

# Chapter 129

## Internet Phenomenon

**Lars Konzack**

*University of Copenhagen, Denmark*

### ABSTRACT

*Internet phenomenon is a new field of research. An internet phenomenon is an occurrence on the internet about somebody, a website, or a picture that for some reason captures the attention of numerous internet users and develops a craze that quickly spreads throughout the internet. The most common internet phenomenon is an internet meme, but also internet celebrities, political campaigns, or simply something out of the ordinary. Internet phenomenona have often been compared to folklore and urban legends; however, there is one significant difference in that folklore was passed on in an oral culture of illiterates. Internet sharing are mostly done among literates and often stored on servers for other people to see. In this sense, sharing internet phenomenona are closer to chain letters except the internet technology makes the process a lot easier and faster and may spread globally within minutes.*

### INTRODUCTION

Internet phenomenon is a new field of research. An internet phenomenon is an occurrence on the internet about somebody, a website, or a picture that for some reason captures the attention of numerous internet users and develops a craze that fast-spreads through the internet. The most common internet phenomenon is an internet meme, but also internet celebrities, political campaigns, or simply something out of the ordinary.

### BACKGROUND

Before the internet there were the existence of folk tales and urban legends, folk songs and oral poetry as a way share content (Duggan, Haase, & Callow, 2016). Internet phenomenona have often been compared to folklore and urban legends; however there is one significant difference in that folklore was passed on in an oral culture of illiterates. Internet on the other hand sharing are mostly done among 21<sup>st</sup> Century literates and often stored on servers for other people to see. In this sense sharing internet phenomenona

DOI: 10.4018/978-1-5225-7598-6.ch129

are closer to chain letters except the internet technology makes the process a lot easier and faster and may spread globally within minutes.

“Ideas are transmitted, often without critical assessment, across a broad array of minds and this un-coordinated flow of information is associated with “bad ideas” or “ruinous fads and foolish fashions.” (Jenkins, Ford, & Green, 2013, p. 307)

With 21<sup>st</sup> Century computer technology any idea or creation has the potential to spread like wildfire globally on the internet and if they do they become internet phenomena.

## **INTERNET MEMES**

The most common internet phenomenon is an internet meme. The idea of memes takes its root in the memetics of Richard Dawkins but the concept of internet memes have evolved since then. Internet memes has become part of everyday life on the internet. Research has been done to understand this internet phenomenon as regards the development of internet memes, categorization of memes, and how they work.

An Internet meme is defined as a motif that is virally disseminated through the Internet. The motif often undergoes lots of variations (mash-ups) and may consist of sound, picture, movie clip, game and written text, or as is mostly the case, a combination by two or more modalities. Moreover the motif can be connected to only one of these modalities but need not be and in such case may enter different kinds of modalities.

It is difficult to pinpoint the first internet meme. One could argue that the emoticon introduced as the smiley in September 19<sup>th</sup> 1982 with all the variations of the theme is in fact the first internet meme (Rosenträger, 2008).

The term meme stems from Richard Dawkins controversial work *The Selfish Gene* referring partly to gene and partly to mimeme, which means to imitate. In his use of the term it is considered as any cultural idea or behavior such as fashion, language, religion, science and sports – cultural DNA reproducing itself (Dawkins, 1976). It is unclear whether Richard Dawkins comprehends the meme as an objective structure, or a metaphor for cultural practices. However, recent use of the term of internet meme has outgrown Richard Dawkins and has become a phenomenon in its own right (Stryker, 2011). According to Mole Empire the ten most famous internet memes as of 2011 are as follows Keyboard Cat, Three Wolf Moon, Om Nom Nom, Auto Tune, The David After Dentist, Penaut Butter Jelly Time, Christian Bale Rant, Fail, O RLY, and Numa Numa (Smith, 2011). While this of course is by no means based on real academic research, it still gives a clue as to what these internet memes are.

A more systematic approach comes from Know Your Meme (<http://knowyourmeme.com/>), given that they try to accommodate a database of all known internet memes, and as of 2015 they have collected more than 13,000 meme entries of which at least 2,400 are confirmed, and they have categorized them as regards to confirmation status, what year it came to be, and where on the internet it originated. Wikipedia has descriptions of some of the most famous internet memes. An internet researcher may likewise find descriptions of internet memes on Oh Internet (<http://ohinternet.com>). On a far more chaotic scale it is possible to find information about internet memes on Encyclopedia Dramatica (<http://encyclopedia-dramatica.se>) although it requires skill to understand the in-jokes and to select the right bits of information and knowledge about internet memes. However, with the skill to comprehend Encyclopedia Dramatica, there is indeed information as regards to origins and explanations to a lot of these memes, information

7 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage:

[www.igi-global.com/chapter/internet-phenomenon/214737](http://www.igi-global.com/chapter/internet-phenomenon/214737)

## Related Content

---

### Location Tracking Prediction of Network Users Based on Online Learning Method With Python

Xin Xuand Hui Lu (2019). *International Journal of Mobile Computing and Multimedia Communications* (pp. 49-64).

[www.irma-international.org/article/location-tracking-prediction-of-network-users-based-on-online-learning-method-with-python/220422](http://www.irma-international.org/article/location-tracking-prediction-of-network-users-based-on-online-learning-method-with-python/220422)

### The Impact of Web 2.0 on E-Commerce Adoption and Use by Tourism Businesses – Can SMMEs Play the Trick?: A Case of the Eastern Cape Province

Pardon Blessings Maonekeand Naomi Isabirye (2018). *Mobile Commerce: Concepts, Methodologies, Tools, and Applications* (pp. 1069-1093).

[www.irma-international.org/chapter/the-impact-of-web-20-on-e-commerce-adoption-and-use-by-tourism-businesses--can-smmes-play-the-trick/183328](http://www.irma-international.org/chapter/the-impact-of-web-20-on-e-commerce-adoption-and-use-by-tourism-businesses--can-smmes-play-the-trick/183328)

### The Effects of National Culture on Social Commerce and Online Fashion Purchase Intention

Sarah Josephine Heppleand Julie A. Dennison (2018). *Mobile Commerce: Concepts, Methodologies, Tools, and Applications* (pp. 870-896).

[www.irma-international.org/chapter/the-effects-of-national-culture-on-social-commerce-and-online-fashion-purchase-intention/183321](http://www.irma-international.org/chapter/the-effects-of-national-culture-on-social-commerce-and-online-fashion-purchase-intention/183321)

### Online Teaching System of Sports Training Based on Mobile Multimedia Communication Platform

Tianxiang Yueand Yebing Zou (2019). *International Journal of Mobile Computing and Multimedia Communications* (pp. 32-48).

[www.irma-international.org/article/online-teaching-system-of-sports-training-based-on-mobile-multimedia-communication-platform/220421](http://www.irma-international.org/article/online-teaching-system-of-sports-training-based-on-mobile-multimedia-communication-platform/220421)

### Development of Learning Systems for Children to Promote Self-Directed Choosing of Learning Tasks

Yoshihiro Kawanoand Yuka Kawano (2021). *International Journal of Mobile Computing and Multimedia Communications* (pp. 60-77).

[www.irma-international.org/article/development-of-learning-systems-for-children-to-promote-self-directed-choosing-of-learning-tasks/284394](http://www.irma-international.org/article/development-of-learning-systems-for-children-to-promote-self-directed-choosing-of-learning-tasks/284394)