

# Need of Web 2.0 in E-learning

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**Abstract**—The latest buzzword in the Internet world is ‘Web 2.0’. It was enabled by the emergence of platforms such as Blogging, Digital Research Tools (E-journals, E-books), Live Chat, Photo Sharing, Video, Wikis etc that collectively allowed easy content creation and sharing by everyone. Altogether, Web 2.0 delivers a rich user experience. This paper deals with Web 2.0 features, characteristics, applications, benefits observed by its implementation in E-Learning.

**Keywords:** Blogging, Digital Research Tools (E-journals, E-books), Live Chat, Photo Sharing, Video, Wikis.

## I. INTRODUCTION

“Web 2.0” describes the changing trends in the use of World Wide Web technology and web design that aim to enhance creativity, communications, secure information haring, functionality of the web. Web 2.0 concepts have led to the development and evolution of web culture communities and hosted services, such as social networking sites, video sharing sites, wikis, and blogs.

## II. WEB 2.0 CHARACTERISTICS

The following web 2.0 characteristics take the common technologies together and describe well what is new about them.

### A. Participation

Every aspect of Web 2.0 is driven by participation. The transition to Web 2.0 was enabled by the emergence of platforms such as blogging, social networks, and free image and video uploading, Digital

Research Tools (e-journals, e-books), Live Chat, Photo Sharing, Video, Wikis that collectively allowed extremely easy content creation and sharing by anyone. Participatory architecture is an architecture where user can add or edit value to the application according to their requirement. Contrary to the traditional web which was somewhat one-sided, with a flow of content from the provider to viewer, Web2.0 allows the users to actively participate online.

### B. Standards

Standards provide an essential platform for Web 2.0. Common interfaces for accessing content and

applications are the glue that allows integration across the many elements of the emergent web.

### C. Decentralization

Web 2.0 is decentralized in its architecture, participation, and usage. Power and flexibility emerges from distributing applications and content over many computers and systems, rather than maintaining them on centralized systems. It is about communication and facilitating community.

### D. Openness

The world of Web 2.0 has only become possible through a spirit of openness hereby developers and companies provide open, transparent access to their applications and content.

### E. Modularity

Web 2.0 is the antithesis of the monolithic. It emerges from many, many components or modules that are designed to link and integrate with others, together building a whole that is greater than the sum of its parts. Users are able to pick and choose from a set of interoperating components in order to build something that meets their needs.

### F. User Control

A primary direction of Web 2.0 is for users to control the content they create, the data captured about their web activities, and their identity. This powerful trend is driven by the clear desires of participants.

### G. Identity

Identity is a critical element of both Web 2.0 and the future direction of the internet. We can increasingly choose to represent our identities however we please, across interactions, virtual worlds, and social networks.

## III. WEB 2.0 AND ITS IMPLEMENTATION FOR THE E-LEARNING

Web 2.0 encompasses several technologies and services, viz:

### A. Blogs

It is a powerful two-way based tool. A blog is a website where E-learner user can enter their thoughts, ideas,

suggestions, and comments. Blogs entries known as blog posts are made in journal style and are usually displayed in reverse chronological order; entries listed in specific categories that can be searched; links to other sites of interest and places for comments; and a monthly archive of previous entries. A blog entry might contain text, images or links to other blogs and web pages. Any library user can publish a blog post easily and cheaply through a web interface, and any reader can place a comment on a blog post.

#### 1. Applications

- Blogs serve as a platform where the users can file their concerns, queries and suggestions regarding the E-learning.
- Blogs can also be used for the collection development where the users request the resources.

Examples

- <http://www.blogger.com>
- <http://www.glogster.com>
- <http://www.ning.com>

#### B. Digital Research Tools

##### 2. E-journals

Applications

- A daily records of the new achievements made by different achievers in their respective fields.

Examples

<http://www.columbia.edu/cu/lweb/eresources/ejournals/index.html>

##### 3. E-books

Applications

- An E-learner can make use of the books available on the web, to make their concepts clear. You can also download that books from their respected websites.

Example

<http://www.columbia.edu/cu/lweb/eresources/ebooks/index.html>

#### C. Live Chat

Applications

- There is live communication between the Trainer and Trainee. The Live Chat include both way communication between users.

Example

For learning about web hosting services available on ewebguru webhosting services, incase of any query visit for live chat;

[www.ewebguru.com](http://www.ewebguru.com)

#### D. Photo Sharing

Applications

At a time many users can share particular Photocopy for their convenience.

Example

[www.orkut.com](http://www.orkut.com)

#### E. Video

Applications

- A learner can gather information which is available in the form of videos. We can also download that videos from their resources.

YouTube is a video-sharing site based on user-generated and rated content.

Unregistered users can watch the videos, while registered users are permitted to upload an unlimited

Example:

<http://www.youtube.com>

[www.keepvid.com](http://www.keepvid.com)

[www.savetube.com](http://www.savetube.com)

#### F. Wikis (Wikipedia)

Applications

- A wiki is a collection of web pages designed to enable anyone with access to contribute or modify content. Wikis are often used to create collaborative websites and to power community websites. The collaborative encyclopedia Wikipedia is probably the best-known wiki. It is written jointly by volunteers from all around the world. Wikipedia has also customized national sites. There are currently over 10,000,000 articles written in more than 260 languages.

Example:

Wikipedia

[www.en.wikipedia.org](http://www.en.wikipedia.org) (Wikis)

### IV. BENEFITS OF WEB 2.0

Following are the benefits observed by implementing Web 2.0:

#### A. Faster Time to Access Information

The information environment within which E-learning are functioning today is changing faster than ever before. E-learning with Web 2.0 is a concept of a E-learning services intended towards meeting the needs and expectations of E-learners users faster through its tools such as Blogging, Digital Research Tools(E-journals, E-books),

Live Chat, Photo Sharing, Video, Wikis etc.

*B. There is Close Relationship between*

*1. Trainer and trainee*

There is live communication between the Trainer and Trainee. The Live Chat include both way communication between users.

V. CONCLUSION

Based on the above, we can present several conclusions;

Web 2.0 have been adopted by the E- Learning process for make easy to learn using all the features like, Blogging, Digital Research Tools(E-journals, E-books), Live Chat, Photo Sharing, Video, Wikis etc that collectively allowed easy content creation and sharing by everyone

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