

OHLONE COLLEGE
Ohlone Community College District
OFFICIAL COURSE OUTLINE

I. Description of Course:

1. **Department/Course:** CNET - 102
2. **Title:** Information and Communication Technology - Web 2.0
3. **Cross Reference:**
4. **Units:** 3
Lec Hrs: 3
Lab Hrs:
Tot Hrs: 54.00
5. **Repeatability:** No
6. **Grade Options:** Letter Grade, May Petition for Pass/No Pass (GP)
7. **Degree/Applicability:**
Credit, Degree Applicable, Transferable - CSU (T)
8. **General Education:**
9. **Field Trips:** Not Required
10. **Requisites:**
Advisory
CS/CNET-101 is recommended but not required.
12. **Catalog Description:**
This course is a general introduction to the application of information and communication technology (ICT), and is designed for students who have a focused interest in connecting, collaborating and sharing knowledge. This course will examine Web 2.0 applications and services - such as social-networking sites, wikis and folksonomies — which aim to facilitate collaboration and sharing between users.
13. **Class Schedule Description:**
Learn/use Web 2.0 applications and tools for communicating and collaborating (i.e. blogs, wikis, podcast)
14. **Counselor Information:**
Advise successful completion of CS/CNET 101.

II. Student Learning Outcomes

The student will:

1. Describe Web 2.0 characteristics and tools and how they facilitate collaboration and interactive learning.
2. Participate in online social networking.
3. Find and create blogs then tag / list so your blog is discoverable.
4. Apply basic Wiki development to your a simulated business / event needs.
5. Use social bookmarking tools to organize and share information.
6. Utilize RSS, podcasts, and newsreaders, through configuration and management. for ease of information delivery and use.
7. Practice effective research on the web.

III. Course Outline:

A. Introduction

1. What is Web 2.0
2. Web services

B. Search

1. Google, Yahoo, MSN, and Ask
2. Vertical Search
3. Location-based Search
4. Creating Customized Search Engines

C. Content Networks and User-Generated Content

1. Wikis
2. Collaborative Filtering
3. Craigslist and the Wisdom of Crowds

D. Blogging

1. History of Blogging
2. Blog Components
3. Blogging and RSS Feeds
4. Blogging Software
5. Blog Networks and Search Engines

E. Social Networking

1. Network Effects
2. Tools
 - a. Friendster
 - b. MySpace
 - c. Facebook
 - d. LinkedIn
 - e. Xing
 - f. Second Life
3. Mobile Social Networking

F. Social Media

1. YouTube
2. Internet TV
3. Digg
4. Podcasting

G. Tagging

1. History of Tagging
2. Tag Clouds
3. Folksonomies
4. Flickr and Technorati

H. Social Bookmarking

1. del.icio.us
2. Ma.gnolia

I. Software Development

1. The Webtop
2. Software as a Service (SaaS)
3. Perpetual Beta and Agile Development
4. Open Source Licensing: GNU Licenses and Creative Commons

J. Web Services

1. Mashups, Widgets and Gadgets
2. APIs
3. Amazon Web Services
4. REST (Representational State Transfer)-Based Web Services

K. Location-Based Services

1. Global Positioning System (GPS)
2. Mapping Services
3. GeoRSS and Geotagging

L. Future of the Web

1. Tagging and Folksonomies
2. Semantic Web

IV. Course Assignments:

A. Reading Assignments

1. Online and textbook reading assignments.

B. Projects, Activities, and other Assignments

1. Hands-on skills activities using Web 2.0 applications and services.

C. Writing Assignments

1. Online content creation - for blogs, wikis, and social networking sites.

V. Methods of Evaluation/Assessment:

- A. hands-on application activities (i.e. create blog, wiki, podcast, vodcast, etc)
- B. group research project
- C. tests/quizzes

VI. Methods of Instruction:

- A. Distance Learning

VII. Textbooks:

Recommended

1. Deitel & Associates, Inc *Dive Into Web 2.0* 1st Edition, Deitel & Associates, Inc., 2008

Supplemental

VIII. Supplies: