Assignment 16: Learning Webs and Web 2.0 Technologies

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1. the article which I/we read:

Tim O'Reilly: "What Is Web 2.0: Design Patterns and Business Models for the Next Generation of Software"

2. what do you consider the MAIN MESSAGE of the article?

The history of Web 2.0, the characteristics of Web 2.0 applications and why its business model has more advantages over old models.

4. in which Web 2.0 systems do you participate?

BitTorrent, Wikipedia, blogging, web services

5. how do you participate:

I was active with two of my blogs because I like writing and photography. I enjoyed to share those with my friends and parents. And it was sort of fun that I could design my space. I stopped it when I didn't feel it exciting anymore. Also, it seems that I've never interested in communicating with people randomly.

I started using Wikipedia because of course requirements – the professors always gave us pointers to contents in Wikipedia when I was learning programming. I learned a lot from it, including LZ compression, Huffman tree and B-tree etc. When I become better and better in programming, I feel Wikipedia is a friend as my laptop. But I just use it as a consumer.

6. which is the most interesting Web 2.0 system? why? (in case it is different from your answer in 5.3)!

I feel Flickr is the most interesting Web 2.0 system. I saw both artistic and fun photos there. I read articles about it and think it got some novice ideas, such as "tags".