

The introduction of Web 3.0

The evolution of Web3.0

Web1.0 can be understood as the first generation of the Internet, which first appeared in the 1990s. Its main feature is that the network platform provides content to users in one direction.

At that time, all web pages online were read-only, that is, content-driven, which meant that the website operators were responsible for delivering content to users, and users were only the recipients of the content, with no interactive experience. In the early stages, there is not much content at the information level, mainly news and information, and what content can be seen on the website is entirely determined by the website. The content of Web1.0 is mostly "one-way" information transmission, and the reception method is equivalent to watching TV. Although there are many TV channels for users to choose from, users can only passively receive the content specified by the TV channels and cannot participate in the TV. There is no interaction in the content of the program.

Web1.0 to Web2.0 is also the result of the continuous development of the Internet. Web2.0 emphasizes the interaction of content. Users are no longer just content receivers, but can become content providers and platform co-builders.

Web pages can be read and written, and consumers can read, comment, and create content online. It is precisely for this reason that large amounts of data on the Internet have begun to converge on various platforms. Data has become the greatest wealth of these platforms, and it is also the most important resource for the platforms to monetize through advertising or other forms. However, due to the continuous flow of data to centralized servers and commercial institutions, data monopoly has emerged. Data monopoly has seriously hindered technological innovation and progress, while leading to a single business model.

The current public consensus of the future of Web 3.0 is based on the decentralization of blockchain, the development of cryptocurrency and non-fungible tokens. There is currently no unified definition of Web 3.0, but the core features are unanimous: decentralization, initiative, and multi-dimensionality. It is a new era of personalization.

In Web3.0, users interact to meet their own needs and utilize blockchain technology in the interaction to realize the creation, distribution and circulation of value. This entire process of user interaction and value circulation forms the Web3.0 ecosystem.

Different from the 2.0 era where data is stored in a single database or cloud service provider, Web 3.0 is committed to realizing a "decentralized" network ecosystem owned and co-built by users, either running on the blockchain or running point-to-point.

Features of web3.0

Digital identity

In the era of web3.0, users do not need to create multiple identities on different centralized platforms as they do today. Instead, they can create a decentralized universal digital identity system, and one wallet address can access all platforms.

Data protection and confirmation of rights

In web2.0, user data is aggregated on major platform networks and stored in centralized servers. The security is extremely low and there is a risk of tampering at any time.

In web3.0, distributed ledger technology can provide a new protection solution. User data is protected by cryptographic algorithms and stored on the distributed ledger. The blockchain cannot be tampered with, ensuring users' data rights and value ownership.

Business value attribution

Web3.0 is built on a decentralized network. Platform operators cannot monopolize and use user data. This will completely change the business logic and business value attribution, create a fairer Internet business environment, and break the monopoly of industry giants.

Decentralization

Web3.0 must be decentralized or distributed. Open protocols will definitely create decentralization. At the same time, future best sellers of Web 3.0 will be able to be used seamlessly on any device.

Conclusion

Web3.0 is a more open, fair and secure network. Its network form is not a simple upgrade of the current Web2.0. The core problem it wants to solve is actually the distribution of platform benefits.

We still have a long way to go to build a truly democratic and decentralized Web 3.0 network. Web 3.0 has taken shape, and through continuous exploration, its mysterious features will be revealed step by step.

Like the popular digital collections nowadays, if you like it, it is a digital collection. If someone is willing to buy it from you, it is a digital collection. Otherwise, it is just a JPG that can be used as your avatar and background.

Both NFT and digital collections are still in the early stages of industry development. They can only be defined as infrastructure under the development of the future metaverse and Web3.0 concepts. None of us can fully predict the development of real Web3.0. What will become. Maybe it will become an important link on the road to the metaverse for mankind, maybe not.

Complement: Metaverse, Web3 and blockchain

Concept:

The Web3, Metaverse, and blockchain are distinct but related concepts that share a vision of a decentralized, user-centered digital future. While each concept has its own unique focus and goals, they can complement and enhance each other in a variety of ways.

Metaverse: The Metaverse refers to a shared, persistent, interconnected digital universe that includes multiple virtual worlds, platforms, and experiences. Its purpose is to create an immersive, user-centered environment where people can socialize, work, play and engage in a variety of activities.

Web3.0: Web3.0, also known as the decentralized network, is a vision for a new generation of Internet built on decentralized technologies, such as blockchain, distributed ledger technology, and peer-to-peer networks. Web3 aims to create a more open, secure and user-controlled Internet, where users own their data and applications run without relying on a central authority.

Blockchain: Blockchain is a decentralized, distributed digital ledger technology that enables secure, transparent, and tamper-proof records and transactions. Blockchain is the underlying technology that powers cryptocurrencies such as Bitcoin and Ethereum, as well as decentralized applications (dApps) and smart contracts.

Relationship:

Decentralization and Governance: Both Metaverse and Web3 share a common goal, which is to create a decentralized digital space that empowers users and reduces reliance on central authorities. Blockchain technology can be used to establish decentralized governance systems and enable users to control within the Metaverse.

Digital Assets and Ownership: Blockchain technology can play a key role in managing digital assets within the Metaverse, such as virtual goods, real estate, and in-game currencies. Blockchain-based non-fungible tokens (NFTs) ensure secure ownership and unique identification of digital assets.

Virtual Economy: The Metaverse typically involves a virtual economy where users can buy, sell, and trade digital assets and services. Blockchain and cryptocurrencies can facilitate secure and transparent transactions in these virtual economies.

Interoperability: Both Web3 and the Metaverse emphasize the importance of interoperability, allowing users to move seamlessly between different platforms, applications, and experiences. Blockchain can serve as a common layer for managing digital assets, identities, and transactions across different Metaverse platforms.

Security and Privacy: The security and transparency capabilities of blockchain technology can help ensure data security and privacy within the Metaverse and Web3 applications.