

# **Unit 1. Task 1: Web Evolution**

Javier Aguilera Aguilera 2º CFGS DAW

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# 1 Web 1.0

The term Web 1.0 didn't appear until the term Web 2.0 was coined in 1999 by Danni DiNucci.

During that period the web was involved in a big transformation. Most of web sites from the 90's decade were originally built with static HTML pages and some simple styles embedded in HTML markup.

In the late 90's and early 2000s, the interactive features of the web sites redefined what could be done in a web browser and marked an important point in the evolution of the web development world.

The web 1.0 was characterized by:

- Static web pages.
- Content stored in files instead of separated database as it is usual nowadays.
- Contents and design mix.
- Patented HTML marks (led into web browser incompatibilities).
- Guestbook (web page with the users comments) .
- Sending forms by email.

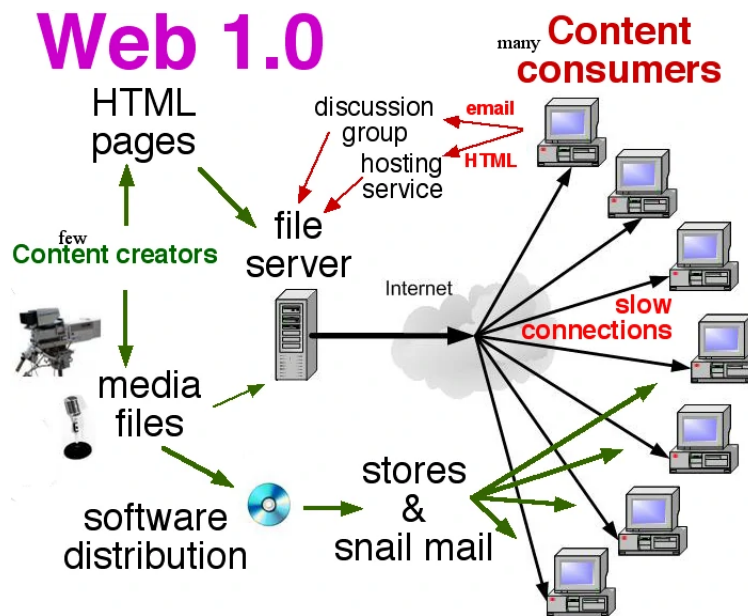


Figure 1: Web 1.0

## 2 Web 2.0

It is the web based on community users. It is also called de social web due to its collaborative and social constructivist approach. Information is characterized by its permanent change.

In this period we can find big progresses such as the information's exchange between users and the interaction made in social networks as Hi5 or Facebook, between many others, making posible being connected with all the world.

Principal characteristics of the Web 2.0:

- The boom of blogs.
- The boom of social networks.
- Webs made by users, using auto-edition plataforms.
- Content added by the users as a key value of the web.

The Web 2.0 is the representation of the evolution from traditional applications to web applications focused on the final user.

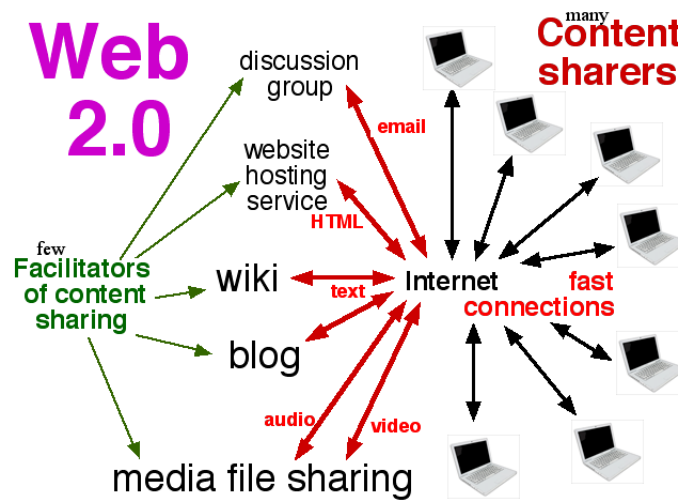


Figure 2: Web 2.0

## 3 Web 3.0

Web 3.0 is the expression used to describe the evolution of use and the interaction between people on Internet made by differents ways in which we include the transformation the network into a data base, a social movement with the objetive of making contents accesible by many non-browser applications.

Some characteristics of the Web 3.0 are the intelligence, sociability, speed, open, ubiquity, easiness, artificial intelligence (AI) and the semantic web.



Figure 3: Web 3.0

## 4 Web 4.0

Web 4.0 is an open web, connected, predictive and intelligent made with the aim of providing specific solutions to the user, both based on the information that the user gives or all the information that already exists on the web.

It is a new paradigm that has the purpose of improving people's experience on the Internet thanks to new and better connected technologies that allow a complete and personalized interaction.

The Web 4.0 has four main pillars:

- The natural language understanding (NLU) and Speech-to-text technologies.

- The use of context information and history of the user.
- New communication models machine to machine (M2M).
- New interaction models of the user.

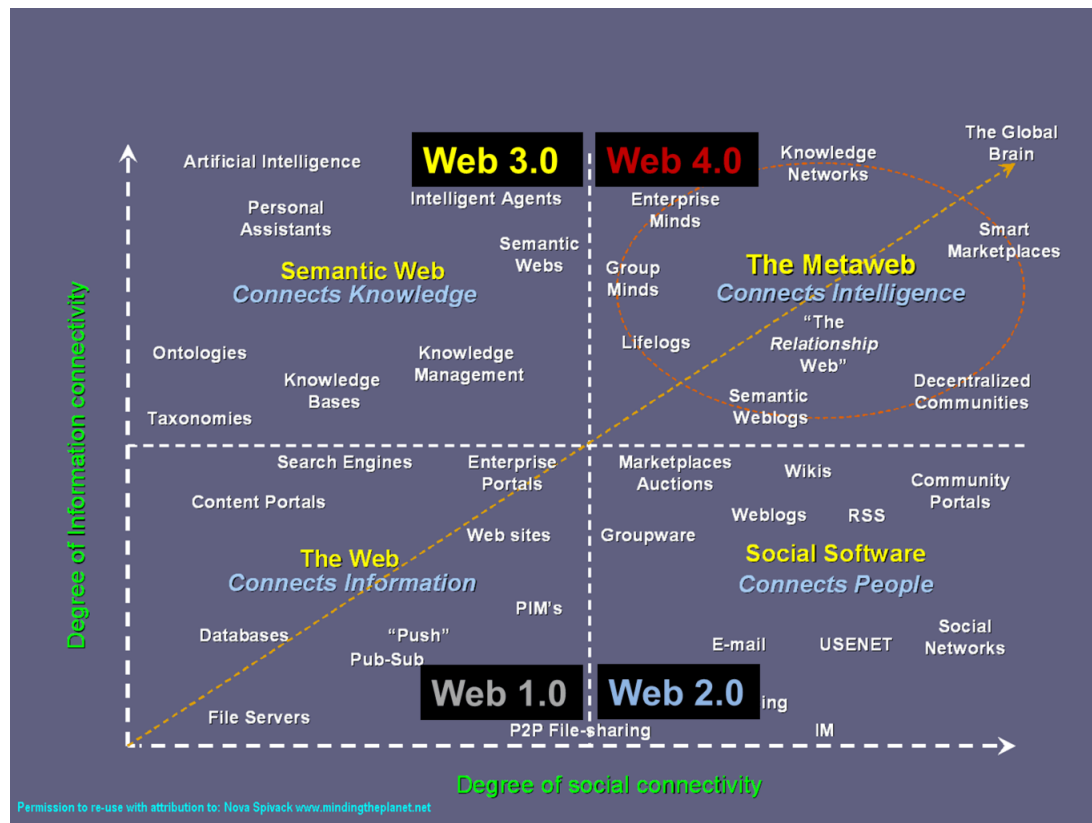


Figure 4: Web 4.0

## 5 Web 5.0

Although there is not an exact starting date, Web 5.0 will look for classifying emotions using devices, applications, products or services whose main goal will be to improve the experience of companies or persons on the web.

## 6 Web 6.0

Experts think that the Web 6.0 is going to be a smart connection integrated in the nervous system based on the technological compatibility, in which users will experiment a web site or a video in virtual reality.

Systems will be focused on interactions with the user, for example impled optical lens. All tools are going to be managed using the vision, and they will be modified and accomodated by an internal control system.

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