

## Quadrant-I (e-Text)

### Details of Module and its structure

Module Detail	
<b>Subject Name</b>	<b>Education</b>
<b>Course Name</b>	<b>ICT in Education</b>
<b>Course Code</b>	<b>EDU504</b>
<b>Module Name/Title</b>	<i>Web 2.0 Tools for creating, sharing, collaborating and networking: social networking, social book marking, blog, wiki, instant messaging, online forums, online chats and media streaming</i>
<b>Module Code</b>	<b>IIE011</b>
<b>Pre-requisites</b>	Before initiating the learning process of the present module, it is expected that the learners possess the Knowledge and skills for using different ICT techniques and internet-based tools for educational purposes
<b>Learning Outcomes</b>	<b>After going through the present module, the learners will be able to:</b> (i) Analyze the importance of web 2.0 tools for creating, sharing, collaborating and networking. (ii) create and share information among different groups of learners. (iii) Develop Skills of using various web 2.0 tools viz. social networking, social book marking, blog, wiki, instant messaging, online forums, online chats and streaming media for the purpose of information creating, sharing, collaborating and networking among different groups of individuals.
<b>Keywords</b>	Web 2.0 Tools, Social Networking, Social Book Marking, Blog, Wiki, Instant Messaging, Online Forums, Online Chats, Streaming Media

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## Table of Contents

<b>1. Introduction</b> .....	2
<b>2. Web Tools: Concept, Advantages and Limitations</b> .....	3
<b>3. Social Networking</b> .....	4
<b>4. Social Book Marking</b> .....	6
<b>5. Blog</b> .....	7
<b>7. Instant Messaging</b> .....	10
<b>8. Online / Internet Forums</b> .....	11
<b>9. Online Chats</b> .....	13
<b>10. Streaming Media</b> .....	14
<b>11. Summary</b> .....	16

### **1. Introduction**

Dear learners, in the previous modules / lessons, we have learned about meaning and importance of ICT in the process of teaching-learning. You are well acquainted with the fact that the field of education is greatly influenced by ICT in the present times. The quality of teaching-learning process depends largely on various techniques and tools of ICT. In the previous modules, we have also learned about different web-based tools like; e-portfolio, e-rubrics, online surveys, question banks, test generators etc. that can be employed during teaching-learning process for instructional as well as assessment purposes. The present era is the era of information creating, sharing and networking among individuals which have resulted in making this world a global village. In the present module, we are going to learn about the role of internet / web and different web-based tools (particularly web 2.0 tools) in creating, sharing, collaborating and networking among diverse groups of individuals located at different places. You will be acquainted in the present module with different web 2.0 tools like; social networking, social book marking, blog, wiki, instant messaging, online forums, online chats and streaming media that can be used for information creating and its sharing,

collaborating and networking among individuals situated at different places. It is expected that you will go through the content matter in a very attentive and serious manner and with a positive mindset.

Let us start the discussion with brief overview of web 2.0 tools, its advantages and limitations.

## **2. Web Tools: Concept, Advantages and Limitations**

‘Web 2.0 tools’ is a collective term for certain applications of the Internet and the World Wide Web, including blogs, wikis, video sharing services, and social media websites such as Facebook and MySpace, which focus on interactive sharing and participatory collaboration rather than simple content delivery. The concept behind Web 2.0 refers to rich web applications, web-oriented architecture and social web. It refers to changes in the ways web pages are designed and used by the users, without any change in any technical specifications. Web 2.0 tools are free digital programmes that can be used for creating and sharing student-generated projects and products. Web 2.0 tools can very broadly be defined as end-user applications that require dynamic interaction, social networking, or user interfacing between people and information. They almost always have accompanying websites and associated apps for smart devices. They are interactive, multi-purpose, easy-to-use digital platforms that encourage students to collaborate with each other or create and share individualized response products. Web 2.0 tools provide engaging ways students can interact with, and most importantly, learn from course material. Web 2.0 tools also provide students an opportunity to interact with others as they share their knowledge. Students can collaborate with classmates to create response products, or they can share completed products with peers in their class, students in other sections, or other learners around the world. Web 2.0 examples include hosted services (Google Maps), Web applications (Google Docs, Flickr), Video sharing sites (You Tube), wikis (MediaWiki), blogs (WordPress), social networking (Facebook), folksonomies (Delicious), Microblogging (Twitter), podcasting (Podcast Alley) and content hosting services and many more. Some of the main advantages of web 2.0 tools are as under:

- Available at any time, any place.

- Variety of media.
- Ease of usage.
- Learners can actively be involved in knowledge building.
- Can create dynamic learning communities.
- Everybody is the author and the editor, every edit that has been made can be tracked.
- User friendly.
- Updates in wiki are immediate and it offers more sources for researchers.
- Provides real-time discussion.

While Web 2.0 tools offer many advantages for instructors and students alike, they are not the perfect solution for all educational challenges. The tool must actually enhance the learning process, not simply add unnecessary tasks for students to complete. If students can communicate their understanding of the learning objectives without technology, then a more traditional response assignment may suffice. Instructors must also consider all of the steps in the process of using the tool. Instructors must also consider the complexity of the tool to be used and how much time it will take to teach the tool itself. Web 2.0 tools have a better chance of sustaining student engagement if they are selected and used judiciously and purposefully.

In the forthcoming sub-sections, we will now discuss about different web 2.0 tools that can be employed for information creating, sharing, collaborating and networking.

### **3. Social Networking**

Social networking is the use of internet-based social media programmes to make connections with friends, family, classmates, customers and clients. Social networking can occur for social purposes, business purposes or both through sites such as Facebook, Twitter, LinkedIn, Classmates.com and Yelp. The social networks are distributed across various computer networks. The social networks are inherently computer networks, linking people, organization, and knowledge. A social networking service (also social networking site, or SNS or social media) is an online platform which people use to build social networks or social relations with other people who share similar personal or career interests, activities, backgrounds or real-life

connections. Social networking sites allow users to share ideas, digital photos and videos, posts, and to inform others about online or real-world activities and events with people in their network. The success of social networking services can be seen in their dominance in society today, with Facebook having a massive 2.13 billion active monthly users and an average of 1.4 billion daily active users in 2017. LinkedIn, a career-oriented social-networking service, generally requires that a member personally know another member in real life before they contact them online. There is a variety of social networking services available online. However, most incorporate common features:

- social networking services are Web 2.0, Internet-based applications
- user-generated content (UGC) is the lifeblood of social networking services.
- users create service-specific profiles for the site or app that are designed and maintained by the SNS organization
- social networking services facilitate the development of online social networks by connecting a user's profile with those of other individuals or groups.
- Web-based social networking services make it possible to connect people who share interests and activities across political, economic, and geographic borders.

The advent of social networking platforms may also be impacting the way(s) in which learners engage with technology in general. The use of online social networks by school libraries is also increasingly prevalent and they are being used to communicate with potential library users, as well as extending the services provided by individual school libraries. Social networks and their educational uses are of interest to many researchers. Educators and advocates of new digital literacies are confident that social networking encourages the development of transferable, technical, and social skills of value in formal and informal learning. Tweeting, instant messaging, or blogging enhances student involvement. Students who would not normally participate in class are more apt to partake through social network services.

When learning experiences are infused into a website students utilize every day for fun, students realize that learning can and should be a part of everyday life. Social networks focused on supporting relationships between teachers and their students are now used for learning, educator professional development, and content sharing. Social networks are also emerging as online yearbooks, both public and private.

Some examples of social networking sites in education field are; Academia.edu, Classmates.com, English. baby!, facebook, whatsapp, flickr, ibibo, instagram, librarything, linkedin, quora, students circle network and teach street.

#### **4. Social Book Marking**

Social bookmarking is an online service which allows users to add, annotate, edit, and share bookmarks of web documents. Social bookmarking is a way for people to store, organize, search, and manage “bookmarks” of web pages. Users save links to web pages that they like or want to share, using a social bookmarking site to store these links. Social bookmarking is a user-defined taxonomy system for bookmarks. Such a taxonomy is sometimes called a folksonomy and the bookmarks are referred to as tags. Web user can store interesting web pages, offline, on their computer through bookmarking, so that they can retrieve these pages later. To manage bookmarking, browsers offer simple tools like storing descriptions and storing bookmarks in specific folder. Social bookmarking offers people to store their bookmarks online thereby making them accessible from anywhere to anyone. In a social bookmarking system, users save links to web pages that they want to remember and/or share. These bookmarks are usually public, and can be saved privately, shared only with specified people or groups, shared only inside certain networks, or another combination of public and private domains. The allowed people can usually view these bookmarks chronologically, by category or tags, or via a search engine.

According to Millen et al. (2005), social bookmarking system has some common features such as user can create personal collections of bookmarking and they can share this with others. User can use tags (A freely chosen keywords that are assigned to a piece of information) to classify bookmarks.

These tags made bookmarks organized and displayed with meaningful labels. Tagging also facilitates people to conserve bookmarks in a number of categories which makes it nonhierarchical and inclusive. Users can browse other users' bookmarks. For individual users, social bookmarking can be useful as a way to access a consolidated set of bookmarks from various computers, organize large numbers of bookmarks, and share bookmarks with contacts. Institutions including businesses, libraries, and universities have used social bookmarking as a way to increase information sharing among members. Social bookmarking has been also used to improve web search.

Social bookmarking tools are an emerging educational technology that has been drawing more of educators' attention over the last several years. This technology offers knowledge sharing solutions and a social platform for interactions and discussions. These tools enable users to collaboratively underline, highlight, and annotate an electronic text, in addition to providing a mechanism to write additional comments on the margins of the electronic document. Social bookmarking tools have several purposes in an academic setting including: organizing and categorizing web pages for efficient retrieval; keeping tagged pages accessible from any networked computer; sharing needed or desired resources with other users; cell phones and PDAs for increased mobility; allowing librarians and instructors the capability to follow students' progress; and giving students another way to collaborate with each other and make collective discoveries.

Some examples offering social bookmarking services / sites are; Clipmarks, pinterest, Bookmarksync, citeulike, bibsonomy etc.

## **5. Blog**

Blog founded in 1999, made easy the procedure of online publishing for web user. The introduction of commenting, possibility to write a response to postings, took this online discussion platform even further. This template of posting and commenting has become known as blogging which is extremely popular (Blood, 2004). Blogs are like online diaries where people can post their thoughts, information, links and interests. Blogs often differ in objectives and some offer functionalities that are not commonly used. A blog (shortening

of “weblog”) is an online journal or informational website displaying information in the reverse chronological order, with latest posts appearing first. It is a platform where a writer or even a group of writers share their views on an individual subject. A blog (a truncation of the expression "weblog") is a discussion or informational website published on the World Wide Web consisting of discrete, often informal diary-style text entries (posts).

The characteristics of a blog are as under:

1. A blog must always be dynamic
2. Posts are displayed in reverse order
3. Most blogs have the same structure
4. The blog’s leading star is its content
5. Headlines should be attention grabbers
6. One rule applies to all blogs: relevancy
7. Blogs and links go hand in hand
8. A blog is founded on personal touch
9. Posts should always encourage debate
10. All blogs are about communication

Blogs are also widely adopted in the enterprise such as, by knowledge workers to spread their knowledge internally or to communicate with their public (Kelleher and Miller, 2006). Blogging is an easy tool for structuring thoughts, communication with others and reflection on interesting things. According to Poortman and Sloep (2005) blogs do have some disadvantages for instance, asynchronous communication which implies that reactions on message are not direct, but appear later which could severely slow down interaction, text-based communication implies that non-verbal aspects of communication are not included and information is less rich which could make harder transformation of ideas and thoughts. Discussion on a blog can become messy, because reactions and reactions on reactions can get disharmonious. There are many different types of blogs, differing not only in the type of content, but also in the way that content is delivered or written.

- *Personal blogs*
- *Collaborative blogs or group blogs*



- *Microblogging*
- *Corporate and organizational blogs*
- *Aggregated blogs*
- **Blogs by Genre:** These blogs focus on a particular subject, such as political blogs, journalism blogs, health blogs, travel blogs (also known as travelogs), gardening blogs, house blogs, book blogs, fashion blogs etc.
- **By media type:** A blog comprising videos is called a vlog, one comprising links is called a linklog, a site containing a portfolio of sketches is called a sketchblog or one comprising photos is called a photoblog.
- **By device:** A blog can also be defined by which type of device is used to compose it. A blog written by a mobile device like a mobile phone or PDA could be called a moblog.
- **Reverse blog:** A reverse blog is composed by its users rather than a single blogger.

## 6. Wiki

A wiki is a collaborative web site whose content can be edited by anyone who has access to it. A wiki (sometimes spelled "Wiki") is a server programme that allows users to collaborate in forming the content of a Web site. The term comes from the word "wikiwiki," which means "fast" in the Hawaiian language. A wiki provides a simplified interface. Wikis are great hypertext tools that let one person or a group of people manage content easily. They are used to create static Websites, manage online communities, connect businesses with their customers, and even write magazines and books. A wiki is a collaborative web site that collects and organizes content, created and revised by its users. Wikis are a way to grow a knowledge base around a particular content area, be it best practices in a particular field or how to use a specific piece of software.

A wiki Web site operates on a principle of collaborative trust. The simplest wiki programmes allow users to create and edit content. More advanced wikis have a management component that allow a designated person to accept or reject changes.

A wiki invites every user or visitor to contribute by editing or adding pages within the website. Thus, every reader can become a writer instantly. It seeks to involve the visitor in an ongoing process of creation of content and collaboration. Wikis are also often used to organize and cross-link knowledge, by making it extremely easy to add or edit links and texts. Another important aspect of a wiki is that it is inherently democratic, which means that every user has the exact rights and capabilities of every other user (Leuf and Cunningham, 2001). The main idea of collaborative writing is at least two people work together in order to produce some text (Noel and Robert, 2003). Some disadvantages of wiki may affect the quality and effectiveness. People sometimes deliberately destroy the content of the wiki to affect the quality and reliability. Another problem is that the quality of the content cannot always be determined that easy. The fundamental idea of a wiki is that errors will be found and corrected because a vast number of users read and edit the content and over time, the document will become more and more complete. It is clear that wikis meet certain needs, like easy authoring of web content, open access, and unrestricted collaboration, which are simply not being satisfied by 'traditional' IT strategies and tools.

'Wikipedia – The free encyclopedia' is the best example of a wiki. Wikipedia is not a single wiki but rather a collection of hundreds of wikis, with each one pertaining to a specific language. In addition to Wikipedia, there are tens of thousands of other wikis in use, both public and private including wikis functioning as knowledge management resources, note taking tools, community websites, and intranets. The English-language Wikipedia has the largest collection of articles.

## **7. Instant Messaging**

Instant messaging (IM) technology is a type of online chat that offers real-time text transmission over the Internet. A LAN messenger operates in a similar way over a local area network. Short messages are typically transmitted between two parties, when each user chooses to complete a thought and select "send". Instant messaging, often shortened to IM or IM'ing, is the exchange of near real-time messages through a stand-alone application or embedded software. Unlike chat rooms with many users engaging in multiple and

overlapping conversations, IM sessions usually take place between two users in a private, back-and-forth style of communication. IM allows effective and efficient communication, allowing immediate receipt of acknowledgment or reply. However, IM is basically not necessarily supported by transaction control. Today, most instant messaging takes place on messaging apps (such as WhatsApp, Facebook Messenger, WeChat, Viber and Telegram), which by 2014 had more users than social networks. The ability to insert images and emojis into messages is now standard in many clients, as are file transfers. Facebook Messenger even enables users to send money via IM. Numerous clients now support the escalation from IM to other modes of communication, such as group chat, voice calls or video conferencing. Many instant messaging services offer video calling features, voice over IP and web conferencing services. Web conferencing services can integrate both video calling and instant messaging abilities. Presence enables users to see the availability of their contacts -- not only whether they are online or offline, but also whether they have indicated their status is free or busy.

Instant messaging can be used for academic purposes to share different academic information and text, video and audio files. The individuals can collaborate with each other for information sharing. Whatsapp groups are common among students that can be used as a platform for sharing information, networking and collaborating with each other for various educational and personal purposes.

Some examples of instant messaging sites are; Facebook messenger, skype, whatsapp, ebuddy, snapchat, hike messenger, yahoo messenger etc.

### **8. Online / Internet Forums**

An Internet forum, or message board, is an online discussion site where people can hold conversations in the form of posted messages. They differ from chat rooms in that messages are often longer than one line of text, and are at least temporarily archived. An online forum is a great place to discuss any particular topic with the like-minded people. These forums are internet-based group communities where you can start a discussion, or get an answer of your query or even search for new prospects. These forums allow you to register with them and after that you can look into the answers to various

questions written by others or you yourself can answer the questions. On most forums, users do not have to log in to read existing messages. Almost every website these days has a small forum integrated in their own websites. An online forum is a public online place where you can drop any message, or discuss about any particular topic. Through Online Forums, students can have discussions with each other on course-related topics. Students contribute to the discussion by posting messages to an online message board. A forum has a tree-like directory structure, which can accommodate numerous discussions and sub-discussions (sub-forums) down to a single thread of discussion on a topic. A new discussion initiates a new thread, with as many students joining the discussion and posting topic-related messages as want to comment. A chain of messages then documents the conversation and may be archived for a period of time. Through learner to learner discussion, online forums engage students in active learning, and promote growth of collaborative learning communities.

Forums have a specific set of jargon associated with them; example: a single conversation is called a "thread", or topic. A forum can be divided into categories for the relevant discussions. Under the categories are sub-forums and these sub-forums can further have more sub-forums. A post is a user-submitted message enclosed into a block containing the user's details and the date and time it was submitted. Members are usually allowed to edit or delete their own posts. Posts are contained in threads, where they appear as blocks one after another. The first post starts the thread; this may be called the TS (thread starter) or OP (original post). A thread (sometimes called a topic) is a collection of posts, usually displayed from oldest to latest. Forums prefer a premise of open and free discussion and often adopt de facto standards. Most common topics on forums include questions, comparisons, polls of opinion, as well as debates. An unregistered user of the site is commonly known as a guest or visitor. A guest can usually view the contents of the forum or use such features as read marking, but occasionally an administrator will disallow visitors to read their forum as an incentive to become a registered member. The administrators (short form: "admin") manage the technical details required for running the site. A person who is a very frequent visitor

of the forum, a section or even a thread is referred to as a lurker and the habit is referred to as lurking. The moderators (short singular form: "mod") are users (or employees) of the forum who are granted access to the posts and threads of all members for the purpose of moderating discussion (similar to arbitration) and also keeping the forum clean (neutralizing spam and spambots etc.).

Through these online forums, various educational issues, topics and academic matters can be discussed and shared. Networking among learners at different places can be enhanced for information sharing and academic collaborations can be increased among academicians and practitioners from different parts of the world.

Here are some examples of the public online forums which are quite common and high in popularity. These included; Reddit, Stack Overflow, Quora. India-Forums, Yahoo Groups, Google Answers, Something Awful, and Askubuntu.

## **9. Online Chats**

Online chat may refer to any kind of communication over the Internet that offers a real-time transmission of text messages from sender to receiver. Chat messages are generally short in order to enable other participants to respond quickly. Thereby, a feeling similar to a spoken conversation is created, which distinguishes chatting from other text-based online communication forms such as Internet forums and email. Online chat may address point-to-point communications as well as multicast communications from one sender to many receivers and voice and video chat, or may be a feature of a web conferencing service. Online chat in a less stringent definition may be primarily any direct text-based or video-based (webcams), one-on-one chat or one-to-many group chat, using tools such as instant messengers, Internet Relay Chat (IRC), talkers and possibly MUDs. Online chat includes web-based applications that allow communication – often directly addressed, but anonymous between users in a multi-user environment.

Internet chat rooms and rapid real-time teleconferencing allow users to interact with whoever happens to coexist in cyberspace. These virtual interactions involve us in 'talking' more freely and more widely than ever before. With chat rooms replacing many face-to-face conversations, it is

necessary to be able to have quick conversation as if the person were present, so many people learn to type as quickly as they would normally speak. Some critics are wary that this casual form of speech is being used so much that it will slowly take over common grammar; however, such a change has yet to be seen. With the increasing population of online chatrooms, there has been a massive growth of new words created or slang words, many of them documented on the website Urban Dictionary. Just like instant messaging, online chat can be used by teachers, students, academicians sitting at distance from each other to share different kinds of information and knowledge, collaborate with each other and develop an academic network. Some examples of websites offering online chat services are; Googletalk, whatsapp, gadu-gadu, campfire, teamspeak, wechat, windows live messenger, telegram, flock, ebuddy, and facebook.

#### **10. Streaming Media**

Streaming media is multimedia that is constantly received by and presented to an end-user while being delivered by a provider. The verb "to stream" refers to the process of delivering or obtaining media and is an alternative to file downloading, a process in which the end-user obtains the entire file for the content before watching or listening to it. Streaming media is video or audio content sent in compressed form over the Internet and played immediately, rather than being saved to the hard drive. With streaming media, a user does not have to wait to download a file to play it. Because the media is sent in a continuous stream of data, it can play as it arrives. Users can pause, rewind or fast-forward, just as they could with a downloaded file, unless the content is being streamed live.

Media is usually streamed from prerecorded files but can also be distributed as part of a live broadcast feed. In a live broadcast, the video signal is converted into a compressed digital signal and transmitted from a Web server as multicast, sending a single file to multiple users at the same time. Live streaming is the delivery of Internet content in real-time, as events happen, much as live television broadcasts its contents over the airwaves via a television signal. Streaming media is the method used to deliver multimedia elements - usually video or audio - from a data streaming service provider to

an end user. Examples of streaming video and audio include Youtube, internet radio and television broadcasts, and corporate webcasts. Streaming media is video or audio content sent in compressed form over the Internet and played immediately, rather than being saved to the hard drive. With streaming media, a user does not have to wait to download a file to play it. Because the media is sent in a continuous stream of data it can play as it arrives. Streaming delivers media as a serial, steady stream. Unlike other download methods, where data order is not important, streaming media is sent/received according to availability. An example is P2P sharing, such as torrent, where streaming media must be delivered in the correct order.

*Here are some advantages of streaming media:*

- It makes possible for users to take advantage of interactive applications like video search and personalized playlists.
- It allows content deliverers to monitor what visitors are watching and how long they are watching it.
- It provides an efficient use of bandwidth because only the part of the file that's being transferred is the part that's being watched.
- It provides the content creator with more control over his intellectual property because the video file is not stored on the viewer's computer.

Once the video data is played, it is discarded by the media player.

There are challenges with streaming content on the Internet. If the user does not have enough bandwidth in their Internet connection, they may experience stops, lags or slow buffering in the content and some users may not be able to stream certain content due to not having compatible computer or software systems.

Media streaming can be effectively used for educational purposes in the form of live streaming of lectures, discussions going on in some institutions. Pre-recorded lectures of eminent teachers and academicians can be streamed for academic benefits of other learners. One can stream youtube video to share information and knowledge.

Some popular streaming services include; the video sharing website (YouTube), live streaming of the playing of video games

(Twitch and Mixer), Netflix and Amazon Video which stream movies and TV shows; and Spotify, Apple Music and TIDAL which stream music.

## **11. Summary**

In this module, we learned about various web 2.0 tools that can be employed for creating and sharing of information and collaborating and developing networks for this purpose. We discussed about social networking, social book marking, blog, wiki, instant messaging, online forums, online chats and streaming media. We learned about the ways and means by which these web 2.0 tools can be employed for creating, sharing of information and collaborating and networking of individuals and institutions for different academic and other purposes. It is expected that you have well understood about these technologies and how these can be effectively employed for educational purposes.



## **Quadrant – III (Learn More / Web Resources / Supplementary Materials)**

### **1. Books, Articles, Research Papers, Journals, Case Studies etc.**

Amichai-Hamburger, Y; Hayat, T (2017). Social Networking. In Rössler, P. The International Encyclopedia of Media Effects. 2. John Wiley & Sons, Inc. 1–12.

Bruns, Axel, and Joanne Jacobs (2006). Uses of Blogs, Peter Lang, New York.

Boulos, M. N. K.; Maramba, I.; Wheeler, S. (2006). Wikis, blogs and podcasts: a new generation of Web-based tools for virtual collaborative clinical practice and education. BMC Medical Education, 6, 41,

Golder, Scott; Huberman, Bernardo A. (2006). Usage Patterns of Collaborative Tagging Systems. Journal of Information Science. 32 (2): 198–208.

Thelwall, M.A. (2014). Social network sites: Users and uses. Advances in Computers. 76 (4): 19–73.

eBuddy Blows Through 250 Million User Accounts, Android Up 300% – TechCrunch. Retrieved from [techcrunch.com](http://techcrunch.com)

Five Best Blogging Platforms. Retrieved from [LifeHacker.com](http://LifeHacker.com).

7 Things You Should Know About Microblogging. Retrieved from [Educause.edu](http://Educause.edu).

The Most Reliable and Unreliable Blogging Services. Retrieved from [Royal.pigdim.com](http://Royal.pigdim.com).

### **2. Websites, Blogs, Open Sources etc.**

- [academia.org](http://academia.org)
- [acronyms.thefreedictionary.com](http://acronyms.thefreedictionary.com)

- [bbcnews.com](http://bbcnews.com)
- [en.wikipedia.org](http://en.wikipedia.org)
- [investopedia.com](http://investopedia.com)
- [livinginternet.com](http://livinginternet.com)
- [newscnet.com](http://newscnet.com)
- [researchgate.net](http://researchgate.net)
- [vbulletin.com](http://vbulletin.com)
- [web.archive.org](http://web.archive.org)
- [webtools4u2use.wikispaces.com](http://webtools4u2use.wikispaces.com)
- [whatis.techtarget.com](http://whatis.techtarget.com)
- [youtube.com](http://youtube.com)

### 3. **Glossary:**

- **Web 2.0 Tools:** Web 2.0 tools can very broadly be defined as end-user applications that require dynamic interaction, social networking, or user interfacing between people and information.
- **Social Networking:** Social networking is the use of internet-based social media programmes to make connections with friends, family, classmates, customers and clients. Social networking can occur for social purposes, business purposes or both through sites such as Facebook, Twitter, LinkedIn, Classmates.com and Yelp.
- **Social Book Marking:** Social bookmarking is an online service which allows users to add, annotate, edit, and share bookmarks of web documents. Social bookmarking is a way for people to store, organize, search, and manage “bookmarks” of web pages.
- **Blog:** Blogs are like online diaries where people can post their thoughts, information, links and interests which displays information in the reverse chronological order, with latest posts appearing first.
- **Wiki:** A wiki is a collaborative web site that collects and organizes content, created and revised by its users. Wikis are a way to grow a knowledge base around a particular content area.
- **Instant Messaging:** Instant messaging (IM) technology is a type of online chat that offers real-time text transmission over the Internet.

- **Online / Internet Forums:** An Internet forum, or message board, is an online discussion site where people can hold conversations in the form of posted messages.
- **Online Chats:** Online chat may refer to any kind of communication over the Internet that offers a real-time transmission of text messages from sender to receiver.
- **Streaming Media:** Streaming media is video or audio content sent in compressed form over the Internet and played immediately, rather than being saved to the hard drive.

## Quadrant – IV (Self-Assessment)

As you have successfully finished the present module, so assess yourself by giving answers to the following questions:

1. Web 2.0 tools are paid digital programmes. True / False
2. Web 2.0 tools are end-user applications. True / False
3. Which of the following is not a social networking site?
  - (i) Facebook
  - (ii) Twitter
  - (iii) Rediffmail
  - (iv) Yelp
4. Digital photos can be shared by social networking. True/ False
5. Flickr is a social networking site. True/ False
6. The other name of social book marking taxonomy is \_\_\_\_\_
  - (i) Tagging
  - (ii) Folksonomy
  - (iii) Networking
  - (iv) None of these
7. In a blog, posts are displayed in \_\_\_\_\_ order.
  - (i) Randomly
  - (ii) Reverse
  - (iii) Running
  - (iv) None of these
8. The meaning of wikiwiki is \_\_\_\_\_
  - (i) Slow
  - (ii) Fast
  - (iii) Sharing
  - (iv) None of these
9. Wikipedia is a collection of hundreds of wikis. True/ False
10. Instant messaging can be used in offline mode also. True/ False
11. In online forums, thread refers to \_\_\_\_\_
  - (i) Group
  - (ii) Topic
  - (iii) Moderator
  - (iv) Administrator
12. Reddit is an online public forum. True/ False
13. Online chat can be between members of a group. True / False
14. Live streaming can be done through youtube. True/ False
15. A frequent visitor of online forum is called as \_\_\_\_\_
  - (i) Moderator
  - (ii) Administrator
  - (iii) Lurker
  - (iv) Guest

**Answers:** 1. False, 2. True, 3. (iii), 4. True, 5. True, 6. (ii), 7. (ii), 8. (ii), 9. True, 10. False, 11. (ii), 12. True, 13. True, 14. False, 15. (iii)