APPLICATION WEB 3.0 TECHNOLOGIES : A STUDY

Dr. Shashi Bala Mishra *

* Assistant professor,
Head Dept. of Library and Information Science Lucknow University, Lucknow, Uttar Pradesh, India.

QR Code

ABSTRACT: - *Web3.0 throttle the "wisdom of the crowds from mobs" we have been seen all to often ,try balancing it with a respect of experts of experts. Web 3.0 leaves behind the cowardly anonymous contributors and that have polluted and diminished so many communities. Data from digital environment can give teacher incredibly valuable information about how each is learning and progressing and an array of explanation that there students can use.*

KEY WORDS – *Web Evolution; Continuing Phrase; Semantic ; Libraries; Technologies.*

Introduction

The web is entering new phrase of evolution. There has been debate recent about what to call this new phrase. Some would prefer to not name it all while other suggest continuing to end it, "Web 2.0 " however this new phrase evolution has quit at a different focus from web 2.0 has come to mean.

John mark off of the New York Times recently suggested naming this third-generation of the web, " web 3.0" This suggestion has led to quit a bit industry.

Meaning of Web 1.0

It is the "readable" phrase of the ward wide web flat data. In web 1.0 there is only limited interaction between sites and web users web 1.0 is simply an information portal where users passively receive information without being given the opportunity to post reviews ,comments and feedback.

Meaning of Web 2.0

It is the "writable" phrase of the World Wide Web 2.0 describes worldwide sites that emphasize user generated content usability and interoperability. The term was popularized by Tim O Reilly media web 2.0 conference in late 2004 , through it was first coined by Daruy Dinacci in 1919.A web 2.0 site way allow users to interest and collaborates with each other user generated content in a virtual community.

Meaning of Web 3.0

Web 3.0 is bit more of a farfetched idea but some have speculated that the popular of virtual games like ward of war craft might lad to web based on a virtual world.

Web 3.0 is creation of high quality content and services produced by gifted individuals using web 2.0 technology as an enabling platform. It is the "executable" phrase of World Wide Web with dynamic application interactive services and "machines-to-machine" interaction .Web 3.0 is a semantic web which refers to the future .In web 3.0 computer GT can interpret information like humans and intelligently generated and distribute useful content tailored to the needs of users. One example web 3.0 is Tivo a digital video recorder. It recording program by can search the web and read what it finds to you based on your preference.

History of Web 3.0

The term 2.0 web 3.0 was first coined by john Markoff NewYork Times in 2006 while it first appeared prominently in early 2006 in a Blog articles written by Jeffrey Zeldman amazing and useful advancement.

Use of Web 3.0 in Libraries

Almost as soon as the term web 2.0 was coined the web communicate split into two factions. There were those whole embraced the term and stared debating future iterations and the meaning of Web 3.0 ,Web4.0 ,and even Web 5.0

meanwhile, the other group labelled the 2.0 moniker a hype professionals.

1.The 3D web

The potential of 3D Web and a far richer Web experience have been enabled by increase in computer processing power and higher world offer the opportunity for 2D virtual representations of users to interact with one another in real time and explore information and virtual objects in new ways .Much of the attention in the library community has for used on second Life, a virtual world modelling tools and a scripting language that enables the creation of a wide variety of objects.

The 3D Web will only become a realistic medium for the provision of library and information services when it became seamless with the rest of the web becoming browser friendly.

2.The Semantic Web

In comparison to the excessive hype surrounding sites like second life there is relatively little wide spread understanding of the semantic web-web of information that is meaningful of computers. The specialist terminology of the sematic web has aerated a barriers of most engaging with topic.

Nonetheless ,access to API has encouraged an increasing number of users to start thinking about the web of data ,and there is increased interest just in the possibilities of both linked data an micro

formats for the embedding sematic attributes into web pages through the application of agreed stands CF or example marking up contest information in the heard format.

3. Real world web

While the incremental changes of the semantic wed may not be immediately discernable or beneficial this is not the case with the real world web. Mobile phones with high processing power high-specification cameras and GPS receivers, offers a new way to provide information services. This can be sophisticated augmented reality, overlaying additional information from the web.

4. Connections between real

Library services can now incorporate real-world sensors to inform customers how busy a library is or which facilities are not in use at a particular time.

5. Future Libraries

The 3D Web the semantic web and real world web will all have a role to play in the future provision of library and information services .However it is the real world that is most likely to change the way users see the web-thus this is the one most worthy of the web 3.0 moniker Not only will I provide an immediately recognize deference in the way user view the web. But the technologies necessary for a more immersive 3D web experience are not yet established, and it is not clear how much it will affect the way that way that we view the web as a whole.

Conclusion

Web 3.0 will be more connected open and intelligent with semantic web technologies distributed databases nature language processing ,machine learning ,machines reasoning and autonomous agents. The three potential vision of the web discussed here are not mutually exclusive, but instead, but instead are likely to be combined in many as yet unthought-of combinations in the future, along with other new technologies.

References

1.www.Researchinformation.info/features

2.https/witty eookie word press.com

3.https.//en.wikipedia.org/wiki/semantic

4.Webtrends.about.com

5.www.raseindia.net/   software   tutorials /details/21046