producer.
- ✓ With the advent of web 2.0, the technological knowledge required has virtually disappeared.
- ✓ Every service such as Blog, Wiki, Social Network offers a system of content creation simple and intuitive often supported by the mode What You See Is What You Get (WYSISYG).

# WEB 2.0

## *Users (2/3)*

- ✓ In WEB 2.0 users play the dual role producers, and verifiers of the quality of the material produced.
- ✓ This new way of using the web brings together the skills and competencies of each individual, promoting collective intelligence and active participation by individuals in "virtual communities"
- ✓ In recent years Web 2.0 is not limited to computers .Especially young people use most of the services offered by Web 2.0 through portable devices such as smartphones and tablets, so much so that applications are now specifically designed to be used by these devices.

# WEB 2.0

## *Users (3/3)*

Social Networks such as TikTok, Instagram, Facebook and many others have developed Progressive Web Apps (PWA), web applications capable of exploiting the potential of Web 2.0 but that are installed on mobile devices as real apps.



Image from pixabay

# WEB 2.0

## *Web 2.0 and education*

- ✓ From previews slide, we can understand how the potential of WEB 2.0 can bring benefits in the educational context.
- ✓ The deeply modifying what was the traditional pedagogical scenario and providing effective educational tools such as:
  - ✓ Tools for cooperative e collaborative working
  - ✓ Tools to assess student
  - ✓ Tools for authoring content
  - ✓ Tools for creation and planning of lessons
  - ✓ Tool for communications with peers and with school personnel.