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Universitat d'Alacant
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Ingeniería web

Sergio Luján Mora

- ¿Cómo eran los primeros sitios web?

World Wide Web

The WorldWideWeb (W3) is a wide-area [hypermedia](#) information retrieval initiative aiming to give universal access to a large universe of documents.

Everything there is online about W3 is linked directly or indirectly to this document, including an [executive summary](#) of the project, [Mailing lists](#), [Policy](#), November's [W3 news](#), [Frequently Asked Questions](#).

[What's out there?](#)

Pointers to the world's online information, [subjects](#), [W3 servers](#), etc.

[Help](#)

on the browser you are using

[Software Products](#)

A list of W3 project components and their current state. (e.g. [Line Mode](#), [X11 Viola](#), [NeXTStep](#), [Servers](#), [Tools](#), [Mail robot](#), [Library](#))

[Technical](#)

Details of protocols, formats, program internals etc

[Bibliography](#)

Paper documentation on W3 and references.

[People](#)

A list of some people involved in the project.

[History](#)

A summary of the history of the project.

[How can I help?](#)

If you would like to support the web..

[Getting code](#)

Getting the code by [anonymous FTP](#), etc.



About this project

Restoring the first website

A project to restore info.cern.ch - the world's first website

About this project

[Blog](#)

[Objectives](#)

This project aims to preserve some of the digital assets that are associated with the birth of the web.

For a start we would like to restore the first URL - put back the files that were there at their earliest possible iterations. Then we will look at the first web servers at CERN and see what assets from them we can preserve and share. We will also sift through documentation and try to restore machine names and IP addresses to their original state. Beyond this we want to make <http://info.cern.ch> - the first web address - a destination that reflects the story of the beginnings of the web for the benefit of future generations.

Feel free to browse through the site. It is being used by the restoration team to document resources, ideas and leads.

Want to get involved?

Email us

Do you have resources, ideas, comments? Email us at first-website@cern.ch

Twitter

You can reach us on [@thefirstwebsite](https://twitter.com/thefirstwebsite)

 Search

Latest blog posts

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Latest notes

[Original IP address for info.cern.ch](#)

by [Dan Noyes](#), 27 May 2013

[Webpage demonstrated at Hypertext 91 surfaces](#)

by [Dan Noyes](#), 23 May 2013

[Images of TR1's NeXT being serviced](#)

- ¿Cómo podemos saber cómo era un sitio web antes?



http://

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http://

SAVE PAGE

Capture a web page as it appears now for use as a trusted citation in the future.
Only available for sites that allow crawlers.

- ¿Quiénes eran los primeros desarrolladores de sitios web?

Cualquiera

Caos

- Diferencias entre sitios web y aplicaciones web

Sitio web simple	Aplicación web
Presentación de información estática	Información dinámica: cambia con el tiempo y las necesidades del usuario
Poco actualizado	Frecuentemente actualizado
Navegación simple	Difícil de navegar y encontrar la información, imprescindible un buscador
Independiente	Integrado con bases de datos y otros sistemas
El alto rendimiento no es un problema	Requiere un alto rendimiento y disponibilidad continua
Fácil de crear	Complejo de crear
Desarrollado por una persona o un equipo pequeño	Desarrollado por un equipo con experiencia en diferentes áreas
Seguridad mínima (sólo lectura)	Seguridad crítica
Fácil de desplegar	Requiere instalación, configuración y mantenimiento

- ¿Es necesaria la ingeniería web?
- ¿No sirve la ingeniería del software?

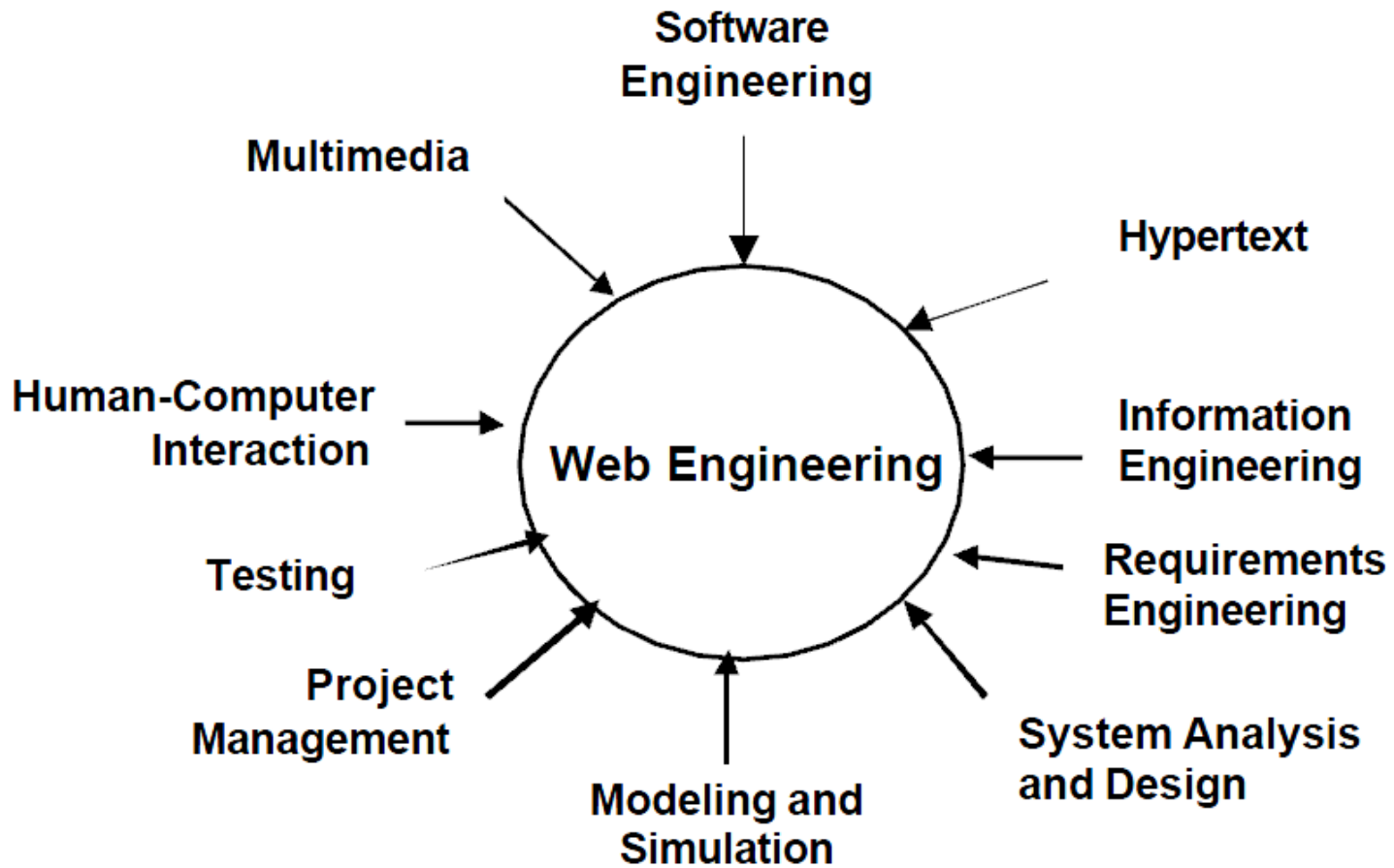
- Diferencias:
 - Tiempos de desarrollo reducidos
 - Constante evolución
 - “El contenido es el rey”
 - Requisitos iniciales insuficientes
 - Tecnologías cambiantes
 - Falta de procesos de prueba
 - La satisfacción del usuario
 - La competencia
 - El rendimiento
 - Multidisciplinar: hipermedia, diseño gráfico, arquitectura de la información, usabilidad, accesibilidad, posicionamiento
 - Seguridad crítica
 - Requisitos legales (protección de datos)
 - Localización (idioma, cultura)

- Ingeniería web:
 - Desarrollo,
 - despliegue y
 - mantenimiento
 - ...de aplicaciones web

- Una de las primeras definiciones:

“Web engineering is the establishment and use of sound scientific, engineering and management principles and disciplined and systematic approaches to the successful development, deployment and maintenance of high quality Web-based systems and applications”.

Web Engineering: A New Discipline for Development of Web-based Systems.
San Murugesan, Yogesh Deshpande, Steve Hansen and Athula Ginige. In
Proceedings of the First ICSE Workshop on Web Engineering, 1999.



- Niveles

- Gestión y planificación de proyectos web
- Construcción de sistemas web
- Construcción de sitios web
- Diseño de sitios web
- Diseño de páginas web
- Construcción de páginas web

- Equilibrio:
 - Contenido
 - Estética
 - Funcionalidad
 - Rendimiento
 - ...

- ¿Qué tipos de aplicaciones web existen?

Funcionalidad/Categoría	Ejemplos
Informativa	Periódicos, catálogos de productos, boletines (<i>newsletters</i>), manuales, informes, anuncios clasificados, libros
Interactiva	Formularios de registro, juegos
Transaccional	Compras (bienes y servicios), banca, reserva de vuelos, pago de facturas
Orientada al flujo de trabajo	Planificación, gestión de inventarios, seguimiento de estado, administración de la cadena de suministro
Colaborativa	Herramientas de creación, herramientas de diseño colaborativo
Comunidades online	Grupos de discusión, sistemas de recomendación, redes sociales
Negocios	Tiendas, subastas

**La ingeniería web es una
materia en continuo
desarrollo**

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Aims and Scope: The World Wide Web and its associated technologies have become a major implementation and delivery platform for a large variety of applications, ranging from simple institutional information Web sites to sophisticated supply-chain management systems, financial applications, e-government, distance learning, and entertainment, among others. Such applications, in addition to their intrinsic functionality, also exhibit the more complex behavior of distributed applications.

Recently, there have been some advances towards re-framing the development - both design and implementation - of Web applications as a disciplined and systematic endeavor. However, the vast majority of existing applications have been developed in an ad-hoc way, leading to problems of maintainability, quality and reliability. Web applications are software artifacts, and as such can benefit by making use of established practices stemming from several related disciplines such as Software Engineering, Hypermedia, Information Systems, Human-Computer Interaction and Organizational Science, enabling creation, management and reuse of structures of the information space as well as enhancing the end-user experience. In addition, it has its own characteristics which must be addressed, such as a varied user population, very short development turnaround times, diverse runtime environments, accessibility through multiple devices, etc.

Web Engineering is the scientific discipline that studies the theory and practice of constructing Web-based systems and applications. This includes theoretical principles and systematic, disciplined and quantifiable approaches towards the cost-effective development and evolution of high-quality, ubiquitously usable Web-based systems and applications. It fundamentally concerns the technology which enables the construction of Web applications. Web Engineering, while rooted in Computer Science and Engineering, draws from a diverse range of other disciplines, such as information science, information systems, management and business, among others.

Web Engineering encompasses, but is not restricted to:

- * Web application development methods and processes
- * Web application development tools and environments
- * Modeling and model-based design and development
- * Component-based Web application development
- * Navigation and hypermedia

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International Journal of Web Engineering and Technology



Executive Editor: Prof. Lorna Uden

ISSN online: 1741-9212

ISSN print: 1476-1289

4 issues per year

Subscription price

IJWET is a refereed international journal providing a forum and an authoritative source of information in the fields of web engineering and web technology. It is devoted to innovative research in the analysis, design, development, use, evaluation and teaching of web-based systems, applications, sites and technologies.

[About this journal](#)[Editorial Board](#)[Notes for authors](#)

Topics covered include

- Requirements specification/analysis, design methods/models
- Architectural/design/navigation patterns, pattern mining, reuse, integration
- Application frameworks/architectures, processes, methodologies, testing
- Integration with legacy systems, migration of legacy systems to Web environments
- Managing system evolution/maintenance
- Project management/development teams
- Performance monitoring, evaluation metrics
- Web knowledge management, web agents, advanced hypermedia
- [Mobile] web services, service-based approaches
- Web engineering for wireless platforms
- User interface design issues, customisation/personalisation
- Ethical, cultural and societal issues and their impacts
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- E-commerce and business
- Web standards, usability, universal accessibility, Semantic Web

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An Official Publication of the *Information Resources Management Association*
Editors-in-Chief: **Ghazi I. Alkhatib** (Princess Sumaya University for Technology, Jordan) and **Ernesto Damiani** (University of Milan, Italy)
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Organizations are continuously overwhelmed by a variety of new information technologies, many are Web based. These new technologies are capitalizing on the widespread use of network and communication technologies for seamless integration of various issues in information and knowledge sharing within and among organizations. This emphasis on integrated approaches is unique to this journal and dictates cross platform and multidisciplinary strategy to research and practice.

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Mission Top

The main objective of the **International Journal of Information Technology and Web Engineering (IJITWE)** is to publish refereed papers in the area covering information technology (IT) concepts, tools, methodologies, and ethnography in the contexts of global communication systems and Web engineered applications. In accordance with this emphasis on the Web and communication systems, this journal publishes papers on IT

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International Journal of Web Engineering

International Journal of Web Engineering aims to provide a forum for advancing the scientific state of knowledge in all areas of Web Engineering. Original articles, survey articles, reviews, tutorials, perspectives, and general correspondence are all welcome. It fundamentally concerns the technology which enables the construction of web applications.

Editor-in-chief:

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Subject areas suitable for publication include, but are not limited to the following fields:

- Adaptive Web Applications and Personalization
- Content Retrieval and Search
- Component-based Web Application Development
- Federated and Cross-organizational Web Applications
- Human-computer Interaction and User Modeling
- Implementation Architectures
- Modeling and Model-based Design and Development
- Navigation and Hypermedia
- Web Application Usability
- Web Application Deployment
- Web Application Development Methods and Processes
- Web Application Development Tools and Environments
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The International Conference on Web Engineering (ICWE)

The International Conference on Web Engineering aims to promote scientific and practical excellence in Web Engineering and to bring together researchers and practitioners working on all aspects regarding the engineering of Web-based software systems.



ICWE Toulouse, France | 1 – 4th of July, 2014

Welcome to the 14th International Conference on Web Engineering **ICWE 2014!**

ICWE 2014 edition

The 14th edition of **ICWE** is centered around the theme of "Engineering the Web for users, developers and the crowd", hereby highlighting the importance of all the different people that, somehow, participate in the development process of interactive Web applications and, ultimately, becomes the actors and the main users of the best practices and results of the research performed in the domain of the Web Engineering.

ICWE 2014 is innovating with the introduction of **six major research tracks** that are aimed to focus expertise and create a strong identity for the Web engineering community. We are welcoming research and industrial contributions in all tracks.

In addition, **ICWE** also welcomes demonstrations and posters, PhD Symposium papers, tutorials and workshops proposals. Please check the submission instructions in the different tracks.

Important dates (all 23h59 Hawaii time)

- ✓ **Workshop proposal submission:** January 14, 2014
- ✓ **Workshop proposal notification:** January 28, 2014
- ✓ **Research & industrial abstract submission:** February 14, 2014
- ✓ **Research and industrial paper submission:** February 18, 2014
- ✓ **Tutorial proposal, Phd Symposium, demo & poster submission:** March 10, 2014
- ✓ **Research & industrial paper notification:** March 28, 2014
- ✓ **Phd Symposium, demo & poster, tutorial notification:** March 31, 2014
- ✓ **Camera-ready deadline (all categories):** April 7th, 2014

15th International Conference on **Web Information System Engineering** (WISE 2014)

THESSALONIKI, GREECE, 12-14 OCTOBER 2014

Call for papers



Important dates



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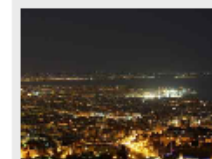
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WEBIST 2014 will be held in conjunction with [CSEDU 2014](#), [SMARTGREENS 2014](#) and [CLOSER 2014](#).
Registration to WEBIST allows free access to the CSEDU, SMARTGREENS and CLOSER conferences (as a non-speaker).

UPCOMING DEADLINES

Regular Paper Camera Ready and Registration Extension: **February 6, 2014**
Position Paper Camera Ready and Registration: **February 7, 2014**

The purpose of the 10th International Conference on Web Information Systems and Technologies (WEBIST) is to bring together researchers, engineers and practitioners interested in the technological advances and business applications of web-based information systems. The conference has five main tracks, covering different aspects of Web Information Systems, including Internet Technology, Web Interfaces and Applications, Society, e-Communities, e-Business, Web Intelligence and Mobile Information Systems.

CONFERENCE AREAS

- 1 . **Internet Technology**
- 2 . **Web Interfaces and Applications**
- 3 . **Society, e-Business and e-Government**
- 4 . **Web Intelligence**
- 5 . **Mobile Information Systems**

CONFERENCE CHAIR

Valérie Monfort, Université de Paris1 Panthéon Sorbonne, France

PROGRAM CHAIR

Karl-Heinz Krempels, RWTH Aachen University, Germany

KEYNOTE SPEAKERS

- Steven Willmott**, 3scale, Spain
- Fabien Gandon**, INRIA, France
- Andreas Pfeiffer**, Hsubject GmbH - joint venture of BMW Group, Bosch, Daimler, EnBW, RWE & Siemens, Germany
- Zakaria Maamar**, Zayed University, United Arab Emirates



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WORKSHOPS

the Latest Advances in Information Systems for the Enterprise 2.0 - ISE2.0
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4th International Workshop on Quality in Web Engineering

To be held in conjunction with the

QWE ^{13th} International Conference on Web Engineering
July 8-12, 2013
Aalborg, North Denmark

ICWE'13



- About the workshop
- Target audience & scope
- Topics of interest
- Call for Papers
- Organizers & Committees
- Submission procedure
- Important dates
- Workshop Program

ABOUT THE WORKSHOP

Following up the tradition established in the IWWUA (International Workshop on Web Usability and Accessibility) series of workshops held in the context of the WISE conference first, and then the three previous editions of the QWE workshop held in the context of the ICWE conference, this workshop is an opportunity for close interaction among professionals and researchers interested in discussing recent trends and perspectives in the role of quality in the Web Engineering research field. Similarly to the previous edition, QWE will focus quality in Web processes, Web artifacts, Web products (applications, services) and in Web content. Special emphasis will be posed on Web Engineering methods, and the way in which their early artifacts (process and product models) can improve both the quality of the development process and the quality of the final applications and content. This includes, among other aspects, discussing the way in which Web Engineering methods can be further empowered by taking into account quality principles and by integrating sound quality assessment techniques that have proven their effectiveness (review guidelines, usability models, usability evaluation methods, usability checkers, accessibility verifiers, information quality tools, logging tools, automatic metric capture tools, statistical tools, etc.). Furthermore, QWE will extend its scope also focusing on quality in cloud computing. Particular attention will be paid to models and methods to manage and assess quality aspects of applications offered by using the SaaS paradigm or of Future Internet Services.

The main objective of the workshop can be summarized, therefore, as allowing participants to discuss and get to know the most innovative and advanced experiences for guaranteeing the quality of Web applications and content, and the role that Web Engineering methods can play in this task.

The workshop will particularly try to encourage the discussion on new emergent issues related to current trends in the creation of modern Web applications (i.e., Web 2.0 applications) or in offering applications using modern architectural paradigms. The former issue analyzes applications that foster the user involvement in the production of contents, annotations, and evaluations. As a result, a huge amount of user-generated content is populating the Web. The need to manage them in an efficient manner lies behind a set of new topics that are gaining momentum in the Web scenario. Among them, the selection of trustworthy contents from the Web, such as content credibility and author reputation outstands. Another increasingly important topic in this new environment is the development of Web applications (e.g., mashups) through the integration of contents and functions that are provided by third parties that open their APIs or offer services toward developers and end users. Regarding this new generation of applications while several efforts have been so far devoted to the production of authoring environments and development tools, and to the definition of corresponding enabling technologies, there is a lack of proposals for the definition of key quality principles and evaluation methods for the component development, selection, and integration.

- Diferencias entre diseño web y desarrollo web



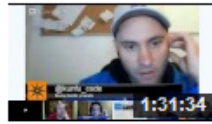
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http://idesweb.es/



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Los 11 mandamientos del diseño web
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Desarrollo web



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Curso "Introducción al desarrollo web": confusión diseño web y desarrollo web, características principales del diseño web, características principales del desarrollo web, tecnologías de

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