

THE CHANGING INTRAWEB - FROM 1.0 TO 3.0

1 bi

100 mi

10 mi

WEB 1.0 (push)

Pushed web text/
graphics based,
flash

WEB 2.0 (share)

Two way web,blogs,
wikis, video, podcasts,
sharing, personal
publishing 2D portals and
social networks

WEB 3.0 (live)

The real time, co-creative
web. Growing 3D portals,
avatar, representation,
interoperable profiles,
MUVES, integrated
games, education and
business. All media flows
in and out virtual worlds

1995

2000

2005

2010

