



Subject: MIS

Semester:VII

Q. Explain web 1.0, web 2.0 and web 3.0.

Web 1.0 –

Web 1.0 refers to the first stage of the World Wide Web evolution. Web 1.0 with the huge majority of users who are consumers of content. Personal web pages were common, consisting mainly of static pages hosted on ISP-run web servers, or on free web hosting services. Web 1.0 is a content delivery network (CDN) which enables to showcase the piece of information on the websites. It can be used as personal websites. It costs to user as per pages viewed. It has directories which enable user to retrieve a particular piece of information.

Four design essentials of a Web 1.0 site include:

1. Static pages.
2. Content is served from the server's file-system.
3. Pages built using Server Side Includes or Common Gateway Interface (CGI).
4. Frames and Tables used to position and align the elements on a page.

Web 2.0 –

Web 2.0 refers to world wide website which highlight user-generated content, usability and interoperability for end users. Web 2.0 is also called participative social web. It does not refer to a modification to any technical specification, but to modify in the way Web pages are designed and used. The transition is beneficial but it does not seem that when the changes are occurred. An interaction and collaboration with each other is allowed by Web 2.0 in a social media dialogue as creator of user-generated content in a virtual community. Web 1.0 is enhanced version of Web 2.0.

The web browser technologies are used in Web 2.0 development and it includes AJAX and JavaScript frameworks. Recently, AJAX and JavaScript frameworks have become a very popular means of creating web 2.0 sites.

Five major features of Web 2.0 –

1. Free sorting of information, permits users to retrieve and classify the information collectively.
2. Dynamic content that is responsive to user input.
3. Information flows between site owner and site users by means of evaluation & online commenting.
4. Developed APIs to allow self-usage, such as by a software application.
5. Web access leads to concern different, from the traditional Internet user base to a wider variety of users.

Usage of web 2.0-

The social Web contains a number of online tools and platforms where people share their perspectives, opinions, thoughts and experiences. Web 2.0 applications tend to interact much more with the end user. As such, the end user is not only a user of the application but also a participant by these 8 tools mentioned below:

1. Podcasting
2. Blogging



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3. Tagging
4. Curating with RSS
5. Social bookmarking
6. Social networking
7. Social media
8. Web content voting

Web 3.0-

It refers the evolution of web utilization and interaction which includes altering the Web into a database. Web 3.0 is a term which is used to describe many evolutions of web usage and interaction among several paths. In this, data isn't owned but instead shared, where services show different views for the same web / the same data. The Semantic Web (3.0) promises to establish "the world's information" in more reasonable way than Google can ever attain with their existing engine schema. The Semantic Web necessitates the use of a declarative ontological language like OWL to produce domain-specific ontologies that machines can use to reason about information and make new conclusions, not simply match keywords.

Below are 5 main features that can help us define Web 3.0:

1. Semantic Web

The succeeding evolution of the Web involves the Semantic Web. The semantic web improves web technologies in demand to create, share and connect content through search and analysis based on the capability to comprehend the meaning of words, rather than on keywords or numbers.

2. Artificial Intelligence

combining this capability with natural language processing, in Web 3.0, computers can distinguish information like humans in order to provide faster and more relevant results. They become more intelligent to fulfil the requirements of users.

3. 3D Graphics

The three-dimensional design is being used widely in websites and services in Web 3.0. Museum guides, computer games, ecommerce, geospatial contexts, etc. are all examples that use 3D graphics.

4. Connectivity

With Web 3.0, information is more connected thanks to semantic metadata. As a result, the user experience evolves to another level of connectivity that leverages all the available information.

5. Ubiquity

Content is accessible by multiple applications, every device is connected to the web, the services can be used everywhere.

Comparison of Web 1.0, 2.0 and 3.0



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Web 1.0	Web 2.0	Web 3.0
The Web	The Social Web	The Semantic Web
Read-only Web	Read and Write Web	Read, Write and Execute Web
Information sharing	Interaction	Immersion
Connect Information	Connect People	Connect context, people and knowledge
All about static content (one-way interaction)	Two-way communication through social networking, blogging etc.	Visualization
Owning content	Sharing content	Consolidating content
Web Forms	Web Applications	Smart Applications
HTML Portals	XML/RSS	RDF/RDFS/OWL
Banner Advertising	Interactive advertising	Behavioral Advertising
Britannica Online	Wikipedia	Semantic Web

1) Semantic Web

- The next evolution of the Web involves the Semantic Web. The semantic web improves web technologies in order to generate, share and connect content through search and analysis based on the ability to understand the meaning of words, rather than on keywords or numbers.

2) Artificial Intelligence

- Combining this capability with natural language processing, in Web 3.0, computers can understand information like humans in order to provide faster and more relevant results. They become more intelligent to satisfy the needs of users.

3) 3DGraphics

- The three dimensional design is being used extensively in websites and services in Web 3.0. Museum guides, computer games, ecommerce, geospatial contexts, etc. are all examples that use 3D graphics.

4) Connectivity

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