# https://encrypted-tbn3.google.com/images?q=tbn:ANd9GcTLAZpQzmzAPnXtyNCq1onsRE4y0bvoWlMvd3YA8Lt715oLXEJxWAIT 5443 Web Technologies Study Guide **Module 10: Web 2.0**

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## Overview and learning outcomes

The essence of Web 2.0 is an expansion of Web usage, or what Web as a platform can support. In this module, we are going to examine the fundamental ideas and behaviors. We are going to focus on Paul Anderson’s Iceberg model (six big ideas) together with some other viewpoints. Upon finishing this module, you should:

1. Explain common Web 2.0 ideas and concepts, including user generated content, participation, socialization, collective intelligence, etc.
2. Discuss Web 2.0 from a user behavior perspective, and critique other popular descriptions and perceptions.
3. Explain the concept of AJAX and its difference from traditional web communications.

This module is related to course level learning outcomes 5.

## Task list

1. Follow the core learning materials listed in learning materials and use the review and research question to guide your readings.
2. Review and research:
   1. Choose three terms that you think can best characterize web 2.0, and explain why you choose them. Critique your class mates’ views if you have a different opinion.
   2. What’s the difference between social media and Web 2.0?
   3. Is Web 2.0 getting old and does it still represent the main stream Web now?

## Learning materials

1. Core readings
   1. The original introduction of Web 2.0 by O’Reilly: <http://oreilly.com/web2/archive/what-is-web-20.html>
   2. Paul Anderson’s iceberg model and six big ideas. The following report by him presents a preliminary version of his thought. Read section 3. <http://www.webarchive.org.uk/wayback/archive/20140615231729/http://www.jisc.ac.uk/media/documents/techwatch/tsw0701b.pdf>
2. Lecture notes: <https://www.edocr.com/v/gvbmxvzg/jgzheng/Web-20-Overview>
3. Additional resources and readings
   1. <http://www.explainingcomputers.com/web2.html>: focus on the interpersonal computing part.