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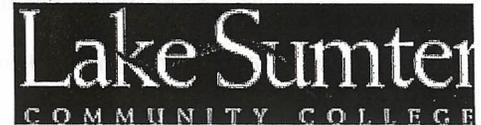
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Research Guides

Internet Essentials

- [What is the Internet?](#)
- [Internet History](#)
- [How Does the Internet Work?](#)
 - [Protocols](#)
 - [Client/Server Networking](#)
 - [URLs](#)
- [Using the Internet for Communication](#)
 - [Electronic Mail](#)
 - [Discussion Groups](#)
 - [Chat/Instant Messaging](#)
 - [Netiquette](#)
- [Transferring Files: FTP](#)
- [Telnet](#)
- [World Wide Web](#)
- [The Deep Web](#)
- [Web Browsers](#)
- [Web Search Tools](#)
- [Copyright Issues](#)
- [Evaluating Web Resources](#)
- * - [Internet Tutorials: Sources For Further Information](#)

*www.lsc.edu/
library/guides/
internet.aspx*

What is the Internet?

The Internet is a worldwide collection of computer networks that use international standards to exchange data. In order for the Internet to work in connecting many different types of computers, software, and files together, standardized rules called protocols must be used to define how computers communicate. [TCP/IP](#) is the basic protocol or set of rules which Internet computers use to communicate with each other, by sending and receiving chunks of data that make up a web page or other Internet

resource. The Internet itself does not contain information, but provides a conduit which allows users to communicate and locate information resources.

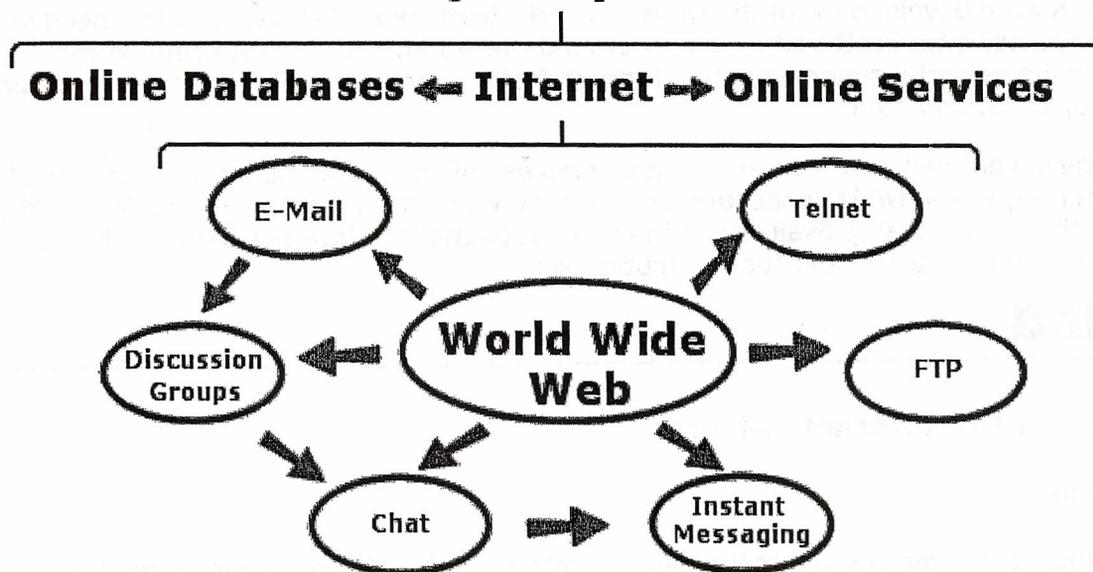
The Internet provides many services, including communication (e-mail, chat, instant messaging, newsgroups and mailing lists), the World Wide Web, file transfer (FTP), and telnet or remote login. Although the Internet has become a powerful tool of commerce, for shopping, banking, filing taxes, etc. there are a number of ways to use the Internet to gather or share information:

- Ask an information question by sending and receiving messages and files via **electronic mail**
- Search or browse for information using **Web** search engines and directories (indexes of web resources)
- Search for information using free "**invisible web**" or database search tools
- Search for information using **subscription-based databases**
- Complete a tutorial or take a college class using online courseware or web-based **course management** software
- Read and post information to Usenet **newsgroups** or **mailing lists**
- Participate in real-time online conversations or resource-sharing conferences via **IRC** (Internet Relay Chat), web-based **chat rooms**, **conferencing systems** or **instant messaging** services.
- Send and retrieve files and programs with **FTP** (File Transfer Protocol)
- Log onto and use remote computers or systems with **Telnet** or terminal emulation programs
- Since the Internet is a medium of information sharing that allows users to self-publish, you can mount your own site to share your expertise or opinions with others

Many people erroneously think the World Wide Web and the Internet are synonymous. Although the Web began as just one of several Internet services, web browsing software has expanded to facilitate or incorporate most Internet applications and services, such as e-mail, chat, Telnet, FTP, and discussion groups. The Web is currently the service that most people use to access Internet services.

The following flowchart illustrates the central role of the World Wide Web in providing access to Internet resources:

Cyberspace



Flowchart adapted from *English Online* by Eric Crump and Nick Carbone, Boston: Houghton Mifflin, 1997

[Top of Page](#)

Internet History

A complete history of the Internet may trace its roots to the introduction of the telegraph in 1837, the first use of electricity to communicate over long distances. The Internet officially began in 1969 as a network called ARPANET, designed for the Advanced Research Projects Agency (ARPA) of the U.S. Department of Defense. ARPA was established in 1958 as the result of the Soviet launching of the Sputnik satellites, which ignited fears of Russian aggression from space. ARPA sponsored research on linking geographically remote computers to allow remote logon access and sharing of data and resources.

According to most published accounts, the original ARPANET was designed as an experiment in developing a network which would withstand a nuclear attack-- if a section of the network disappeared, the entire network would not be destroyed. To that end, the network was decentralized, data was distributed among all the network computers, and data was transferred in small packets. The network design was based on observations of the human brain, since brain functions don't rely on a centralized set of cells. Brain circuitry can be rerouted around damaged cells and neural networks can be re-created over new pathways.

The 1970s and early 1980s were spent developing basic standards called protocols for data transfer. In 1983, TCP/IP became the core Internet protocol. Although the ARPANET's founders originally allowed only defense scientists and military researchers to logon and run programs from remote computers, by the early 1980s, educators discovered the value of interconnected computers, and created BITNET (Because It's Time Network), an academic and research network that links IBM computer centers around the world, and the CSNET (Computer Science Network) that linked university computer science departments.

In 1986 the NSFNet was created and named for the National Science Foundation, which provided most of the funding. NSFNet linked academic researchers across the country with five supercomputer centers. This soon expanded to include regional and statewide

academic networks that connected universities and research organizations, and the NSFNet eventually replaced the ARPANET for research networking. The academic networks were developed with the same network structure as ARPANET, as independent, interconnected sites scattered randomly around the world. The NSFNet continuously linked more powerful supercomputers through faster connections, upgrading the network in 1986, 1988, and 1990.

As these government and educational networks established connections, the concept of the Internet, a worldwide connection of networks, was born. However, it wasn't until the World Wide Web became available in the mid 1990s that the Internet became ubiquitous and easily available to the casual computer user.

[Top of Page](#)

How Does the Internet Work?

Protocols

You might take it for granted that when you retrieve a file of information or send an e-mail message across the Internet it will always reach its destination. But sometimes it doesn't, because the process for sending information is extremely complex.

In order for the Internet to work, in connecting many different types of computers, software and files together, standardized rules called protocols must be used, which define how computers communicate. A good example of an early communications protocol was Morse Code, which used standardized dots and dashes to communicate over telegraph lines, transmitting electrical impulses.

Internet connections are made with a protocol called TCP/IP. TCP/IP defines a packet-switched network. There is no single, unbroken connection between sender and receiver, like there is with the telephone system. The telephone system is a circuit-switched network; when a connection is made, that part of the network is dedicated only to that single connection. Rather than one continuous stream of data flowing directly from one computer to another, TCP/IP sends data out in many directions in many small packets.

TCP/IP starts with bits of data in a computer file on an Internet host computer. Information stored in computers is in the form of bits and bytes. A bit is the smallest unit of computerized data, a single digit number, either a one or zero. Byte is a set of bits that represent a single character, a letter or number (usually 8 bits in a byte). A kilobyte is approximately one thousand bytes or characters (actually 1024), megabyte is one million bytes, gigabyte is one billion bytes, etc.

When you type in a URL to retrieve a file (Web page or other file) on the Internet, the TCP/IP protocol is used to transfer the requested data into chunks or packets. Each packet contains a piece (up to 1500 bytes) of the data, and labels each piece with the addresses of the sending and receiving computers and some instructions on how to put the data back together again.

The data is transferred in the small packets, over phone lines, data lines, satellite, etc. (and the packets take different routes; they don't all travel over the same lines). They eventually all reach their destination, and are put back together again, using the instructions with which they have been labeled. This is why, in the early days of the Web, it sometimes took a while to load the data. The speed of the data transfer depends on the type of connection used.

Other protocols used with specific types of Internet services include:

HTTP Hypertext The Web uses HTTP to transfer data. The HTTP protocol contains

Transfer Protocol		commands that allow you to jump to another hypertext document and retrieve the information in that document. When you enter a URL in your browser window or click on a link, this sends an HTTP command to the web server described in the URL, and directs the server to send the requested file.
SMTP	Simple Mail Transfer Protocol	SMTP is used to send e-mail messages between servers. Most e-mail systems that send mail over the Internet use SMTP to send messages from one server to another; the messages are retrieved with an e-mail client using POP (Post Office Protocol) or IMAP (Internet Message Access Protocol).
FTP	File Transfer Protocol	FTP is a standard method of moving files from one computer to another on the Internet. The transfer of files using FTP can work in either direction. You may retrieve files from a remote server, or transfer files to a remote server, if you have been granted access to that server. FTP indicates a connection to a file server rather than a Web server.

[Top of Page](#)

Client/Server Networking

A fundamental concept in understanding how the Internet functions is the client/server networking system. Most Internet services rely on the client/server model. The Internet user is the **client** and has client software installed on his computer to access various Internet services. When a user wants to connect to a particular information tool, he uses client software to connect to **server** programs, which provide the service or information needed. The web browser is an example of client software needed to access World Wide Web servers. Most browsers function as client programs for Web and FTP access. For access to Telnet sites, a Telnet client is needed. Your computer also requires specific client software for e-mail and for viewing certain types of information files (such as audio, video, or PDF files). Each piece of client software on your computer recognizes certain protocols and processes data according to those protocols.

[Top of Page](#)

URLs (Uniform Resource Locators)

Every document on the Internet has a unique address called a URL. The URL consists of three parts: the **protocol**, the **domain name** and the **path**.

The **protocol** is the set of rules the computer follows in order to communicate with another computer. It lets the computer know how to process the information it receives. If the protocol is **http://**, for example, the computer knows it will be processing a hypertext document from the World Wide Web. Other protocols include:

ftp:// file transfer protocol, for downloading files
telnet:// provides connections to remote computers
news: connects to news servers, though many news readers now use Web services such as Google Groups to access newsgroups

The domain name or **server name** is the Internet address of the computer or server which is hosting the site and storing the documents.

The **path** provides directory and file names; it lets the computer know which directory or

folder and file to access after connecting to the server. The path is not a required element, but if you know the path it will take you directly to the desired file or document.

The following is an analysis of the URL for the web page you are now viewing:

<http://lscclibrary.com/guides/internet.htm>

<http://> is the protocol. This lets you know you are retrieving a hypertext document from the World Wide Web and lets your computer and web browser know how to process the file as a web page. URLs beginning with <https://> usually indicate the protocol for accessing a secure web server, where the web session is handled by a security protocol.

lscclibrary.com is the domain name, server name, or address of the computer which is hosting the web page. If you were to stop here and not type the path, which consists of the directory and/or file name, you would access the LSCC home page rather than this Internet introduction.

[library/guides/internet.htm](http://lscclibrary.com/guides/internet.htm) provides the path to the specific page you want. In this case, "library" is the directory or folder where all files for the LSCC libraries' web pages are stored, "guides" is the subdirectory or folder where the libraries' research guides are stored, and "internet.htm" is the file name for this page. The path can sometimes change when directories and files are reorganized or renamed on a web server. If you type in a URL and a 404 error or "File not found" message is returned, delete the path information from the URL in the browser's location box, then try to locate the file by searching the page or following links to the appropriate page on the server. Please note that while the protocol and domain name may be typed in upper or lower case, it is important to type the path name with the correct case.

URLs with an .asp file extension indicate a link to a dynamically created web page using [Active Server Pages](#) scripting. Another common web page file extension is .pdf ([Portable Document Format](#)), which requires the [Adobe Acrobat Reader](#).

[Top of Page](#)

[Top of Page](#)

Electronic Mail

E-mail, or electronic mail, is one of the most popular Internet services. E-mail allows you to send messages to one person, or to send a message simultaneously to a group of people.

In order to send e-mail, you must know the recipient's e-mail address. E-mail addresses consist of two parts: a username and a domain name. The username refers to the mailbox, logon name or user ID. The domain name is the Internet address of the computer where the user's e-mail is stored (also called the server). The parts are separated by an @ symbol. For example, the e-mail address for the President of the United States is president@whitehouse.gov.

There is no world-wide Internet directory of e-mail addresses. There are several services that allow you to search for Internet e-mail addresses, including the following:

- [Bigfoot](#)
- [Infospace](#)
- [Internet@address.finder](#)
- [WhoWhere?](#)

These services allow you to search for corporate and government officials, as well as friends and relatives.

There are many free e-mail systems on the Internet. These include

- [Hotmail](#)
- [Juno](#)
- [Yahoo! Mail](#)

[Top of Page](#)

Discussion Groups

Discussion groups, which exist in two formats, electronic mailing lists and Usenet newsgroups, let you communicate with groups of people that share common interests.

An electronic **mailing list**, sometimes called a **listserv**, allows you to interactively subscribe to a newsletter focused on a particular subject. Newsletter contributions, in the form of e-mail messages, are automatically delivered to your electronic mailbox. You can simply read the contents of the messages, if you want to merely "lurk" in the background and not contribute to the mailing list, or you can ask a question, give your opinion, and participate in an *ongoing discussion*. Mailing lists can involve just a few people or tens of thousands. There are thousands of mailing lists covering almost any conceivable topic.

Several sites provide searchable indexes to mailing lists:

- [Catalist, the Official Catalog of Listserv Lists](#)
- [Tile.Net Lists](#)
- [Topica List Directory](#)
- [Yahoo! Groups](#)

Usenet **newsgroups** are a similar e-mail conferencing system, but less intrusive to the subscriber, since messages are posted to Usenet sites around the world, instead of appearing in your mailbox. **Usenet** refers to the huge collection of messages which are posted to thousands of newsgroups on as many subjects.

Newsgroups are organized into two broad categories, world newsgroups, which are automatically distributed to all Usenet sites, and alternative newsgroups, which are distributed only to sites that request them. Within each category, newsgroups are further subdivided into classes called hierarchies, which make up the first part of the newsgroup's name.

Within the world newsgroups, the major hierarchies are:

comp (computers and computer applications)
news (newsgroups about USENET itself)
rec (hobbies and sports)
sci (sciences)
soc (social issues)
talk (current events and issues)
misc (miscellaneous)

Alternative newsgroups include:

alt (alternative topics)
bionet (topics for biologists)
biz (business)
clari (wire service feeds)
k12 (K-12 education)

The main hierarchies are denoted by the abbreviations above, which come first in the newsgroup name. All newsgroups are further described with one or more words separated by dots. There are many other group hierarchies not listed above.

Some typical newsgroups useful for research and recreational use include:

alt.algebra.help	alt.archaeology
biz.jobs.offered	comp.robotics.research
rec.hunting.dogs	rec.running
sci.environment	sci.physics.fusion
soc.culture.french	soc.org.nonprofit

The best source on the Web for access to Usenet is [Google Groups](#), which allows you to read, search, participate in and subscribe to discussion forums, including Usenet newsgroups.

[Top of Page](#)

Chat/Instant Messaging

E-mail and discussion groups are a method of communication called asynchronous, which means the participant participates whenever is convenient; there is no time requirement or real-time communication. Chat and instant messaging offer real-time, or synchronous communication. There are many web-based chat sites that are accessible with a web browser and do not require any special software. [Yahoo! Chat](#) provides access to many chat sites, though like many chat services, it requires registration.

Instant messaging provides a way to determine if someone or a group of people are online and communicate with them in real time. IM uses Internet technology to send text messages. There are a number of IM services such as those offered by AOL, Yahoo! and MSN. IM offers users the ability to converse with more than one person at a time, and the ability to block messages from others. You must download and install instant messaging software, and then register with the service. You then log in to the IM provider's server, which displays your availability. The messages are sent through the provider's server, or directly from one computer to another. Some services offer PC to mobile telephone capability, as well as graphics and video.

Interoperability between IM and chat services is an issue, but freeware and shareware software programs are available that allow access to the major providers. Some programs provide graphics and video capability.

[Top of Page](#)

Netiquette

When communicating on the Internet, it is essential to observe certain rules of behavior. Effective communications are governed by netiquette (Internet etiquette). Actually, netiquette refers to rules of behavior governing the use of all Internet services, including e-mail, chat, communicating with discussion groups, creation of web pages, and connecting to FTP and Telnet sites. One of the best web sites providing a broad view of the rules of netiquette is the online version of Virginia Shea's book [Netiquette](#). Another is Arlene Rinaldi's [The Net: User Guidelines and Netiquette](#).

One important point of netiquette is to never send chain letters via electronic mail. Chain

letters spread misinformation, clog mail servers and reduce bandwidth on the Internet. Some providers will revoke network privileges for those who spread chain letters. Check the following web sites for information on chain letters and Internet hoaxes:

- Break the Chain
<http://www.breakthechain.org>
- Don't Spread that Hoax!
<http://www.nonprofit.net/hoax/hoax.html>
- EFF Hoaxes Archive
http://www.eff.org/pub/Net_culture/Folklore/Hoaxes
- Hoax Warnings
<http://www.datafellows.com/virus-info/hoax>
- Hoaxbusters
<http://ciac.llnl.gov/ciac/CIACHoaxes.html>

Another useful netiquette tool is the use of emoticons (smileys) to help express emotion or intent in Internet communication. Emoticons can be used in e-mail, instant messages, and chat messages. Standard emoticons include:

Expression of humor	:~)
Frown, or expression of sadness	:-(
Wink, or expression of sarcasm	;-)

Emoticons may not be appropriate in business correspondence. A large collection of emoticons is available from [The Unofficial Smiley Dictionary](#) on the Electronic Freedom Foundation's *Extended Guide to the Internet*. An [essay](#) by Scott E. Fahlman, who proposed their use, explains how and why emoticons were created.

[Top of Page](#)

Transferring Files: FTP

The File Transfer Protocol allows files to be transferred from one computer to another. A file can be a software program to be installed on your computer, a game, a text document, a spreadsheet, an animated picture or graphic, an audio, video, or other type of file.

Downloading is the act of transferring a file from a remote computer to your computer. The opposite of download is upload, which means to copy a file from your own computer to another computer. In the early days of the Internet, users had to know special commands in order to transfer files from FTP sites. Many FTP client software programs are available which may make file transfer faster and more accurate. [WS FTP LE](#) is a basic freeware FTP program (freeware means it is free).

The latest web browsers have FTP capability built in so that downloading files becomes a seamless operation requiring no additional FTP software, nor knowledge of FTP commands. If you know an FTP site from which you wish to transfer a file, you can type the site name into your browser's location box in the form of a URL (ftp://wuarchive.wustl.edu.).

A number software archives provide searchable subject directories of freeware and shareware programs. Most of the sites listed below also offer software reviews:

- [CNet Reviews](#)
- [Jumbo!](#)

- [PCWorld.com - Software](#)
- [Shareware.com](#)
- [Simtel.net](#)
- [Stroud's Consummate Winsock Applications](#)
- [TUCOWS](#)
- [ZDNet Downloads](#)

[Top of Page](#)

Telnet

Telnet, or remote login, is a tool that allows you to access the programs and applications available on another computer system, whether it is located next door or on another continent. The Telnet protocol allows you to sit at the keyboard of one computer and use that keyboard and monitor as though they were connected to another computer at a remote location.

Telnet is supported by World Wide Web browsers. Netscape and Internet Explorer allow you to use a Telnet client with the browser, which provides an instant interface with the Telnet program. You simply enter a telnet address in your browser as telnet://host name, and provide a username and password (provided by the host).

Until the late 1990s, telnet connections were commonly offered by libraries and other institutions for catalog and database connections, but with the growth of the Web, Telnet is no longer necessary for the average Internet user. People who have accounts on Linux or Unix-based systems may still use it for remote access.

WebTeacher's [Telnet](#) tutorial provides information on Telnet and steps in initiating a Microsoft Telnet session.

[Top of Page](#)

World Wide Web

The World Wide Web is a branch or subsection of the Internet that provides access to hypertext documents. Hypertext resources are documents which provide links or connections to other documents. Selecting a hypertext link allows you to jump to the information the link represents. You can also return to a previous link and then go off in another direction. Hypertext lets you move through a text in a nonlinear manner and allows you to explore a vast worldwide "web" of information.

The World Wide Web began in 1989 as a communications project in Switzerland, at the European Laboratory for Particle Physics called CERN (Conseil Europeen pour Recherche Nucleaire). [Tim Berners-Lee](#), a graduate of Oxford University with a background in computer communications, [proposed](#) a global hypertext information system to be used as a means of transporting research and ideas throughout CERN. Berners-Lee was proposing a solution to two problems: information storage and retrieval, and communication on a global scale, since the members of CERN were located in a number of countries.

Berners-Lee created an information system using hypertext, combined with the global connections provided by the Internet, to produce a "web" of connected documents that can be located anywhere in the world and accessed by anyone with a computer and a hypertext browser. As part of this project Berners-Lee wrote the initial specifications for URIs, HTTP and HTML. (URI is short for Uniform Resource Identifier, the generic term for all types of names and addresses that refer to objects on the World Wide Web. A URL is one kind of URI.) Berners-Lee is currently the director of the [World Wide Web Consortium](#),

a membership organization that develops web protocols and standards, ensures interoperability, and promotes the evolution of the World Wide Web.

Hypertext is a concept that has been discussed since 1945, when Vannevar Bush, science advisor to President Roosevelt during World War II, proposed a machine that would be capable of producing hypertext links between documents. Bush's proposal was outlined in an article entitled *As We May Think*, published in the July 1945 issue of *The Atlantic Monthly*.

In 1965, Ted Nelson coined the term "hypertext" and proposed a worldwide hypertext system called Xanadu, to which individuals could contribute resources. Other hypertext programs were developed during the intervening years, but it wasn't until Berners-Lee developed a hypertext browser that functioned with existing Internet technology that a global hypertext information system was created.

The original CERN project outlined a simple system using networked hypertext links to transmit documents and communicate among physics researchers. The links appeared as highlighted words in the document. Later on as more people became interested in the possibilities of hypertext, highlighted, colored or underlined text, pictures, icons, or graphics were used as links, and links were made to sound and video files. The term hypermedia is sometimes used to describe a hypertext system which can display multimedia, including graphics, sounds, animation, and video.

[Top of Page](#)

The Deep Web

The Web has become much more than fixed web pages, with much information being served up dynamically or "on the fly". This dynamic web content has grown much larger than the fixed web. The fixed web consists of pages written in HTML or XHTML, which is available to search engines. The deep web, sometimes referred to as the "invisible web" consists of searchable databases, password-protected sites, and documents that are hidden by firewalls, which are inaccessible to the spiders and webcrawlers that compile indexes for the general purpose search engines. The deep web also includes multimedia files, software, and documents in PDF format.

Databases provide information stored in tables created by such programs as Access, DB2, Oracle, and SQL Server. This information is available only when the database is queried or searched. When a search engine spider encounters such a database or dynamically produced web site, it can index the location of the database or site, but nothing about the resources contained within it.

This is not a new phenomenon. Although databases existed on the web for years before the terms deep web or Invisible web were used, they were often referred to as virtual libraries or subject-specific databases. These invisible resources are rapidly increasing. As web technology advances, web developers are creating more dynamic site interfaces and are providing more resources in searchable databases, resulting in these resources gaining more importance as resource tools.

Many of the databases maintained by educational institutions and government agencies are free and contain a great deal of scholarly information. Other databases are fee-based, available only via subscription, and include journals, newspapers, e-books, periodical databases, and reference works. LSCC provides access to many subscription-based databases. The Deep Web White Paper is a study describing the nature of the deep Web, quantifying its size, importance and quality. There are an increasing number of specialized search engines that offer access to invisible or deep web content.

[Top of Page](#)

Web Browsers

In order to navigate the World Wide Web, you need a web browser, client software which interprets and displays hypertext and hypermedia documents. Tim Berners-Lee created the first text-based web browser in 1991. [Mosaic](#), the first widely used graphical or hypermedia capable Web browser was developed at the National center for Supercomputer Applications at the University of Illinois, in 1993. Although Mosaic is no longer supported, it has been superseded by more advanced browsers. The two major browsers in use today are Netscape Navigator, and Microsoft's Internet Explorer, which may be downloaded from [Netscape Netcenter](#) or [Microsoft](#) or from many [software](#) archives.

[Top of Page](#)

Web Search Tools

Web directories or subject trees index selected web sites, providing menus and submenus of subjects that you may select to locate Internet resources. The LSCC libraries' home page provides the [Cyberlibrary](#), a directory of Internet resources based on the college curriculum. [Yahoo!](#) Is the largest and most popular directory. You can also search Yahoo! and some other directories by keyword.

Web search engines allow you to search the World Wide Web and other Internet resources for a specific subject by using a combination of keywords or phrases. Each search engine searches a unique database of resources and requires its own search techniques. You may have to search several search engines to find enough relevant information. Major search engines include [Alta Vista](#), [Excite](#), [Fast Search](#), [Google](#), [Hotbot](#), [Northern Light](#), and [Webcrawler](#). Links to other general Web search engines and "invisible" Web search tools are available from the LSCC Libraries' [Net Search](#) page.

[Search Engine Showdown](#) provides information on comparing and evaluating search tools. [Search Engine Tips](#) offers basic tips for constructing searches. [Boolean Search Tips](#) explains how to construct complex searches using two or more keywords.

[Top of Page](#)

Copyright Issues

Copyright law ensures that authors or creators have exclusive rights to protect their creative efforts. The item protected must be a tangible one, i.e., a work on paper, whether it be a book, periodical article, poem, software, CDROM, recording, work of art or sculpture, web site, web audio file, web video file, web graphic image, or any other publication. The item must also be creative, i.e., an alphabetical list of facts would generally not be copyrighted while a creative compilation of those same facts would be protected.

As new technologies associated with the Internet have emerged, copyright laws have struggled to keep pace with them. The [Digital Millennium Copyright Act of 1998](#) was signed into law by President Clinton on October 28, 1998. The DMCA attempts to protect owners of electronic copyright but the ease with which information can be duplicated and dispersed has made this a difficult task.

Everything available via the Internet should be considered copyright protected, whether or not a copyright notice is displayed, unless the item is in the public domain or the "author" expressly gives permission for duplication/reproduction.

The "fair use" exemption to copyright law was created to allow for educational use of

copyrighted works without permission from the author. Fair use allows the use of Web resources for reports, speeches, electronic presentations or other work, as long as the source is properly documented, the item used is a short excerpt, and usage does not harm the commercial value of the source. It is also considered acceptable and legal to provide a link to a web site, audio file, video file or other Web resource.

The following web sites or pages provide information on current copyright issues:

- [A Brief Introduction to Copyright](#)
- [Copyright and Fair Use](#)
- [The Copyright Website](#)
- [Ten Big Myths About Copyright Explained](#)
- [United States Copyright Office](#)

[Top of Page](#)

Internet Tutorials: Sources For Further Information

Many web sites provide information about the Internet and how to become an expert net surfer. Some of the best sites include:

- **Finding Information on the Internet** is a tutorial from the Teaching Library Internet Workshops at the University of California, Berkeley.
- **Internet & World Wide Web History** provides links to sites which detail the history of networking, the Internet, and the World Wide Web.
- **The Internet Society (ISOC)** is an international, non-profit, non-governmental, professional membership organization. It focuses on standards, education, and policy issues. The ISOC [All About the Internet](#) pages provide links to glossaries, histories, issues, infrastructure, standards, etc.
- **Internet Tourbus** is the web site for a twice weekly e-mail newsletter offering "a virtual tour of the best of the Internet".
- **Internet Tutorials** provides links to an extensive list of tutorials offered by the University at Albany Libraries.
- **Learn the Net** offers a web-based tutorial for Internet novices and a source for educational and technical assistance for all users.
- **Net.TUTOR** from the Ohio State University Libraries offers interactive tutorials on basic tools and techniques for becoming an effective Internet researcher.
- **The Scout Toolkit** offers a web-based tutorial for Internet novices as well as educational and technical assistance for all users. This site is no longer being updated, but remains a good resource for basic information about the Internet.

Sources which may help you keep up to date on the ever-changing online world include [Yahoo! Internet Life](#), [Wired Magazine](#), The New York Times' [Cybertimes](#), and [CNET](#). [AJR Newslink](#) provides links to many Internet magazines.

This guide was created by [Denise English](#), Director of Library Services.

◀ [Back to Research Guides](#)

[Top of Page](#)

[Libraries Site Map](#) | [Site Purpose & Disclaimer](#) | [CCLA](#) | [LSCC Home](#)
[Evaluate This Site](#) | [E-Mail Libraries](#)