



**Centurion**  
UNIVERSITY  
*Shaping Lives...  
Empowering Communities...*

School: ..... Campus: .....

Academic Year: ..... Subject Name: ..... Subject Code: .....

Semester: ..... Program: ..... Branch: ..... Specialization: .....

Date: .....

## Applied and Action Learning

(Learning by Doing and Discovery)

**Name of the Experiment : Web2 vs Web3 – Debate and Redesign**

### Objective/Aim :

To compare and critically debate the features of **Web2** and **Web3**, analyze their pros and cons, and propose a redesigned model that combines the strengths of both systems.

### Apparatus/Software Used:

- Laptop/PC
- MS Word / PowerPoint for documentation.
- Internet connection for research.
- Communication tool .

### Theory/Concept:

1. **Web2:** The second generation of the internet, focusing on interactivity, user-generated content, and centralized control. Examples: Facebook, YouTube, Twitter.
2. **Web3:** The decentralized internet based on blockchain, aiming to give users ownership of their data, enable peer-to-peer interactions, and reduce reliance on intermediaries. Examples: Ethereum, IPFS, Uniswap.
3. **Debate Focus:** Evaluate how **centralization (Web2)** and **decentralization (Web3)** affect scalability, user experience, security, and innovation.
4. **Redesign Focus:** Create a hybrid model that takes the **best features** of both Web2 and Web3 to create a more efficient and secure internet.

## Procedure:

1. Collected information on Web2 and Web3 concepts from reliable sources.
2. Conducted a **debate** highlighting the strengths and weaknesses of each.
3. Listed **limitations of Web2** (centralized control, privacy issues) and **limitations of Web3** (scalability, complexity).
4. Proposed **redesign ideas** merging Web2's user experience with Web3's decentralization and transparency.
5. Created a comparative **observation table** and documented final conclusions.

## Observation:

1. Web2 platforms are **faster and easier to use**, but **centralized control** means users have limited data ownership.
2. Web3 platforms offer **decentralization and stronger security**, but require **technical knowledge** and suffer from scalability issues.
3. Web2 is **widely adopted** due to its simplicity, while Web3 adoption is **growing slowly** due to complexity and infrastructure challenges.
4. Monetization in Web2 mostly benefits companies, while Web3 enables **direct earning opportunities** for users through tokens, NFTs, and DeFi.
5. A **hybrid Web2-Web3 model** could solve key problems by merging user-friendly interfaces with decentralized backends.

## ASSESSMENT

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/ Practical Simulation/ Programming	10		
Result and Interpretation	10		
Record of Applied and Action Learning	10		
Viva	10		
<b>Total</b>	<b>50</b>		

**Signature of the Student:**

Name :

Regn. No. :

Page No.....

**Signature of the Faculty:**

*\* As applicable according to the experiment.  
Two sheets per experiment (10-20) to be used.*

