Abstract
The environment has changed. The idea once had of our environment as "that which surrounds us" has been surpassed by the breaking down of physical barriers by the Internet. The new environment in which we act is being created by us ourselves through the products we are capable of building. Today we have the possibility of "existing" on the Internet, of creating and taking part in communities of interest, of demonstrating ourselves to the world through our own products, of telling others what interests us, what amuses us or shapes us, of producing information and re-editing it as often as we wish. The Web 2.0 has meant a rupture of spaces in formal lines, such as the platforms for learning. Our students "exist" on the Internet and create their digital identity, rich in nuances that complement learning, and which show us clearly what they are like and what is of interest to them. This article aims to determine the principles of participation in this new context.

Keywords
Identity, Web 2.0, social construction, interactivity, negotiation, social networking websites.