What is web 2.0?

Web 2.0 is the second phase of web related services and products which facilitates interactive information sharing and collaboration.

# Current implementations of Distance learning

### Media sharing

Share digital educational material such as videos, slide shows and notes among each other.

(You tube and Slideshare logo)

### Media manipulation

Draw complex diagrams and publish them on the internet or share them with friends.

[www.gliffy.com](file:///C:\Users\Lasindu\Dropbox\Research%20and%20Report%20Writing\www.gliffy.com) logo

### Conversational arenas

Discuss/debate specific topics, create separate chat rooms, ask for help from others etc.

BBC Student life (logo)

Internet Relay Chat (IRC).

### Online games and virtual worlds

Learn by actively engaging in various activities inside the virtual world.

<http://www.powerupthegame.org/home.html>

### Social networking

Share knowledge by actively participating in discussions, asking questions, sharing useful links and material etc.

(fb)

### Blogging

A blog publishing platforms to publish articles on internet.

### Social Bookmarking

Share bookmarks.

[http://www.bibsonomy.org](http://www.bibsonomy.org/)

<http://delicious.com/>

### Recommender systems

Produce a list of recommendations for a user based on his/her past interactions with the system, or by considering products related to a particular product the user is interested in.

. <http://www.ratemyteachers.com>

### Collaborative editing

Edit diagrams, text, or spread sheets concurrently. The document being edited will be stored in a central location.   
<https://docs.google.com/>

### Wikis

<http://en.wikiversity.org/wiki/Wikiversity:Main_Page>

### Syndication

Students get the ability take advantage of syndicated material such as podcasts by visiting various publication sites.  
[http://itunes.stanford.edu/.](http://itunes.stanford.edu/)

# Problems and limitations in current landscape

* Role of teachers in student centered education model in distance learning
* Lack of control for teachers in the environment of distance learning
* Adopting Collaborative learning model
* Digital resources and their integrity issues
* Potential risks of intellectual property violations and plagiarism

# Possible future developments and research recommendations

* Institutions should have to check their learning, teaching and assessment strategies and should consider integrating new tools and new approaches in to them.
* Universities should monitor the practice and law over the content in a Web 2.0 environment, and should update their policies accordingly
* Dissemination websites(like blogs) can be used to create groups, including teachers of same interest for sharing educational materials
* Using wikis to develop IS plans and facilitate meetings, preparing agenda etc.
* University of Edinburgh has created a list of implementation actions in their report [4]. It includes
  + Using blogs and RSS feeds instead of newsletters
  + Use of web2.0 mapping technologies for university maps
  + Social bookmarking, supporting development and research projects
  + Providing podcasts of public lectures