

# Give me a description of Web 2.0

Web 2.0 refers to the evolution of the internet from static, read-only websites (Web 1.0) to a more interactive, dynamic, and user-driven environment. Unlike its predecessor, Web 2.0 emphasizes user-generated content, collaboration, and social interaction, fundamentally changing how people use and contribute to the web <sup>[1] [2] [3]</sup>.

## Key Characteristics of Web 2.0

- **User-Generated Content:** Users are not just passive consumers but active contributors, creating and sharing content through blogs, wikis, social media, and video-sharing platforms. Examples include Wikipedia, Facebook, YouTube, and Instagram <sup>[1] [2] [3]</sup>.
- **Interactivity and Collaboration:** Web 2.0 sites enable users to interact with each other and with content, fostering communities and participatory culture. Features like commenting, tagging, and liking are hallmarks of this era <sup>[4] [2] [3]</sup>.
- **Rich User Experience:** Websites offer dynamic content that responds to user input, making the web more engaging and personalized <sup>[2] [5]</sup>.
- **Social Networking:** Platforms like Facebook, X (formerly Twitter), and TikTok allow users to connect, share, and communicate on a global scale, defining much of the Web 2.0 landscape <sup>[1] [2] [3]</sup>.
- **Software as a Service (SaaS):** Applications and services are increasingly delivered over the web, enabling cloud computing and reducing reliance on locally installed software <sup>[1] [2]</sup>.
- **Crowdsourcing and Mass Participation:** Web 2.0 enables collective knowledge creation and resource sharing, whether through crowdfunding, collaborative projects, or open-source initiatives <sup>[1]</sup>.
- **Web-Oriented Architecture:** Web 2.0 applications often expose their functionality through APIs and web services, allowing integration and mashups with other platforms <sup>[2] [5]</sup>.

## Notable Examples

- **Social Media:** Facebook, X (Twitter), TikTok, Instagram
- **Wikis and Collaborative Platforms:** Wikipedia, GitHub
- **Blogs and Self-Publishing:** WordPress, Medium
- **Media Sharing:** YouTube, Flickr

## Historical Context

The term "Web 2.0" was first coined by Darcy DiNucci in 1999 and popularized by Tim O'Reilly in 2004. It does not represent a technical overhaul of the internet, but rather a shift in how web technologies are used and how users interact online<sup>[1] [2] [5]</sup>. The change is marked by a move from static web pages to dynamic, interactive platforms that encourage participation and content creation<sup>[4] [1] [2] [3]</sup>.

### Summary Table: Web 1.0 vs Web 2.0

Feature	Web 1.0	Web 2.0
Content	Static, read-only	Dynamic, user-generated
User Role	Passive consumer	Active contributor
Interactivity	Minimal	High (comments, likes, etc.)
Examples	Early websites, directories	Social media, wikis, blogs
Technology Focus	HTML, basic scripting	AJAX, APIs, SaaS, cloud

Web 2.0 set the stage for the modern internet, enabling the rise of social media, collaborative projects, and cloud-based applications, and paving the way for future developments like Web 3.0<sup>[1] [2] [3]</sup>.

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1. <https://www.investopedia.com/terms/w/web-20.asp>
2. [https://en.wikipedia.org/wiki/Web\\_2.0](https://en.wikipedia.org/wiki/Web_2.0)
3. <https://www.techtarget.com/whatis/definition/Web-20-or-Web-2>
4. <https://www.sciencedirect.com/topics/social-sciences/web-2-0>
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