Chapter 1- Web Research

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1. The World Wide Web Consortium creates standards for the web. Visit its site at <http://www.w3c.org> and then answer the following questions:
2. How did the W3C get started?
   1. The W3C got started when, at the Massachusetts Institute of Technology, Tim Berners-Lee, in 1994, founded the W3C (the World Wide Web Consortium)
3. Who can join the W3C? What does it cost you to join?
   1. Anyone or any organization can join W3C. In the U.S., the fee for organizations that do not have an annual gross revenue between $50,000,000 and $100,000,000 or above $100,000,000 is $7,900 annually. The fee for enterprises and non-profit organizations with 10 employees are less and are not membership organizations, have an annual revenue of less than $3,000,000 are entitled to pay $2,250 annually (this price is only for the first 2 years). All the prices and details can be found at <http://www.w3.org/Consortium/fees?countryCode=US&quarter=04-01&year=2016> .
4. The W3C home page lists a number of technologies. Choose one that interests you, click on its link, and read the associated pages. List three facts or issues you discover.
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5. The Internet Society takes an active leadership role in issues related to the internet. Visit its site at <http://www.isoc.org> and then answer the following questions:
6. Why was the Internet Society created?
   1. The Internet Society was created “to promote the open development, evolution, and use of the Internet for the benefit of all people throughout the world” (http://www.internetsociety.org/history).
7. Determine which local chapter is closest to you. Visit its website. List the website’s URL and an activity or service that the chapter provides.
   1. Closest to me, is the San Francisco Bay Area ISOC Chapter (<http://www.sfbayisoc.org/>). Each year, they host an ISOC Global Leadership Workshop.
8. How can you join the internet society? What does it cost to join? Would you recommend that a beginning Web Developer join the Internet Society? Why or why not?
   1. You can join by signing up at <https://portal.isoc.org/partner/signup?PartnerID=2>. It is completely free to join and it is for everyone. I would recommend joining if you would like to “help shape the future of the internet.”
9. The World Organization of Webmasters (WOW) is a professional association dedicated to the support of individuals and organizations that create and manage websites. Visit its site at <http://webprofessionals.org> and the answer the following questions:
10. How can you join WOW? What does it cost you?
    1. You can join WOW by going to <http://webprofessionals.org/join> and by clicking on the appropriate links. For a student the price is $29 annually. All prices can be found by visiting <http://webprofessionals.org/join>.
11. List one of the events in which WOW participates. Would you like to attend this event? Why or why not?
    1. One event is the Annual Web Design Contest. I would like to attend this because I think it would be fun to compete in a team to create a website for a non-profit agency (someday, once I have learned more and am old enough)
12. List three ways that WOW can help you in your future career as a web developer.
    1. WOW could help me by 1) “Working with industry and education, WOW offers the Certified Professional Webmaster, Web designer, and Web Developer programs that webmasters, designers, consultants and developers. (http://webprofessionals.org/about/webmaster/)” 2) WOW provides education, training, and multiple levels of Web Professional certification and 3) The U.S. Department of Education and WOW’s effort resulted in Internet Web Professional training programs available online.~~ <http://webprofessionals.org/about/webmaster/>