An Undergraduate Project

for the subject

Web Systems and Technologies

School of Computing and Information Sciences

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In Partial Fulfillment

of the Requirements of the Degree

Bachelor of Science in Information Technology

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GROUP 1

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1. **What is WWW**

In September 1994, Berners-Lee established the Internet Consortium (W3C) at the Massachusetts Foundation of Innovation with help from the Safeguard Propelled Exploration Undertakings Agency (DARPA) and the European Commission. A thought of an overall information medium where a client can read and compose through PCs connected with the Web was made. The term WWW is often incorrectly used as an proportionate word for the Web itself, yet the Internet is an administration that works over the Web, as email does. WWW has many descriptions, some of the common is that WWW is an Information system that allows documents to be connected to other documents and WWW is also a system of internet servers that support especially formatted documents. Two most of the popular programs individuals utilize is the Google Chrome and the Mozilla Firefox. There are a few applications called Web programs that make it simple to get to the World Wide Web. All significant Web locales have balanced their substance outline and improvement way to deal with oblige the quickly expanding division of the populace getting to the Web from little screen telephones rather than extensive screen desktop and smartphones.

1. **Use of WWW in Entertainment**

The World Wide Web is used for entertainment and communication, Users are able to obtain material benefits such as money, luxurious things, and many more. People started posting entertaining videos, games, etc. and it was made clear that anyone can make money on the internet. All forms of entertainment which includes movies, television, etc. are affected by the creation of the WWW.

In our daily lives, we use the WWW to entertain ourselves especially when we are bored. When surfing in the internet, when we see websites that catches our attention and interests, we tend to take longer hours staying in front of our personal computers entertaining ourselves with what we see on the internet. Usually we would take hours, days and even months.

From watching movies, playing games, reading books online and many more. WWW has no limits as to what entertainment can give. Applications that could entertain us are available within the WWW. Some of the advantages in using the WWW for our entertainment is that everything can be accessed with just one click. In just a few seconds, data can be sent, transferred and downloaded from anywhere around the world.

With lots of sites you can search and browse you can gain more and more knowledge on things. You can improve your cooking with just watching videos or reading E-books. Places in the world doesn’t seem so far with the WWW, with just one search and you’ll be able to learn something and everything about that place. Another benefit of the WWW is that you can also practice your social skills and be more sociable. The world was more connected when WWW came about. Entertainment was one of the aspects it changed.

1. **Entertainment without WWW**

In a world where there is no WWW in entertainment, going outside for a jog, going to the mall or reading newspapers and magazines would be a normal day-to-day activity for everyone. Only people with money are able to immerse themselves in movies, tv shows and theaters. Gamers will not be able to experience the wonders of online multiplayer games such as Defense of the Ancients 2 and Player Unknown’s Battlegrounds. Social media games that offers live player-to-player experience directly from your smartphones are difficult to achieve in this alternative time. Video sharing and online streaming sites like YouTube, Twitch, and NetFlix that keeps us entertained for hours in front of our monitors and displays will not exist as they rely on the World Wide Web to host their websites. Televisions and radios would still dominate the entertainment industry. Gamers would still stay in arcades and amusement venues such as Tom’s world and Quantum. These “past” appliances and establishments would still be used and would receive high revenue. Children will never stop playing outside as there is no World Wide Web to keep them entertained inside the comforts of their home. Online music streaming sites and applications like Spotify and iTunes that people today use, will be imaginary as digital song formats will continue to be distributed via Compact Disks. Looking for entertainment would be more complicated and limited than before but thankfully in our reality the WWW was developed and created.

1. **Use of WWW in Social Interaction**

The WWW made communication easier and more convenient for everyone. WWW allowed one person to communicate with everyone all around the world. Communication with other people can be established with just one click. With the WWW, You can make friends just by chatting, sending emails, etc. and not even meeting them personally. Bonds, connections and friendships became wider for everyone in our world. For example, when a person is playing an online game he/she can meet new people with same interests and likes. Distance does not exist within the domain of the WWW. People are able to connect to everyone who has access to the internet regardless of who and where you are. You wouldn’t have to wait for months to get a reply from a loved one, with the WWW, messages would be sent and received within seconds. Information is being passed on so fast because of the WWW and we should be thankful for that.

1. **Social Interaction without WWW**

Life prior to the creation of the World Wide Web was more of a personal interaction, opposing the modern standards of social interaction. From face-to-face to face-to-phone, technology in the field of communication has launched us to the modern age that enables us to send a message and or even initiating video calls from your phones with the help of internet connectivity. Take this as an example, imagine that you were from a century ago and you remembered your mother. Your mother is half way across the continent, living her daily life in your humble rural home where you grew up. You wanted to ask how she had been, sending letters through the mail is the fastest method for you in this time. The problem is that the letter will be delivered to your mother’s mailbox after a few days, weeks, or even months. Cutting this time of delivery in just seconds is still almost a century away. But what if we lived on an alternative timeline that instead of an instant global communication that the World Wide Web provides does not exist? There would still be cellular phones but without the World Wide Web, the free and unlimited access to Electronic mails and social media sites are no longer a possibility. Party invitations should be sent through the mail weeks prior to the event to make sure that the invited guests would receive the mail in time, where in a world with the World Wide Web invitations could be sent instantly through Electronic mails. The world in this alternative timeline is time consuming and the sense of urgency between interactions is non-existent.

1. **Conclusion**

The WWW truly serves a vital point in both entertainment and social interaction. Because of the WWW, people get entertained by using social medias, playing online games, watching videos or reading e-books. People can also travel through the use of WWW. With just a few clicks, a person can learn about the culture, tourist spots and heritage of another country. People can never be bored if they know how to maximize the endless possibilities in the WWW. Social interaction also became easier through the WWW. With just a few clicks, people get connected to each other despite their distance. In addition, a lot of time and money is saved from social interaction through the use of the WWW. New friends from all over the world can also be made. Indeed, the WWW makes entertainment and social interaction accessible to almost everyone, and the world becomes more connected. With the constant development of technology, entertainment and social interaction continuously improve. Despite the tremendous benefits the WWW has to offer, it also has negative sides. Since social interaction are almost always done through the WWW, personal interaction decreases. People start to rely on their gadgets instead of talking to someone personally. Using WWW in entertainment also decreases physical activity and can also lead to health complications. However, it cannot be denied that the benefits of the WWW is still greater than the negative ones. WWW can be considered as one of the greatest inventions because it made life easier and more comfortable.

1. **References**

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