

# Immediacy vs Hypermediacy

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Explore one of these environments

(at your choice, but starting from what you don't know already or don't use frequently):

URL 1: <http://secondlife.com/?v=1.1>

URL 2: <http://www.activeworlds.com/>

Try to identify almost 3 elements or features that can be associated to each issue of the web 2.0 paradox related to tools or environments suggested:

Elements of immediacy	Elements of hypermediacy
1.	1.
2.	2.
3.	3.

Try to understand almost 3 possible application of the tool or environment you are testing in an educational perspective and report them briefly:

A.	
B.	
C.	

Post the content of these notes as first message of a thread in a shared environment like a web forum or similar, and discuss it with other participants.

# Being integrated vs being specific

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Explore one of these environments

(at your choice, but starting from what you don't know already or don't use frequently):

URL 1: <http://www.facebook.com/>

URL 2: <http://www.ning.com/>

Try to identify almost 3 elements or features that can be associated to each issue of the web 2.0 paradox related to tools or environments suggested:

Integrated features or trends toward integration	Specific features or trends toward unique features
1.	1.
2.	2.
3.	3.

Try to understand almost 3 possible application of the tool or environment you are testing in an educational perspective and report them briefly:

A.	
B.	
C.	

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# Folksonomy vs Taxonomy

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Explore one of these environments

(at your choice, but starting from what you don't know already or don't use frequently):

URL 1: <https://www.freebase.com/>

URL 2: <http://www.anobii.com/>

Try to identify almost 3 elements or features that can be associated to each issue of the web 2.0 paradox related to tools or environments suggested:

<b>Folksonomy advantages and opportunities</b>	<b>Taxonomy advantages and opportunities</b>
1.	1.
2.	2.
3.	3.

Try to understand almost 3 possible application of the tool or environment you are testing in an educational perspective and report them briefly:

A.	
B.	
C.	

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# Consistency vs Vacuity

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Explore one of these environments

(at your choice, but starting from what you don't know already or don't use frequently):

URL 1: <http://answers.yahoo.com/>

URL 2: <http://voicethread.com/>

Try to identify almost 3 elements or features that can be associated to each issue of the web 2.0 paradox related to tools or environments suggested:

Consistency (strength)	Vacuity (weakness)
1.	1.
2.	2.
3.	3.

Try to understand almost 3 possible application of the tool or environment you are testing in an educational perspective and report them briefly:

A.	
B.	
C.	

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# Sharing vs self-referencing

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Explore this environment:

URL 1: <http://twitter.com/>

Try to identify almost 3 elements or features that can be associated to each issue of the web 2.0 paradox related to tools or environments suggested:

Trends toward effective sharing of knowledge	Trends toward self-referencing
1.	1.
2.	2.
3.	3.

Try to understand almost 3 possible application of the tool or environment you are testing in an educational perspective and report them briefly:

A.	
B.	
C.	

Post the content of these notes as first message of a thread in a shared environment like a web forum or similar, and discuss it with other participants.

# Ubiquity vs geolocation

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Explore this environment:

URL 1: <http://earth.google.com/>

Try to identify almost 3 elements or features that can be associated to each issue of the web 2.0 paradox related to tools or environments suggested:

What drives you to explore the unknown	What drives you to stay locally
1.	1.
2.	2.
3.	3.

Try to understand almost 3 possible application of the tool or environment you are testing in an educational perspective and report them briefly:

A.	
B.	
C.	

Post the content of these notes as first message of a thread in a shared environment like a web forum or similar, and discuss it with other participants.

# Liquidity vs Solidity

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Explore this environment:

URL 1: <http://debategraph.org/>

Try to identify almost 3 elements or features that can be associated to each issue of the web 2.0 paradox related to tools or environments suggested:

<b>Immediacy</b>	<b>Hypermediacy</b>
1.	1.
2.	2.
3.	3.

Try to understand almost 3 possible application of the tool or environment you are testing in an educational perspective and report them briefly:

A.	
B.	
C.	

Post the content of these notes as first message of a thread in a shared environment like a web forum or similar, and discuss it with other participants.