General Information

Web 2.0 (say it "web 2-oh") is the common term for internet-based *interactive technologies* and applications including blogs, wikis, and social bookmarking. Web 2.0 technologies add dynamicity to static web (1.0) pages. Web 2.0 technology makes it possible for the non-tech-savvy user to interact via the internet.

General Strengths & Weaknesses

UMMS user-reported *strengths* associated with interactive technology generally addressed online survey and wiki technology: *quick, large data collection; easy to set-up, analyze, export; flexibly functional; "better than not being there"; and convenient self-directed learning opportunities.*

Reported *weaknesses* include questionable confidentiality, unfriendly BLS Vista tools, the inability to maintain academic honesty, "*glitchy in the classroom*", limited content control, and that the use of the technology reduces the need for face-to-face meetings.

Types of Web 2.0 Interactive Tools Included in this *e*Portfolio

Online Survey (*Survey Monkey*)
Blog
WIKI
Social Networking (*facebook*)
MicroBlog (*Twitter*)
Virtual World (*SecondLife*; *twinity*)

LInC Technology Survey

Purpose Statement
Results

Contact UMMS HelpDesk with specific questions about particular Web 2.0 tools.
Contact Colleen Burnham with general questions about the use of Web 2.0 tools.

References

AAMC Institute for Improving Medical Education. (2007, March). *Effective use of educational technology in medical education: Colloquium on educational technology: Recommendations and guidelines for medical educators.* Retrieved January 19, 2010, from AAMC: http://services.aamc.org/publications/showfile.cfm?file=version80.pdf&prd_id=184&prv_id=224&pdf_id=80