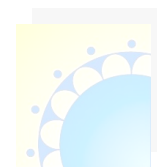


# WEBFRENZY WORKGROUP

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## REPORT



Resources found in Web 2.0 are expanding daily in multiple areas, ranging from entertainment to work related aspects. However, even if average time spent online by internet users increases in a globalized era, many useful new resources or efficient alternatives to mainstream websites go by unnoticed by the vast majority. This is why the workgroup WEBFRENZY has the objective of sharing insight on web applications, platforms, tools and websites that can be of help in diverse facets of the time spent online.

### I. The Discussions

As the quantitatively smallest Workgroup in terms of the number of participants, Webfrenzy's discussions were organized as it follows:

| Name           | Campus | Role             |
|----------------|--------|------------------|
| Gu Ye          | ZU     | WGC, Participant |
| Shijie Huang   | ZU     | Participant      |
| Simeng Wang    | ZU     | Participant      |
| Claudia Arias  | UFRO   | Participant      |
| Tomás González | UFRO   | Participant      |

Amongst the multiple uses for Web 2.0, we identified four that would help us steer the individual research and group discussion by centering it on these defined areas:

- a. **Entertainment:** This field regards the Internet as a considerable resource of videos, games and humor, serving the role of being a helpful tool of leisure and recreation.
- b. **Learning:** This field acknowledges and promotes the Internet and web 2.0 as a vast resource of knowledge through online encyclopedias, learn-how instructions, informative sites, and other significant sources of intellectual capital.
- c. **Productivity:** This field focuses on the internet and web 2.0 as a helpful tool for working, or managing projects and life more efficiently. In this category fall in resources such as online calendars, agendas, to-do lists, project management websites, and many others.
- d. **Social Networking:** This field recognizes the growing importance of Social Networking websites and proposes fresh alternatives with new features for those unaware of them.

In order to give a solid structure to discussions, it was agreed that every participant should contribute initially four website reviews per week, one corresponding to each category mentioned above. This is how Webfrenzy concluded the information recollection period with 22 articles of Learning websites, 20 for Productivity, 20 for Entertainment, and 11 for Social networking.

Online work in Webfrenzy was organized as a team through *and* aided by diverse platforms and tools:

- a. **E-mail:** Website reviews were originally shared through the Webfrenzy channel, each in their respective category. Through e-mail, everybody's individual contributions were successfully integrated.
- b. **Google Documents:** A shared document was used in order to sign-up websites the Participant intended to review. This precaution was useful in order to avoid mishaps, such as two participants reviewing the same website, and to keep a better track of past articles.
- c. **DropBox:** This file sharing tool allowed Participants to synchronize and share folders and files in the same directory. This was meant in order to store our progress, screenshots, and have a quick access to Workgroup files when needed.
- d. **TimeBridge:** This accessible online application aided the Participants of Webfrenzy in setting dates and times for online meetings by a simple and easy-to-use voting system.
- e. **Windows live MSN:** This popular chatting service hosted multiple Webfrenzy meetings that enabled decision making processes through dialogue and brainstorming, doubt resolutions and bonding.
- f. **Tinychat:** This online service that allows the user to create chats with no registry required was an alternative to Windows live MSN when needed.



## II. The Deliverable

After the website reviews were completed, and the information was shared amongst us, more detailed planning for the deliverable ensued. Webfrenzy decided to create a Resource guide PDF that would include all four sections discussed; Entertainment, Learning, Productivity and Social Networking, in hopes that insight on new web features and applications in all four fields could be of use to the people of the Melton Foundation, as well as to anyone that accesses the resource guide. This PDF will be a revised and tidy version of our research work, accompanied with screenshots of the websites mentioned, and unified in one single format.

The deliverable is available via: <http://sites.google.com/site/webfrenzy/>

Each participant assumed the responsibility of a different part in the chain of the deliverable creation, and the distribution of roles was agreed on and settled as it follows:

### a. Role Distribution:

| Name                  | Campus | Role  |
|-----------------------|--------|---|
| <b>Tomás González</b> | UFRO   | Sorting the multiple reviews and organizing them.   |
| <b>Shijie Huang</b>   | ZU     | Sorting the multiple reviews and organizing them.   |
| <b>Gu Ye</b>          | ZU     | Creating Guidebook draft and unifying styles of the sorted articles into a single format. |
| <b>Simeng Wang</b>    | ZU     | Editing sorted and formatted articles and text refinement.                                |
| <b>Claudia Arias</b>  | UFRO   | Final deliverable proofreading and WG report.   |

This working method enables all team members to collaborate actively to the project, and is strengthened by recurrent online meetings, deadlines when needed, and the team-members' active participation.

Through this deliverable, Webfrenzy aims to create awareness that the internet is a constant source of new applications and websites that are recurrently debuting online. This fast-paced Technological innovation may be found intimidating, for which we seek to introduce some of these tools in a friendly and orderly manner, some of which may be of great help to the reader and can be integrated into our online time when needed or desired.