

## ABSTRACT

The number of customers using the World Wide Web has seen exponential growth in the last few years. For these customers, an interactive web is often painful because it consumes time and needs attention to search for what they want.

The “4Teens2 Community.com” web site purposes particularly intriguing materials to allow users to perform tasks on the World Wide Web in an interactive community.

A great deal today is if we can make the concept of ‘communities’ useful to the society via the internet. Communities are not simply a ‘nice to have’ adjunct for a web based business, but that, their creation is central to a sustainable business model. Communities will become an increasingly important part of internet services, and will be more tightly integrated with the content and commerce elements of web site.

This proposed web site designs to use community online for teen’s members to post their initiatives and ideas to this web site. The “4Teens2Community. com” web site desires teenagers to communicate and share their initiatives and ideas among their groups.

This web site can help teenagers to communities through the same ideas, and using the successful ones as their model by trying to achieve similar objectives or pattern. Besides, they can, also, share the same profession, situation, or even their interests.

Moreover, this web site will be a place for the communities to facilitate professional exchange, allowing teenage members to establish common experiences and challenges, sharing experiences, and exchanging useful and interesting information.

The purpose of this project is to support teenagers who would like to express their own initiative ideas to friends and communities who could be their prospective customers. Eventually, this web site could be a center point of communication for all teenagers which

may help their parents to understand the teenager's world through this web site, too. However, the decision for the implementation of this project should also combine both positive and negative factors for the real situation.

