James Stephenson
Chapter 1 Web Research

W3C
1a. The W3C (World Wide Web Consortium) was founded in October 1994 by Tim Berners-Lee with collaboration from CERN, the department that helped to develop servers that would later become the Web. Tim Berners-Lee was the founder of the World Wide Web and even wrote its first server and the first client program. The W3C's main goal is to maintain open and accessible standards for web pages, as well as to promote web access and the open flow of information.

1b. Both for-profit and non-profit organizations can join the W3C, though a membership fee is required. Based on the size of the organization, the fee can range from $2,250 to $77,000 for an annual membership. Individuals are able to join under the same procedure as organizations, but the W3C does not have a membership tier that is designed or priced for individuals.

1c. 1. As data becomes more and more important, WC3 has placed an emphasis on establishing Web standards that allow the average developer to work with data more easily. 2. Linked Data is a practice in which uniform resource identifiers (URIs) can be linked in order to make more forms of data easily accessible. 3. In more recent years, traditional approaches to data (such as comma-separated-values) is beginning to shift to graph data with nodes and labeled links between those nodes.

Internet Society
2a. The Internet Society was created in order to promote the growth and development of the internet as a piece of infrastructure across the world. It believes that the internet is a force of good in society and that the Internet should be an open resource, connected worldwide, secure for its users, and truthful in the information it presents.

2b. The nearest Internet Society chapter is in the San Francisco bay area. The URL for this chapter is https://www.sfbayisoc.org/. The chapter currently has a project called the Rural Broadband Project which seeks to bring broadband internet access to non-urban areas that may lack the infrastructure.

2c. You can join The Internet Society from their website http://www.isoc.org. They have membership options ranging from $3,500 to $100,000. I personally would not recommend a new developer to join the society due to the high cost of entry, but with experience and a clear goal in mind I believe that it can play a pivotal role in providing what has become a major resource to the world.

HTTP/2
3a. HTTP/2 was developed by the Internet Engineering Task Force's (IETF) HTTP Working Group. Its completion announcement was given by Mark Nottingham, the chair of the aforementioned working group.

3b. The proposed standard for HTTP/2 was published in 2015.

3c. 1. HTTP/2 intended to decrease latency by introducing header field compression. 2. HTTP/2 also decreased latency by allowing multiple concurrent exchanges to occur on the same internet connection. 3. HTTP/2 also avoids latency by allowing clients to send additional frames to the server immediately after sending the client connection preface.