

Categorazation (based on what they attempt to do)	Explanation and indicative links to the big ideas of web 2.0
Social networking	Professional and social networking sites that facilitate meeting people, finding like minds, sharing content- uses ideas from harnessing the power of the crowd, network effect and individual production/user generated content.
Aggregation services	<ul style="list-style-type: none"> - Gather information from diverse sources across the Web and publish in one place. Includes news and RSS feed aggregators and tools that create a single webpage with all your feeds and email in one place- uses ideas from individual production/user generated content. - Collect and aggregate user data, user 'attention' (what you look at) and intentions- uses ideas from the architecture of participation, data on epic scale and power of the crowd.
Data 'mash ups'	Web services that pull together data from different sources to create a new service (i.e. aggregation and recombination). Uses, for example, ideas from data on epic scale and openness of data.
Tracking and filtering content	Services that keep track of, filter, analyze and allow search of the growing amounts of web 2.0 content from blogs, multimedia sharing services etc. Uses ideas from e.g. data on epic scale.
Collaborating	<ul style="list-style-type: none"> - Collaborative reference works, like Wikipedia, that are built using wiki-like software tools. Uses ideas from harnessing the power of the crowd. - Collaborative, Web-based project and work group productivity tools. Uses architecture of participation.
Source ideas or work from the crowd	Seek ideas, solutions to problems or get tasks completed by outsourcing to users of the web. Uses the idea of power of the crowd.