Towards Web 2.0

and beyond...

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W3C (http://www.w3.org)









SICS, Swedish Institute of Computer Science

National research institute

- R&D in information and communication technologies

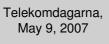
Objective:

- conduct advanced and focused research in strategic areas of computer science



Sponsors:

TeliaSonera, Ericsson, Saab Systems, FMV (Defence Materiel Administration), Green Cargo (Swedish freight railway oper **Bombardier Transportation**







Structure of presentation

- 1. Where were we, a moment ago?
- 2. What has changed?
- 3. What is this thing called Web 2.0?
- 4. Ajax technology toolbox
- 5. "So what? What's in it for me?"
- 6. And beyond?



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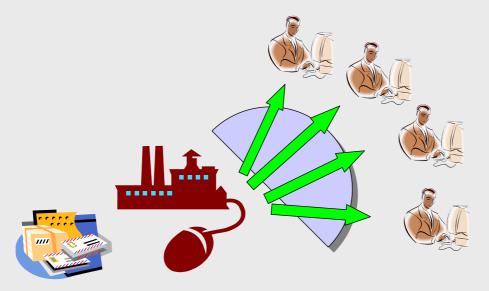


1. Where were we, a moment ago?





The producer-consumer web



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The "content web"







The "service web"



Isn't this enough?

- The web: an unprecedented success invented 1990!
- · Will the future be "more of the same"?
- Or?
- There is always a next generation coming up from behind, thinking differently! ("Net Generation")



2. What has changed?

Photo: Duncan Davidson





The open public web

New ...

- Actors and sites
- · Content and services
- · Expectations and interests

Key concepts:

- · User-generated content
- Communities



User-generated content - Flickr



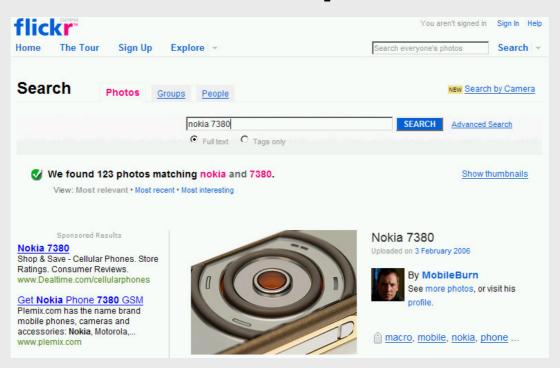
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Content and descriptions - Flickr



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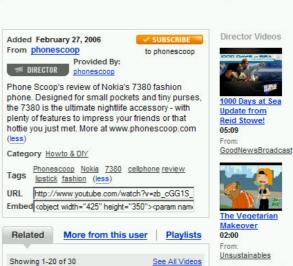
User-generated content - YouTube



Content and descriptions - YouTube





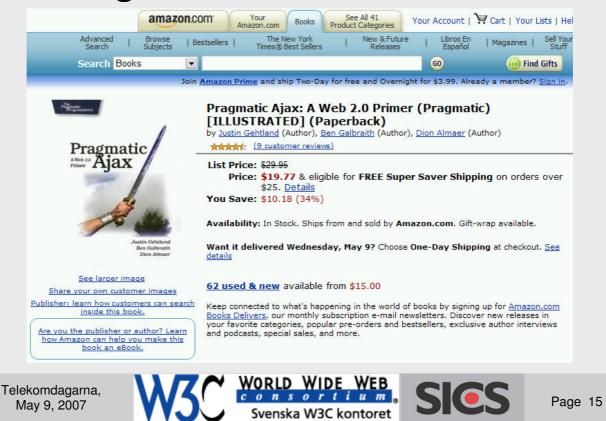


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Nokia 7380 Review - parody



User-generated content - Amazon



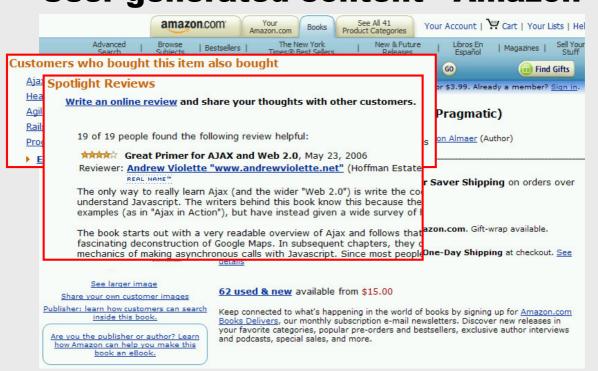


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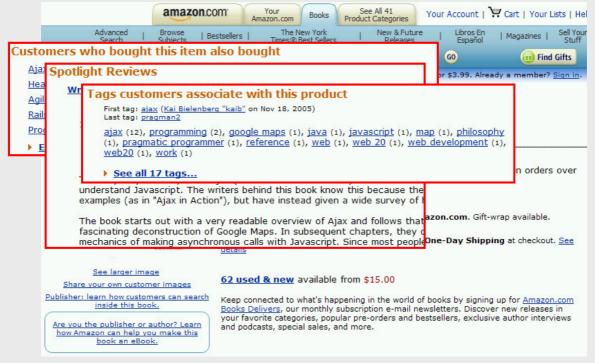
User-generated content - Amazon





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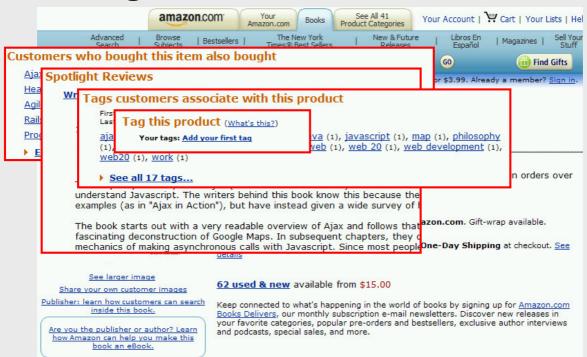
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User-generated content - Amazon



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Svenska W3C kontoret

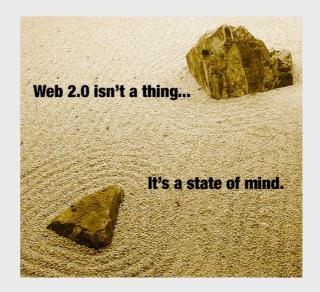


User-created designs - threadless









3. What is this thing called Web 2.0?

Photo: Daniel F. Pigatto





Business value – user-contributed

- Explicitly added content
 - Easy to add interface considerations
 - Management in the hands of the user
- · Implicitly added content
 - Tracking users / behaviors
 - Correlating behaviors and descriptions
 - Inferring significant patterns
- Engaged users
 - Returning users

User value – why it works

- Previously: the "fetch web"
 - Users were consumers
- Now: the <u>participatory</u> web
 - Users are consumers and producers "prosumers"
 - Content originate at the edge of the network
- Access to content from other users
 - Eroding the wall between what's private and what's public
 - But user can define access restrictions
- Users visible
 - Detect interests and competence
 - Connect
- "One interconnected web"
 - Not isolated islands of sites

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Web 2.0 business

New kinds of ...

- Business models:
 - Example: threadless (t-shirt designs)
- Competitive edge:
 - Example: Amazon (customer behavior and content)
- Business processes:
 - Example: Wired magazine (crowd-sourcing)
- Customer relationship management
 - Example: T-Mobile (customer community wiki)



Web 2.0 in one slide

- It is about what you can do in a <u>web browser</u>
- The browser has a <u>desktop-like</u> behavior
- The web turns into a <u>read-write</u> web
- Content is <u>contributed</u> and <u>shared</u>
- Content is <u>described</u> and <u>tagged</u>
- Descriptions and tags are <u>unconstrained</u>
- Content is <u>reused</u> in innovative ways
- Communities of users emerge
- Originally for personal use, <u>now into business</u>

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Three views on Web 2.0

Persons surfing on the web:

- "That's a nice site! I like it."
- · What makes a good user experience?

Businesses that offer content and services:

- "This gives us added-value. ... and our customers."
- In what ways can business be improved?

IT staff that builds and manages IT infrastructures:

- "This makes us work faster and more cost-effective!
- What kind of technology should we use, and how?"

Different kinds of answers.

Different opinions on what Web 2.0 is!







The business perspective

- External web 2.0
 - The Web 2.0 landscape "out there"
 - How our user / customers / clients see us
 - What will attract / satisfy users?
 - Future users the Net Gen!
- Internal web 2.0
 - The Web 2.0 landscape "in-house"
 - IT support for our business
 - How do we support our employees?
 - Future employees the Net Gen!

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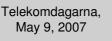
The external web 2.0

What we see in the external web:

- Blogs
 - Provide "personal faces"
 - Invite feed-back
- Wikis
 - User-generated knowledge bases
 - E.g., on product use, customer support
 - "Customer-to-customer"
- Tagging
 - For search and navigation
- Rating
 - Capture user satisfaction











The internal web 2.0

What we see in the internal web:

- RSS feeds
 - Light-weight news announcements
- Wikis
 - Instead of email and office documents
 - Encourages community mentality
- Systems tagging resources / social bookmarking
 - Tag resources with labels
 - · Not controlled vocabulary
 - Retrieve using tags
 - Retrieve via others' tags (community!)
- Mashups
 - Merging data from disparate sources

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Web 2.0 in the enterprise

Basically:

- turning users (external & internal) into participants
- allowing them to easily
 - create,
 - share, and
 - connect

with

- dynamic information,
- applications, and
- people







4. Ajax – technology toolbox





AJAX technologies

- AJAX (first coined 2005):
 - "Asynchronous JavaScript and XML"
- · Set of technologies:
 - CSS,
 - JavaScript,
 - XML,
 - XMLHttpRequest



- Existing technologies used in new ways
 - Pushing the limits of what present implementations support
 - Create attractive user experience!







The reactive interface

- <u>Styling</u> in webbish ways, not like glossy magazines
 - CSS
- Dynamic <u>visual modifications</u>, no page loads
 - DHTML, JavaScript, DOM
- Context sensitive <u>user options</u>, no server checks
 - DHTML, JavaScript, DOM
- Asynchronous <u>data fetch</u>, no bulk data (re)load from server
 - XMLHttpRequest
- · Behave like a desktop application!

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Technology providers

- Industrial AJAX toolboxes:
 - GWT, Oracle, SAP, ... Dojo Foundation, OpenAjax, ...
 - Support authoring/programming AJAX sites
- Based on existing and emerging standards!:
 - [X]HTML, RSS, Atom, FOAF,
 - HTTP, Atom (WS: SOAP, ...)
- I.e., the infrastructure of the web that we have!
 - plus a few emerging standards.





World Wide Web Consortium

- W3C World Wide Web Consortium (1994-)
- Industry consortium specifies webbstandards
- Approx 400 members industry, public sector, reserach
 - Global coverage
- Produces standards ("W3C Recommendations") via a consensus-based process
 - HTML, HTTP, XML,

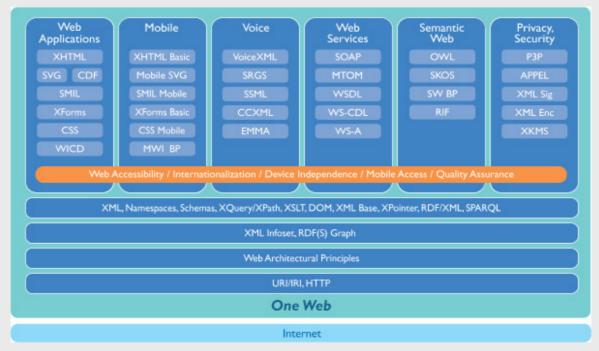
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Technology Stack



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c o n s o r t i u m

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SICS

Assuring AJAX interoperability

- W3C, Rich Web Client Activity:
 - Compound Document Formats Working Group
 - Web API Working Group
 - Web Application Formats Working Group

Also important ...

- W3C Mobile Web Initiative:
 - Mobile Web Best Practices Working Group
 - Device Description Working Group

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5. "So what? What's in it for me?"









6. And beyond?





Directions of innovation

- · Improved information interoperability
 - Support for convergence of tagging
 - Increased use of microformats
 - Leveraging on semantic web technologies
- · Embedding of content and services in artificial worlds
 - Spatial metaphors for structure and navigation
 - Natural representations of communities
 - Example: SecondLife
- · Seamless integration in mobile world
 - Intelligent mobile devices

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Conclusion





Web 2.0 and you

- Web 2.0 has arrived
- · New expectations about the web
- New expectations about sites
- Tailoring to personal use, needs, preferences
- Empower users!
- Mutual benefits of communities!
- What communities do <u>you</u> serve?
 - external
 - Internal

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Links

The presentation:

http://www.w3c.se/resources/office/talks/20070508/



Thank you!

