

Web 2.0	Author(s)	Title of Journal or conference paper, on-line article or book	Journal, conference, book or website publication details	Concept Definition	Page number
	Schneckenberg, D.	Web 2.0 and the empowerment of the knowledge worker	Journal of Knowledge Management, Vol. 13, No. 6, pp. 509-520.	Web 2.0 stands for a portfolio of emerging tools, which provide the basis for a more mature Internet, in which users collaborate, share information and create network and scale effects in large communities.	P. 511
	Oberhelman, D.D.	Coming to terms with Web 2.0	Reference Reviews, Vol. 21, No. 7, pp. 5-6.	Web 2.0 refers generally to web tools that, rather than serve as a forum for authorities to impart information to a passive, receptive audience, actually invite site visitors to comment, collaborate, and edit information, creating a more distributed form of authority in which the boundaries between site creator and visitor are blurred.	P.5
	Boateng, R.	When Web 2.0 becomes an organizational learning tool: evaluating Web 2.0 tools	Development and Learning in Organizations, Vol. 24, No. 3, pp. 17-20.	Web 2.0 facilitates knowledge creation and sharing by involving, engaging and empowering people, and by creating a collaborative environment for social interaction between those who need to seek knowledge and those who hold the knowledge.	P.17
	Paroutis, S. and Saleh, A.	AI Determinants of knowledge sharing using Web 2.0 technologies	Journal of Knowledge Management, Vol. 13, No. 4, pp. 52-63.	[Web 2.0] Refers to a perceived second generation of community-driven web services such as social networking sites, blogs, wikis, etc. which facilitate a more socially connected web where everyone is able to communicate, participate, collaborate and add to and edit the information space.	P.53
	Cosh, K.J., Burns, R. and Daniel, T.	Content Clouds: classifying content in Web 2.0	Library Review, Vol. 57, No. 9, pp. 722-729.	The technologies related to Web 2.0 have created an architecture which encourages participation, where all users of the web can create and add to the content available on the web.	P.722

Gabriela Grosseck	To use or not to use web 2.0 in higher education?	Procedia - Social and ... Behavioral Sciences, <i>Volume 1, Issue 1, 2009, Pages 478-482</i>	Web 2.0 refers to the social use of the Web which allow people to collaborate, to get actively involved in creating content, to generate knowledge and to share information online.	P. 478
Gunnar Augustsson	Web 2.0, pedagogical support for reflexive and emotional social interaction among Swedish students.	The Internet and Higher Education, <i>In Press, Accepted Manuscript, Available online 15 May 2010</i>	Web 2.0 technology, also called the social Web, includes, e.g., blogs, wikis (Wikipedia), social networking and social bookmarking, is constructed to support collaborative learning [...] Web 2.0 technology is well suited for collaborative learning, collective knowledge building, knowledge management, social networking and social interaction...	P.2
Peltier-Davis, C.	Web 2.0, library 2.0, library user 2.0, librarian 2.0: innovative services for sustainable libraries.	Computers in Libraries, 2009 Nov-Dec; 29 (10): 16-21	Web 2.0, [...], refers to a perceived second-generation of webbased services—such as social networking sites, wikis, communication tools, and folksonomies—that emphasize online collaboration and sharing among users.	P. 18
Schneider, A.	Web 2.0: becoming more social online: the next generation of the Internet has arrived	Podiatry Management, 2010 Feb; 29 (2): 67-8	Web 2.0 refers to advances in the Internet to facilitate communication and sharing information.	P. 67
Cvetkovic, M.	Making Web 2.0 work -- from 'librarian habilis' to 'librarian sapiens'.	Computers in Libraries, 2009 Oct; 29 (9): 14-7	Web 2.0 websites are, with some exceptions, based primarily on sharing information but sharing information in a specific way: Essentially, they are about seeing and being seen, with most offering users a degree of control over how their personal information is shared with other users.	P. 17
McGee, JB. Begg, M.	What medical educators need to know about "Web 2.0".	Medical Teacher, 2008 Mar; 30 (2): 164-9	“Web 2.0” describes a collection of web-based technologies which share a user-focused approach to design and functionality, where users actively participate in content creation and editing through open collaboration between members of communities of practice.	P. 164

- Clowes, M. [Web 2.0 -- the possibilities.](#) Libraries for Nursing Bulletin, 2007 Sep; 27 (2-3): 31-41 Basically, Web 2.0 is the social web, and it's all about *participation*. This might include the creation of networks of people with common interests, or collaboration on shared projects. P. 31
- Boulos, MNK. Wheeler, S. [The emerging Web 2.0 social software: an enabling suite of sociable technologies in health and health care education.](#) Health Information & Libraries Journal, 2007 Mar; 24 (1): 2-23 Web 2.0 encourages a more human approach to interactivity on the Web, better supports group interaction and fosters a greater sense of community in a potentially 'cold' social environment. P. 24
- Skiba, DJ. [Emerging technologies center. Web 2.0: next great thing or just marketing hype?](#) Nursing Perspectives, 2006 Jul-Aug; 27 (4): 212-4 Education Although no one agrees on a definition of Web 2.0 or even its reality, common characteristics have surfaced. These are: Internet-based communities, self-expression or user-initiated content, open source environment, and social networking. P. 212
- Stillman, Larry; McGrath, Jinny. [Is it web 2.0 or is it better information and knowledge that we need?](#) Australian Social Work, Vol 61(4), Dec, 2008. pp. 421-428. ...Web 2.0 (sometimes also called the "social web") is a heady mix of Information and Communication Technologies (ICTs), including blogs (web logs), wikis, RSS (Rich Site Summary), podcasts, messaging applications, and other tools that encourage personalisation, participation, and sharing that can be used for "collective intelligence" (i.e., the pooling and sharing of information and knowledge). Web 2.0 is based upon what is called Content Management System (CMS) software. Content can be text, images, sound, or video containing fact, opinion, or a mix of the two, developed by one person or many, thus leading to collective research and resources. It could be content intended for general consumption, such as a daily or weekly blog or even a P. 421
- Anderson, P. [What is Web 2.0? Ideas, technologies and implications for education.](#) JISC Technology Standards Watch, Feb. 2007, pp. 4-57. and Media coverage of Web 2.0 concentrates on the common applications/services such as blogs, video sharing, social networking and podcasting—a more socially connected Web in which people can contribute as much as they can consume (p4). [Web 2.0 allows individuals to]... facilitate a more socially connected Web where everyone is able to add to and edit the information space (p5). PP. 4 and 5.

- Joakim Ekberg, Leni Ericson, Toomas Timpka, Henrik Eriksson, Sam Nordfeldt, Lena Hanberger and Johnny Ludvigsson [Web 2.0 Supporting Chronic Disease Management: Guidelines Based on Information Behaviour and Social Learning Theories](#) Journal of Medical Systems, Volume 34, Number 2 / April, 2010 Web 2.0 is a term describing new collaborative Internet applications. The primary difference from the original World Wide Web is the increased user participation in developing and managing content, which changes the nature and value of the information. P. 107
- Richard Hartshorne and Haya Ajjan [Examining student decisions to adopt Web 2.0 technologies: theory and empirical tests.](#) Journal of Computing in Higher Education, Volume 21, Number 3 / December, 2009 Wikis (Wikipedia, Seedwiki, WetPaint), blogs (Blogger, Wordpress), social bookmarking (del.icio.us, I Keep Bookmarks), Internet telephony (Skype), social networking (Club Penguin, Ning, Facebook, MySpace), and video sharing sites (YouTube, U-Stream) are some examples of Web 2.0 applications. Web 2.0 provides online users with interactive services and control over their own data and information. These new technologies change the way documents are created, used, shared, and distributed, and make sharing content among participants much easier than Web 2.0 tools and activities, in this paper, are defined as learners' use of social networking sites like MySpace and Facebook, file sharing websites like Piczo and Limewire, participatory sites which facilitate collaborative production, sharing and review such as YouTube, and networked gaming sites such as Runescape which facilitate user collaboration and discussion via forums and online chat. Alongside these, we review those digital tools (mobile phones, computers, Internet, mobile handheld devices, etc.) which facilitate these Web 2.0 activities. P. 184
- W. Clark, K. Logan, R. Luckin, A. Mee, M. Oliver [Beyond Web 2.0: mapping the technology landscapes of young learners](#) Journal of Computer Assisted Learning, Volume 25, Issue 1, Date: February 2009, Pages: 56-69 Web 2.0 tools and activities, in this paper, are defined as learners' use of social networking sites like MySpace and Facebook, file sharing websites like Piczo and Limewire, participatory sites which facilitate collaborative production, sharing and review such as YouTube, and networked gaming sites such as Runescape which facilitate user collaboration and discussion via forums and online chat. Alongside these, we review those digital tools (mobile phones, computers, Internet, mobile handheld devices, etc.) which facilitate these Web 2.0 activities. P.58
- Ebrahim Randeree, Lorri Mon [Web 2.0: A new dynamic in information services for libraries](#) Proceedings of the American Society for Information Science and Technology, Volume 44, Issue 1, Date: 2007, Pages: 1-6 The concept of Web 2.0 has no boundary between information producer and consumer, but reflects a notion of the web as a platform supporting creative interaction. P.2
- Richard Bastida, Ian McGrath, Phil Maude [Wiki use in mental health practice: Recognizing potential use of collaborative technology](#) International Journal of Mental Health Nursing, Volume 19, Issue 2, Date: April 2010, Pages: 142-148 New Web technologies have given rise to alternative uses of the Web, such as the social networking sites, MySpace and Facebook; online map site, Google Maps; video hosting site, YouTube; and the online encyclopaedia, Wikipedia. The applications and technologies that drive these sites are the second generation of World Wide Web applications known as Web 2.0. The common element: they are all interactive with users contributing to the content. At the core of Web 2.0 is a culture of sharing and interacting, self-expression and P. 142

O'Reilly, T.	Web 2.0: compact definition? (2005). http://radar.oreilly.com/archives/2005/10/web_20_compact_definition.html	Web 2.0 is the network as platform, spanning all connected devices; Web 2.0 applications are those that make the most of the intrinsic advantages of that platform: delivering software as a continually-updated service that gets better the more people use it, consuming and remixing data from multiple sources, including individual users, while providing their own data and services in a form that allows remixing by others, creating network effects through an "architecture of participation," and going beyond the page metaphor of Web 2.0	P. 227	
Noa Aharony	The influence of LIS students' characteristics on their perceptions towards Web 2.0 use.	Journal of Librarianship and Information Science, Dec 2009; vol. 41: pp. 227 - 242.	Web 2.0 emphasizes the value of user-generated content. It is about sharing and about communication and it opens the long tail which allows small groups of individuals to benefit from key pieces of the platform while fulfilling their own needs.	P. 227
John J. Cronin	Upgrading to Web 2.0: An Experiential Project to Build a Marketing Wiki.	Journal of Marketing Education, Apr 2009; vol. 31: pp. 66 - 75.	Whereas there is no universal agreement on what the components of Web 2.0 are, most users of the term would include social networking sites, wikis, blogs, and perhaps other technologies such as hosted services, Webinars, streaming audio and video, and RSS.	P. 66
Paul Anderson	'All That Glitters Is Not Gold' — Web 2.0 And The Librarian	Journal of Librarianship and Information Science, Dec 2007; vol. 39: pp. 195 - 198.	Web 2.0 and social media applications such as blogs, wikis and social networking sites offer the promise of a more vibrant, social and participatory Internet.	P. 195
Christine Greenhow, Beth Robelia, and Joan E. Hughes	Learning, Teaching, and Scholarship in a Digital Age: Web 2.0 and Classroom Research: What Path Should We Take Now?	Educational Researcher, May 2009; vol. 38: pp. 246 - 259.	"Web 2.0,"... characterizes a transition from the predominantly read-only Web 1.0 into a "read-and-write" Web 2.0. Web 2.0 facilitates "participatory," "collaborative," and "distributed" practices within Web 2.0-enabled formal and nonformal spheres of everyday activities...Web 2.0 promotes users and their interconnections through the following affordances: (a) user-defined linkages between users and content (e.g., posting on others' pages), (b) simple mechanisms to share multimedia content (e.g., blogs), (c) prominent personal profiling (e.g., displaying user preferences on customized profile pages), and (d) intertechnology applications, enabling interfaces with	P. 247

- Teresa M. Harrison and Brea Barthel [Wielding new media in Web 2.0: exploring the history of engagement with the collaborative construction of media products](#) New Media & Society, Feb 2009; vol. 11: pp. 155 - 178. The popularity of Web 2.0 applications demonstrates that, regardless of their levels of technical expertise, users can wield technologies in more active ways than had been apparent previously to traditional media producers and technology innovators. Users build and maintain social networks, they tag and rank information in 'folksonomies' and become deeply involved in immersive virtual web experiences. They do all these things in collaboration, pooling knowledge and constructing content that they share with P. 157
- Robert Abbott [Delivering quality-evaluated healthcare information in the era of Web 2.0: design implications for Intute: Health and Life Sciences](#) Health Informatics Journal, Mar 2010; vol. 16: pp. 5 - 14. Web 2.0 or 'the social web'[s] underlying features emphasize flexibility of access, interaction, mobility, multimedia, participation, informality and feedback. Among its tools are social networking media, social bookmarking, blogs, microblogs (such as Twitter), wikis, folksonomies, embedding and integration, recommendation services, podcasts, RSS feeds, instant messaging, mashups, and P.5
- Ye Diana Wang, Nima Zahadat [Teaching Web Development in the Web 2.0 Era](#) SIGITE October '09: Proceedings of the 10th ACM conference on SIG-information technology education, pp. 80-86. One of the main ideas behind Web 2.0 is usability. Web 2.0 applications approximate the look and feel of desktop applications and provide a far richer user experience and interaction capabilities [...] From the user's point of view, users have been offered new means of accessing information on the Web and sharing knowledge and ideas among others... P.80
- Johan van Wamelen, Dennis de Kool [Web 2.0: A Basis for the Second Society?](#) ICEGOV December '08: Proceedings of the 2nd International Conference on Theory and Practice of Electronic Governance, pp. 349-354. Web 2.0 is often presented as a revolutionary way of gathering, organizing and sharing of information. Well-known examples of Web 2.0 applications are Google, Weblogs, Wikipedia, YouTube, MySpace and Second Life. P.349
- Jeff Cummings, Anne P. Massey, V. Ramesh [Web 2.0 proclivity: understanding how personal use influences organizational adoption.](#) SIGDOC October '09: Proceedings of the 27th ACM international conference on Design of communication, pp. 257-263. Web 2.0 represents a major shift in how individuals communicate and collaborate with others. Specifically, Web 2.0 technologies are changing the Internet from a search and consume environment to a dynamic and interactive experience emphasizing contribution and collaboration. A wide range of technologies used today can be categorized as Web 2.0 including, among others, blogs, wikis, and RSS P.257

Rolf T. Wigand, Robert I. Benjamin, Johanna L. H. Birkland Web 2.0 beyond: implications for electronic commerce.	and ICEC Proceedings of the 10th international conference on Electronic commerce, pp. 1-5.	August '08: In general, Web 2.0 is a broad concept that has been subdivided into three anchor points: technology, community and business. The challenge is that Web 2.0 is more than just a set of technologies. It incorporates also attributes with a social dimension including new business models, user-contributed content and user-generated meta-data, relatively open and transparent business processes, increased simplicity in design and features as well as decentralized and participatory products and processes...In a nutshell, Web 2.0 is broad range of websites that encourage interaction and collaborative work. Users do not just consume content, but they create, produce, edit, and remix content as well. As much of what becomes popular on the web is remixes, the idea of remixing is really a fundamental	P.27
David E. Millard, Martin Ross Web 2.0: Hypertext by Any Other Name?	HYPERTEXT Proceedings of the seventeenth conference on Hypertext and hypermedia, pp. 27-30.	August '06: Web 2.0 is the popular name of a new generation of Web applications, sites and companies that emphasis openness, community and interaction. Examples include technologies such as Blogs and Wikis, and sites such as Flickr [...] The Web 2.0 concept is probably still too intangible for a solid classification, however it can be said that the Web 2.0 approach emphasises interaction, community and openness.	P.27
Flavio Figueiredo, Fabiano Belém, Henrique Pinto, Almeida, Marcos Gonçalves, David Fernandes, Edleno Moura, Marco Cristo.	Evidence of quality of textual features on the web 2.0. CIKM Proceeding of the 18th ACM conference on Information and knowledge management, pp. 909-918.	November '09: Web 2.0 applications have grown significantly in diversity and popularity in recent years. Popular examples include Youtube and Yahoo! Video (or simply YahooVideo), two social video sharing applications, Last.FM2 (or simply LastFM), an online radio and music community website, and CiteULike, a scholarly reference management and discovery service. By distributing mostly <i>user generated content</i> and enabling the establishment of online communities and social networks, these applications make use of collaborative knowledge to increase the amount and diversity of content offered. Youtube, for example, is currently the largest video database in the world, and the second most searched Web 2.0 is what the Web is turning into. It is a revolutionary step forward, including not just what Web sites look like, but methods of interaction, styles of development, and sources of content.	P. 909
Daniel Lewis What is Web 2.0?	September 2006 Crossroads , Volume 13 Issue 1, pp. 1-3.		P.1

- Arnaud Gorgeon, E. [Organizing the Vision for](#) WikiSym October '09: The term Web 2.0 has many definitions, but is broadly P.1
 Burton Swanson [Web 2.0: A Study of the](#) Proceedings of the 5th associated with a changing trend in the use of the World
[Evolution of the Concept in](#) International Symposium Wide Web technology and Web design. Under the label
[Wikipedia.](#) on Wikis and Open Web 2.0 fall a number of innovations such as social-
 Collaboration, pp. 1-4. networking, blogs, folksonomies and wikis such as
 Wikipedia. The term Web 2.0 is now part of the discourse of
 a broad community, including technologists, policy makers,
- Win Treese [Web 2.0: is it really](#) netWorker , Volume 10 Issue Discusses Web 2.0 in terms of "interactivity" and "social See P.16
[different?](#) 2, June 2006, pp. 15-17. networking."
- Mihaela Sabin, Jim [IT education 2.0](#) SIGITE October '09: The Web 2.0 phenomenon derives its effectiveness from the P.93
 Leone Proceedings of the 10th interhuman connections it makes possible and 'weaves' into
 ACM conference on SIG- a new kind of social media. It shifts emphasis from delivering
 information technology content to building communities. Web 2.0-based
 education, pp. 91-99. communities populate virtual spaces that are (1) open, (2)
 self-organizing, (3) adaptive, (4) agile, (5) readily accessible,
 and (6) easy to use. A Web 2.0 platform has shared and
 interoperable designs of hardware, software, and services to
 support a collaborative and distributed environment in which
 users can connect, share, comment on, group, peer-review,