Internet Research

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Internet Research refers to the study of online behavior and the use of computer-based tools to analyze human behavior. It allows researchers to access a larger amount of data and study participants from different continents. However, the online world also has its hidden areas, making it a complex terrain for studying new forms of human behavior.
AI generated definition based on: Encyclopedia of Social Measurement, 2005

Internet Research

Another useful distinction to be drawn here is between the Internet as a source of data and the Internet as a social field of study. Internet research is concerned not only with the study of on-line behavior (what people do in virtual and mediated environments), but is also concerned with using computer-based tools and computer-accessible populations to study human behavior in general. On the one hand, then, Internet researchers can access if not potentially infinite data, at least a larger amount of data than is possible in the physical world.

Internet Research

Although Internet technology is changing fast, the focus of computer-mediated communications has been primarily on text-based virtual realities, because a majority of studies reflect the fact that only text-based technology is available on-line. Such a technological limitation, rather than being a communication handicap, is an imagination-enhancing challenge. It seems reasonable to suppose that in certain situations, people will prefer textual interactions, even when more advanced technology becomes widely available in the future.

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Internet measurement does raise some ethical issues. A pressing problem in Internet research is privacy; researching as an unobtrusive observer and collecting data, for example, inevitably poses a major ethical problem. Neither can this problem be avoided ad hoc, by using laboratory experiments, because those involve a small number of consenting people.

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A different approach can be taken regarding the protection of privacy for data collected in virtual communities. As stated previously, in CMCs, the classical boundaries between public and private disappear; the interviewer is given data that are not about the participants' physical world, but rather about their on-line self-representation.

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To sum up, the Internet does not appear, generally, to be a new or discipline-challenging research ground for social measurement, although virtual communities do represent an exciting exception.
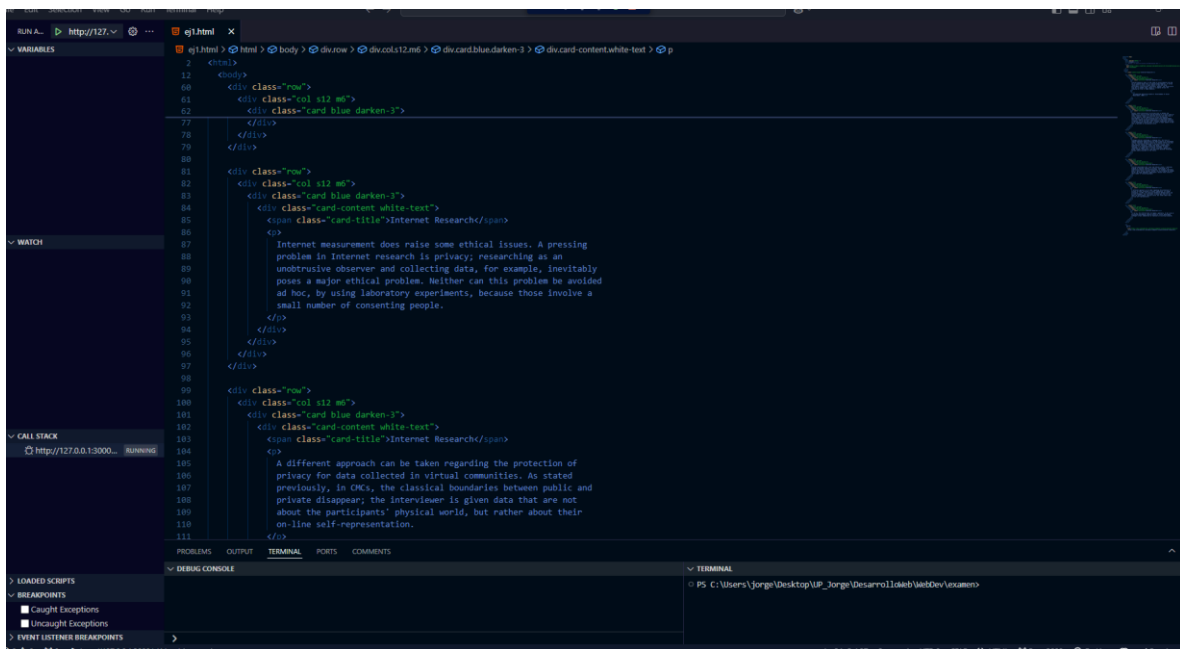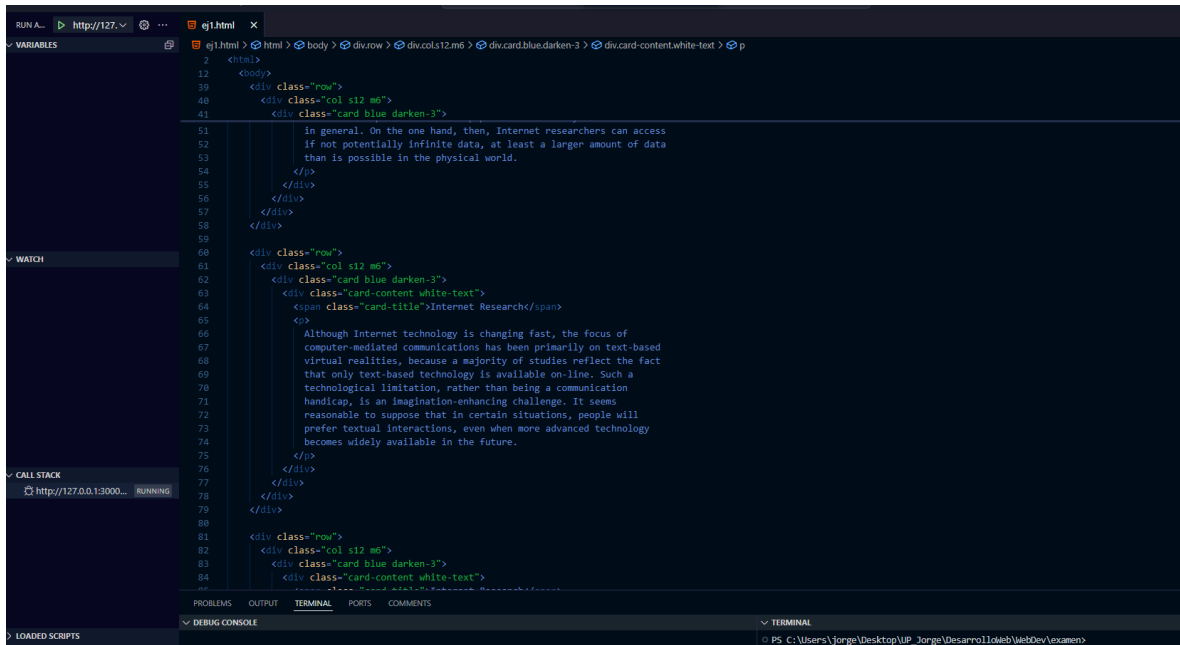
Source: https://www.sciencedirect.com/topics/computer-science/internet-research
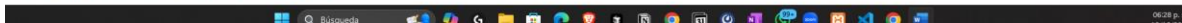
```html
<!DOCTYPE html>
<html>
  <head>
    <meta charset="UTF-8" />
    <title>Examen</title>
    <!-- Enlace a la hoja de estilos de Materialize CSS -->
    <link
      href="https://cdnjs.cloudflare.com/ajax/libs/materialize/1.0.0/css/materialize.min.css"
      rel="stylesheet"
    />
  </head>
  <body>
    <h1 class="center-align">Internet Research</h1>

    <div class="row">
      <div class="col s12 m6">
        <div class="card blue darken-3">
          <div class="card-content white-text">
            <span class="card-title">Internet Research</span>
            <p>
              Internet Research refers to the study of online behavior and the
              use of computer-based tools to analyze human behavior. It allows
              researchers to access a larger amount of data and study
              participants from different continents. However, the online world
              also has its hidden areas, making it a complex terrain for
              studying new forms of human behavior.
            </p>
            <p>
              <cite
                >AI generated definition based on: Encyclopedia of Social
                Measurement, 2005</cite
              >
            </p>
          </div>
        </div>
      </div>
    </div>

    <div class="row">
      <div class="col s12 m6">
```

```html
  <html>
  <body>
    <div class="row">
      <div class="col s12 m6">
        <div class="card blue darken-3">
            </p>
          </div>
        </div>
      </div>
    </div>

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      <div class="col s12 m6">
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              study. Internet research is concerned not only with the study of
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              environments), but is also concerned with using computer-based
              tools and computer-accessible populations to study human behavior
              in general. On the one hand, then, Internet researchers can access
              if not potentially infinite data, at least a larger amount of data
              than is possible in the physical world.
            </p>
          </div>
        </div>
      </div>
    </div>

    <div class="row">
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          <div class="card-content white-text">
            <span class="card-title">Internet Research</span>
            <p>
              Although Internet technology is changing fast, the focus of
```

Screenshot 1 — breadcrumb: ej1.html > html > body > div.row > div.col.s12.m6 > div.card.blue.darken-3 > div.card-content.white-text > p

```html
2    <html>
12     <body>
39      <div class="row">
40       <div class="col s12 m6">
41        <div class="card blue darken-3">
51            in general. On the one hand, then, Internet researchers can access
52            if not potentially infinite data, at least a larger amount of data
53            than is possible in the physical world.
54          </p>
55        </div>
56       </div>
57      </div>
58     </div>
59
60      <div class="row">
61       <div class="col s12 m6">
62        <div class="card blue darken-3">
63         <div class="card-content white-text">
64           <span class="card-title">Internet Research</span>
65           <p>
66            Although Internet technology is changing fast, the focus of
67            computer-mediated communications has been primarily on text-based
68            virtual realities, because a majority of studies reflect the fact
69            that only text-based technology is available on-line. Such a
70            technological limitation, rather than being a communication
71            handicap, is an imagination-enhancing challenge. It seems
72            reasonable to suppose that in certain situations, people will
73            prefer textual interactions, even when more advanced technology
74            becomes widely available in the future.
75          </p>
76         </div>
77        </div>
78       </div>
79      </div>
80
81      <div class="row">
82       <div class="col s12 m6">
83        <div class="card blue darken-3">
84         <div class="card-content white-text">
```

Terminal: PS C:\Users\jorge\Desktop\UP_Jorge\DesarrolloWeb\WebDev\examen>

Screenshot 2 — breadcrumb: ej1.html > html > body > div.row > div.col.s12.m6 > div.card.blue.darken-3 > div.card-content.white-text > p

```html
2    <html>
12     <body>
60      <div class="row">
61       <div class="col s12 m6">
62        <div class="card blue darken-3">
77          </div>
78         </div>
79        </div>
80
81      <div class="row">
82       <div class="col s12 m6">
83        <div class="card blue darken-3">
84         <div class="card-content white-text">
85           <span class="card-title">Internet Research</span>
86           <p>
87            Internet measurement does raise some ethical issues. A pressing
88            problem in Internet research is privacy; researching as an
89            unobtrusive observer and collecting data, for example, inevitably
90            poses a major ethical problem. Neither can this problem be avoided
91            ad hoc, by using laboratory experiments, because those involve a
92            small number of consenting people.
93          </p>
94         </div>
95        </div>
96       </div>
97      </div>
98
99      <div class="row">
100      <div class="col s12 m6">
101       <div class="card blue darken-3">
102        <div class="card-content white-text">
103          <span class="card-title">Internet Research</span>
104          <p>
105           A different approach can be taken regarding the protection of
106           privacy for data collected in virtual communities. As stated
107           previously, in CMCs, the classical boundaries between public and
108           private disappear; the interviewer is given data that are not
109           about the participants' physical world, but rather about their
110           on-line self-representation.
111         </p>
```

Terminal: PS C:\Users\jorge\Desktop\UP_Jorge\DesarrolloWeb\WebDev\examen>

```html
2      <html>
12       <body>
99         <div class="row">
115          </div>
116
117          <div class="row">
118            <div class="col s12 m6">
119              <div class="card blue darken-3">
120                <div class="card-content white-text">
121                  <span class="card-title">Internet Research</span>
122                  <p>
123                    To sum up, the Internet does not appear, generally, to be a new or
124                    discipline-challenging research ground for social measurement,
125                    although virtual communities do represent an exciting exception.
126                  </p>
127                </div>
128              </div>
129            </div>
130          </div>
131
132          <p>
133            Source:
134            <a
135              href="https://www.sciencedirect.com/topics/computer-science/internet-research"
136              >https://www.sciencedirect.com/topics/computer-science/internet-research</a
137            >
138          </p>
139        </body>
140      </html>
141
```

STACK
http://127.0.0.1:3000... RUNNING