RESEARCH ARTICLE

The Role of "Wireless Network Technology" in Analysis of the Reasons for the Fame of Chinese "Web Series" in the Big Data Era

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ABSTRACT

"Web Series" has exploded in fame thanks to the ever-expanding capabilities of "wireless network technology", which has shifted the spotlight of studies on mobile and contemporary communication to the phenomenon that is driving this trend. "Web Series" study heavily relies on analyzing the causes of the fame, which is a vital part of media impact research. Nevertheless, in this age of huge data, the original click-through rate measuring technique fails to accurately determine why online dramas are so popular, and the issue remains unsolved. Hence, this research suggests a wireless network-based analytic model to examine the uses and gratifications theory's viewpoint on the popular reasons for the "Web Series"' appeal. To begin, we employ "wireless network technology" to compile "Web Series" data communication rates; next, we make decisions based on popular techniques and explanations for data characteristics; and last, we exclude "Web Series" data that isn't important to our judgment. Subsequently, the communication rate of data and structure of the online drama are evaluated in the analysis of the results. The click-through rate measuring approach is used to ascertain the factors contributing to the probability of occurrence. The simulation test results and analysis indicate that "wireless network technology" may enhance the accuracy of determining the factors contributing to the fame of "Web Series" by 90.3%. It can also calculate the time needed for cause analysis and identify the causes for various sorts of "Web Series" content and formats. Lastly, it can meet the requirements of "Web Series" cause analysis.

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INTRODUCTION

"Web Series" production and the old method of communicating with television programs have both been impacted by the rise of "wireless network technology".[1] Scholars both at home and abroad place a premium on studying the media impact of "Web Series", particularly in relation to identifying and capitalizing on the factors that contribute to the show's massive fame. The publicity technique accounted for 50.36 per cent of the online drama process in 2020-2022, which is 424 times more than in the early stage of China's deployment (based on the internet) in 1998,[3] according to survey data from 2020-2022. On the other hand, the relevant organizations are inaccurate when it comes to estimating the fame of "Web Series", and the poor satisfaction rate of online fame reveals why online fame is so random.[4] News organizations are now faced with the challenge of determining the true fame of online dramas and developing an efficient method to determine their causes. Despite "Web Series"' widespread fame, video databases, and node communication capabilities, the underlying data architecture and quantification of the data set are difficult.[5] Understanding the appeal

of online plays is next to impossible.[2] The reasons for the appeal of "Web Series" in many domains, such as mathematics,[6] politics, news, computers, and communication, are intricate and ever-changing, making their research and creation a challenging task. We employ "wireless network technology" to cluster massive data, delete data, and examine the causes of online drama fame across a variety of communication techniques and complicated data sets. The root cause is examined, and Figure 1 displays the particular outcomes of the process.
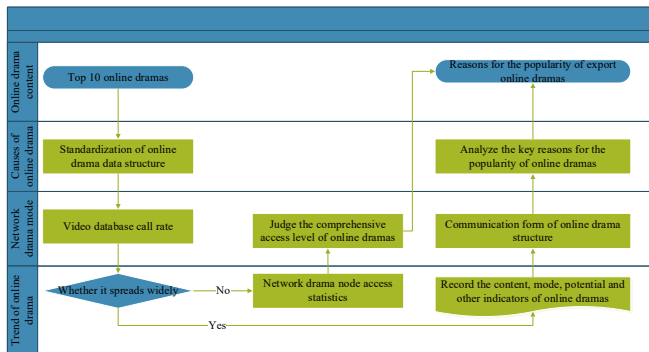

Fig. 1: The Reasons for the Fame of "Web Series"

As for its speed and ease of use, "wireless network technology" can comprehend the complete communication of "Web Series" kinds and "Web Series" data.[7] It is also possible to set up modules based on algorithms to evaluate and gather data, effectively realizing the intelligence of communications wirelessly. Online ratings, reason evaluations, and the veracity of "Web Series" sorts are all checked by conducting thorough excavations of "Web Series" reasons.[8] It has been attempted by some researchers to match the reasons for the success of online dramas by using wireless network technologies and clever algorithms.[10] According to the findings, online dramas' fame may be understood by combining "wireless network technology" with sophisticated algorithms,[11] but vast volumes of data are still too much for them to handle. Information technology includes wireless network technologies. It has significant applications across many societal domains. Nevertheless, issues like data loss and distortion occur during communication via wireless networks, and the realization of complicated unstructured data processing is not possible.[12] Simultaneously, "wireless network technology" may analyze the fame of "Web Series" through initial cause examination and deal with the link between various kinds of "Web Series" and their fame.[13] Also, a complete communication algorithm is created by integrating wireless network technologies with additional databases, Bayesian, genetic, and other traditional algorithms.[14] Through the use of "wireless network technology", it is possible to achieve the fitting

of "Web Series" genres and trends, as well as to combine "Web Series" trends with genres;[15] pairing is used to validate the judgment. In terms of "wireless network technology"'s assessment of what makes "Web Series" so popular, the primary points are as follows: 1) Using internal databases like Tencent and iQiyi, validate the sorts of "Web Series", reasoning drama series, suspense drama series, idol drama series and so on, and clarify their respective types. After that, make a note of the P2P point, communication method, popular click rate and data type of the "Web Series". 2) Check the outcomes with other approaches, compare the types of "Web Series" from diverse contact points, viewing time, number of "Web Series" collections, and so on.[17] Then, use the aforementioned indicators to verify and judge the kinds of "Web Series", which should speed up the reason calculation. To fully understand why online dramas are so popular, it is not possible to conduct fair comparisons with other mediums because of the influence of outside forces.[18]

The utilization of "wireless network technology" necessitates the combination of structured and unstructured data as well as the validation of semi-structured data, and the case data is already very complicated. Complexity permeates every step of the analysis; 3) Work in tandem with other smart algorithms like the "ant colony algorithm" and the "Bayesian algorithm" to study "Web Series", their kinds and causes, and to make better, more reasonable judgments about why "Web Series" are popular. Impact of "wireless network technology" on implementation. Ultimately, smart algorithms can enhance "Web Series" data and compensate for the limitations of "wireless network technology", even though previous iterations of this technology could only do preliminary calculations on the data related to the reasons why "Web Series" was so popular. The results were far from satisfactory, and it was simply not feasible to accomplish calculations on extremely large and complicated datasets. In this paper, we try to put "wireless network technology" and smart algorithms to work by calculating the reasons why "Web Series" are so popular, analyzing the prevalent arguments and reasons for "Web Series"' fame, and coming up with a set of calculation-based results for attaining fame-reasoning. The goal is to encourage the progress of popular approaches for "Web Series".

RELATED CONCEPTS

"Wireless Network Technology"

The utilization of "wireless network technology" allows for the collection and classification of online drama data, which in turn allows for the analysis of correlations

and the assurance of a comprehensive genre. The association, analysis, and screening of vast data allow "wireless network technology" to accomplish the study of the reasons for the fame of online plays in the age of big data.[19] Data that is structured, data that is unstructured, and the most common methods of data coupling in web plays may all be evaluated by "wireless network technology". There has been little investigation on the factors contributing to the success of web plays, despite the widespread usage of wireless network technologies in modern network communication. The following are the outcomes of an analysis of the filter circumstances and large data environment of "wireless network technology", which should be done for a more precise cause analysis:

Data collection "Web Series": equation 1 contains the type of "Web Series" x_{ij}, the communication mode y_{ij}, the data association function $\varphi(x_i \cdot x_j)$, drama fame and key point ζ_{ii}, simultaneously, the procedure of "Web Series" data collection;

$$\varphi(k) = \begin{cases} x_{ij} \Rightarrow y_{ij}, x, y \in n \\ a \cdot x_{ij}, x_{ij} < 1 \\ b \cdot y_{ij}, y_{ij} < 1 \end{cases} \quad (1)$$

when, $\overline{x_{ij}} \in [1, n]$ and $\varphi(x_i \cdot x_j)$ are randomness, random variation of "Web Series"; $\dfrac{}{x_{ij}} \geq \dfrac{-b \pm \sqrt{b^2 - 4x \cdot y}}{2a}$ whose value is a constraint.

A popular method for "Web Series": The fame function of "Web Series" is $Y(x \cdot a)$, the ruling function of "Web Series" popular characteristics is $A(x \cdot b)$, and the judgment of "Web Series" popular mode is shown in Equation (2).

$$A(x \cdot b) = \lim_{x \to \infty} \frac{\overline{\sum_{j=1}^{n} \varphi(y \cdot b)}}{n - 1} \quad (2)$$

Reasons for the fame of "Web Series": in equation 3 ahead, the reason for the admiration/fame or fame is x_{it} the verdict function of the trend $F(x)$ and the verdict of the reason for the admiration of "Web Series".

$$F(x, f(x)|a) = 2 \cdot (a^2 + \frac{y_{ij}}{\sqrt{x_{it}}})' \quad (3)$$

The Big Data Era

"Big data" means using all available data rather than just a random selection; at its heart, it's about making predictions via correlation analysis. "Information assets

characterized by such a High Volume, Velocity and Variety to require specific Technology and Analytical Methods for its transformation into Value" abound in the information age of big data. In this age of big data, the idea of big data is all the rage. The big data age is beginning a massive change; it is altering our lives and our understanding of the world, as Mayer-Schönberger and Cukierstated. This is similar to how the telescope and microscope allowed us to see the cosmos and microbes, respectively.

Uses and Gratifications Theory

Among the many great theories of communication, UGT stands out. It posits that persons are self-aware and purposeful in selecting and engaging with media in order to meet individual needs. This model considers the importance of the audience and adopts a limited effects stance, which holds that the media can only have a limited impact due to the agency and choice of the users. New media research is seeing an increase in the utilization of UGT, and recent studies that have included UGT have focused on online communities. So, with the help of UGT, this research will examine the factors that contribute to the success of Chinese online dramas.

POPULAR DATA OF "WEB SERIES" COLLECTION

Popular Data of "Web Series" Correlation

Simplifying the data, and identifying and determining the correlation of key data and key data values are required because there is a certain link between the fame of "Web Series" and the cross-changes in the most popular techniques and kinds of "Web Series". It is also important to compute the correlation of "Web Series" data and execute the correlation analysis of data because changes in big data affect the computation of the reasons for the fame of "Web Series". Flow chart 1 illustrates the precise procedure.
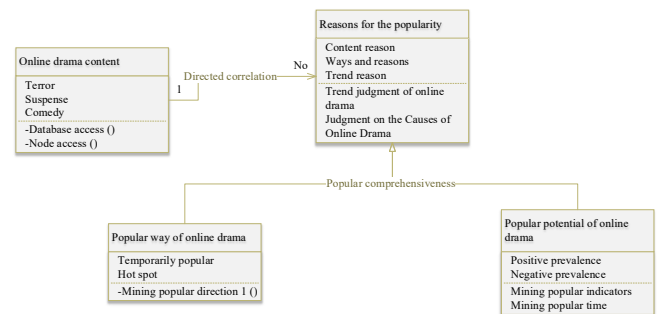
Flowchart 1. Map ping of Cause Analysis Data

Though the data structure is quite complicated, the survey findings show that the projection of prevalent data from online drama series is unchanging and has a

Table 1: Cause Analysis and Numerical Standardization

"wireless network technology"+ Collects Data		Value Transfer		Standardization
Structure Data	Unstructured Data	Quantiles	Generalized Distance	
3.8096	68.1353	0.0482	0.1204	5
-0.7243	43.4459	0.1482	0.1550	0.44
31.3524	39.9836	0.2535	0.2054	0.84
57.8812	53.112	0.3646	0.2351	0.37
36.8936	21.5459	0.4823	0.3275	0.66
68.954	33.8122	0.6074	0.3285	0.62
15.6652	2.0142	0.7407	0.3966	0.44
66.2022	19.7502	0.8837	0.6570	0.50
64.9658	20.9043	1.0376	0.8097	0.20
24.1378	10.4399	1.2044	1.3679	0.52
2.796	31.0601	1.3863	1.4887	0.36
34.5677	46.9366	1.5865	1.7068	0.16
37.6806	45.2278	1.8089	1.9122	0.23

discrete dispersal. Data such as text, audio, video, and photographs made up a significant amount of this. This suggests that there is a need for standardized processing of popular data from online dramas to help future study and analysis. Figure 2 shows the projected processing outcomes.
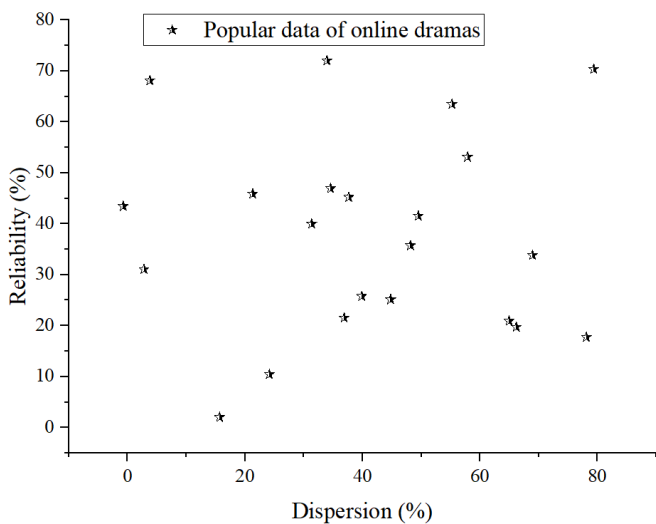

Fig. 2: Data Processing Error of Cause Analysis

Table 1 displays the homogeneous outcomes of the prevalent data of online dramas.

Data from online dramas that are popular can be found in Table 1. All of the data is standardized, and the processing results are fewer than 10, therefore all of the data is suitable for this study. Another sign of how well "Web Series" fame data processing works is how little the errors are, with none being larger than 1.

Popular Trends in "Web Series" Calculation

Enhancement, attenuation, and transience are the three most common styles of online plays. Here is a mathematical breakdown of the three aforementioned fads.

The equation (4) shows the enhancement trend calculation, which is based on "wireless network technology", and it summarizes the trend of "Web Series" fame.

$$f(x) = \int_{i=1}^{n} 3 \cdot \overline{x}_{ij} \qquad (4)$$

The equation (5) shows the computation of the attenuation trend, which is the influence on the fame trend of "Web Series" from market, policy, and other source material.

$$g(x) = x_{ij} + 4x_i' + 6x_i' \qquad (5)$$

The fame trend of online dramas, as indicated in Equation (6), is affected by transient patterns, which are other types of uncertainty.

$$h(x) = x_{ij} \cdot \vec{x} + x_i \cdot \sum x_{ij} \qquad (6)$$

Table 2 shows the outcomes of using Formula (4) to (5) to summarize the fame trend of online dramas.

Table 2 shows highlights the data standardization by "wireless network technology", "Web Series" fame, data intricacy, and "Web Series" trend all fulfill the criteria. Data standardization may further simplify the popular data of "Web Series", as shown by the data complexity being less than 1.

Table 2. Trend of "Web Series" and Summary

Metric	Complexity Factor	Fame Score	Trend Indicator
5.00	0.0482	0.9199	+
0.44	0.1200	0.2550	+++
0.85	0.1480	0.0890	+
0.38	0.1550	0.1490	++
0.67	0.2050	0.2110	+
0.61	0.2340	0.1280	+
0.43	0.2530	0.2490	+
0.51	0.3280	0.2050	+++
0.21	0.3290	0.1020	++
0.53	0.3640	0.1890	+
0.35	0.3960	0.3320	++
0.17	0.4820	0.6100	++
0.22	0.6070	0.5200	++++

Reasons for the Fame of "Web Series" and Judgement

Policy, market judgment, content analysis (including "Web Series" fame), popular techniques, and "wireless network technology" are all necessary for determining why "Web Series" are so popular. This particular computation is as follows, and the correctness of the judgment outcomes and the prevalence time are both confirmed.

1) Equation (7) shows the computation based on the cause for the "Web Series"'s content.

$$y_1(x_i) = 2 \cdot \omega' \cdot \vec{y}_{ij} + 3 \cdot c_i \cdot r_i \qquad (7)$$

2) Equation (8) displays the computation based on the rationale behind the widely used approach.

$$y_2 = \omega' \cdot y_{ij} + \frac{-x_{ij} \pm \sqrt{y_i^2 - 4x'_{ij}}}{2 \cdot n} \qquad (8)$$

3) The computation is shown in Equation (9) according to the fame time's rationale.

$$y_3(x_t) = \sum \frac{4 \cdot g_{ij}^{k''}[x_{ij}]}{n} \qquad (9)$$

In conjunction with UGT, the assessment of "Web Series" fame by "wireless network technology" primarily entails two parts: first, analyzing "Web Series" popular methods to find out how popular methods affect "Web Series" fame; second, analyzing "Web Series" content to find out what content affects "Web Series" fame and the hidden reasons. In the end, the fame of online dramas over time is determined by collecting data on their content and techniques, and this data is used to assess the trend of "Web Series" over time.

"wireless network technology"'s Evaluation of "Web Series"' Success Factors

The rationale, content, and communication manner of the online drama are analyzed by "wireless network technology", which employs video data in communication wirelessly. Figure 3 demonstrates the unique selection procedure.
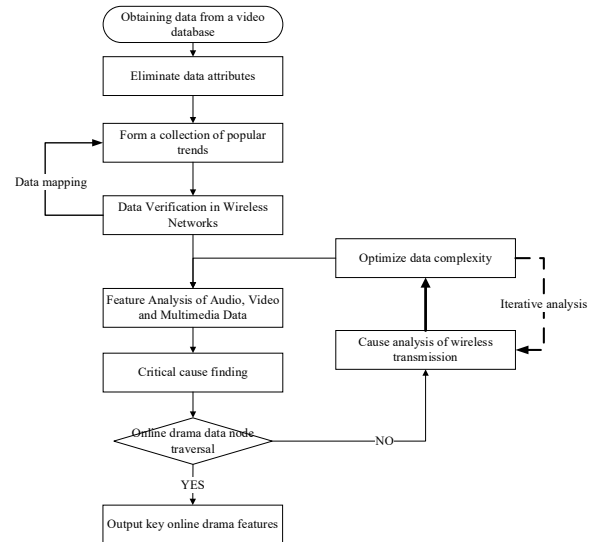

Fig. 3: "wireless network technology"'s computational procedure for the "Web Series"'s reason

Step 1: The first step is to determine what kinds of data are collected and why from online dramas. Then, based on the features of "Web Series", assess the causes and compile the cause data. Concurrently, in order to acquire the popular "Web Series" list, the initialization data of the "Web Series" database and the limitations of "wireless network technology" are established.

Step 2: The second step is to standardize and preprocess the "Web Series" data. "Web Series" viewership trends are shown with a plus or negative sign.

Step 3: Third, construct the "wireless network's" communication function. Then, identify the network drama's key values by defining the starting weight and limitations, and utilizing "wireless network technology" to iteratively assess the content data and server. The data mining processes and the causal coefficients of various causes are carried out using formulas (1) ~ (7).

Step 4: The apex of the "Web Series"'s fame data and the associated "Web Series"'s iteration value. Determine the most likely level of "Web Series" fame based on the data structure and the current fame of "Web Series".

Step 5: Objective and subjective reasons, reasons that are complete, and findings that verify the cause are all acquired.

Step 6: Thorough Evaluation of Online Drama Data. Once you know which "Web Series" are popular, you can figure out why they are so popular. Then, to make sure you're right, you may utilize the "Web Series" node database to find out why.

Step 7: The seventh step is to go over the popular statistics of online dramas. If any outliers are found in the data set, they are removed and steps 2~6 are carried out again. Else, the most suitable explanations and restrictions are provided.

ANALYZING THE CAUSES USING "WIRELESS NETWORK TECHNOLOGY"

"Web Series" and their Fame

This article uses the ten most popular "Web Series" as a case study to demonstrate how to gather and standardize statistics on "Web Series" fame. The time frame for collecting data from online dramas is from January 2022 to December 2022. Table 3 displays the results of the data summarization performed using Excel, MATLAB, and SPSS.

Cause Analysis and Comprehensiveness

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Table 4 displays the particular analysis findings, which are an essential sign of the cause analysis's comprehensiveness. This analysis can extensively study the fame trend of "Web Series".

Table 4. "Web Series" Data and Integration

The computation methodology for the factors in Table 4 is shown in Figure 4.
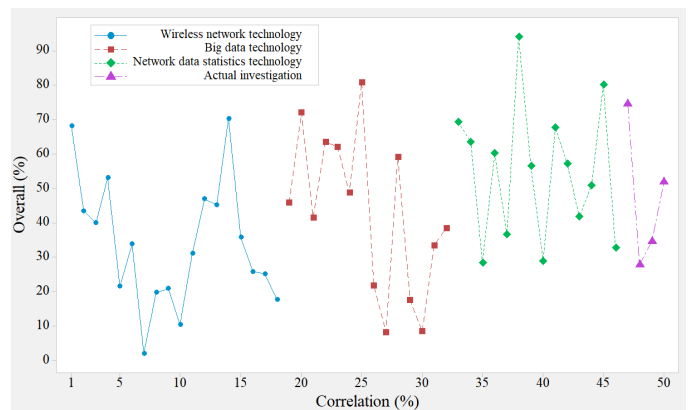

Fig. 4: The Veracity of the Data Communication Rate of "Web Series"

Figure 4 demonstrates that the integrity of the cause analysis is enhanced, suggesting that the integration of "wireless network technology" with technology based on big data can augment the data communication rate of "Web Series" and facilitate subsequent popularity analysis of "Web Series." The aforementioned issues arise because AI technology and BIM technology optimize the data transfer rate of "Web Series," streamline the intricacies of data analysis, and enhance the efficacy of data analysis.

Table 3. "Web Series" and Fame Data

Genre	Sub-Category	Data Content	Dispersion	Reliability
Suspense	Detective Stories	318.45	76.12	71.21
	Mystery Inferences	175.50	66.45	71.65
Historical	Royal Dynasties	296.40	64.22	83.00
	Ancient Adventures	344.10	73.40	77.55
	Romantic History	293.20	78.13	81.50
	Historical Drama	248.30	71.10	79.20
Horror	Haunted Mansions	427.00	68.56	81.50
	Supernatural Events	371.30	71.05	78.00
	Ghostly Experiences	264.00	74.80	82.30
Romance	Love Stories	367.80	75.45	69.10
	Romantic Affairs	429.10	73.90	78.00
	Family Love	383.50	81.00	76.90
Comedy	Situational Humor	313.00	77.80	78.50
	Stand-Up Comedy	268.50	80.00	77.00
	Humorous Skits	158.30	75.10	73.00
Short Films	Personal Vlogs	172.30	66.00	71.20
	Film Industry Insights	220.50	64.10	82.50
	Collaborative Shorts	328.60	72.60	77.70

Identification of Abnormal Data on the Reasons for the Fame of "Web Series"

The factors contributing to the popularity of "Web Series" must be found and substantiated using anomalous data, and these factors should be validated, while the impact of various technologies on causative analysis should be assessed. The precise outcomes are shown in Table 5.

Based on the thorough investigation of Table 5, the iterative outcomes of the factors contributing to the popularity of the "Web Series" are shown in Figure 5.

Table 5. Abnormal Data Analysis and Cause Analysis of "Web Series" Fame

Iteration Times	Median	1/3 Data	2/3 Data	Lower Limit	Upper Limit	Anomaly Data Discovery Rate
1~10 Iterations	37.6806	22.7338	61.4235	-0.7243	119.4580	95.6
				-0.7243	177.4926	92.7
11~40 Iterations	33.8122	21.2251	45.5507	-0.7243	82.0392	97.3
				-0.7243	118.5277	93.6

Analysis Method	Content-Type	Genre	Index	Wholeness	Correlation
Wireless Network and Big Data	"Web Series" Content	Thriller	47.12	0.69	0.68
		Horror	86.50	0.74	0.72
		Romance	83.10	0.73	0.71
Networking Technology	Local Area Network		67.55	0.75	0.70
	Wide Area Network (WAN)		88.40	0.66	0.66
	Encrypted Network		73.25	0.73	0.71
Fame Factors	Content Trends		35.90	0.72	0.70
	User Behavior		53.60	0.69	0.72
	Temporary Trends		72.15	0.71	0.72
	Long-Term Impact		26.65	0.70	0.69
	Lasting Appeal		88.40	0.70	0.70
Wireless Network and Big Data	"Web Series" Content	Thriller	76.90	0.70	0.69
		Horror	0.75	0.72	0.71
		Romance	83.10	0.67	0.70
Networking Technology	Local Area Network		36.40	0.72	0.69
	Wide Area Network (WAN)		5.40	0.68	0.68
	Encrypted Network		77.20	0.71	0.70
Fame Factors	Content Trends		58.30	0.67	0.70
	User Behavior		24.80	0.77	0.72
	Temporary Trends		13.30	0.71	0.69
	Long-Term Impact		12.40	0.70	0.70
	Lasting Appeal		36.10	0.71	0.70
Network Data Statistics Technology	"Web Series" Content	Thriller	10.20	0.73	0.71
		Horror	7.70	0.72	0.71
		Romance	6.30	0.69	0.70
Networking Technology	Local Area Network		23.50	0.72	0.70
	Wide Area Network (WAN)		67.00	0.71	0.69
	Encrypted Network		62.80	0.70	0.70
Fame Factors	Content Trends		67.60	0.68	0.69
	User Behavior		3.70	0.71	0.70

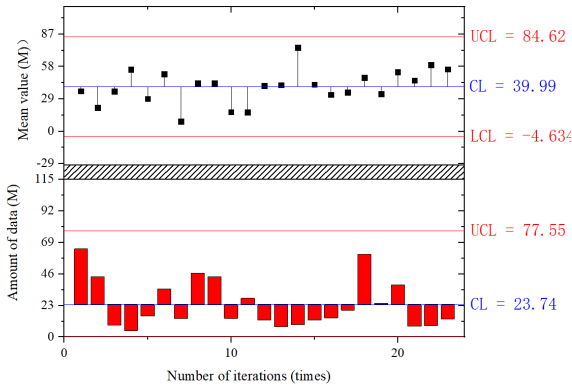| Analysis Method	Content-Type	Genre	Index	Wholeness	Correlation
	Temporary Trends	69.80	0.73	0.71	
	Long-Term Impact	72.60	0.74	0.72	
	Lasting Appeal	16.50	0.68	0.68	

Figure 5. Iterative Findings Regarding the Factors Contributing to the Appeal of "Web Series"

Figure 5 shows that compared to the click rate measurement approach, the number of repeated analyses of "Web Series" fame using "wireless network technology" paired with technology based on big data is much greater. In order to guarantee an accurate study of the causes for the fame of the "Web Series," we limit the influence of data complexity. All of the aforementioned issues stem from the fact that wireless networks and big data technologies primarily compute unstructured data, which lessens the impact of unstructured data on the outcomes of cause-and-effect calculations.

The Key Reasons for the Fame of "Web Series"

Figure 6 shows the precise findings of calculating and comparing the major cause with the click rate extent technique, which is the main inspiration for the fame of "Web Series".
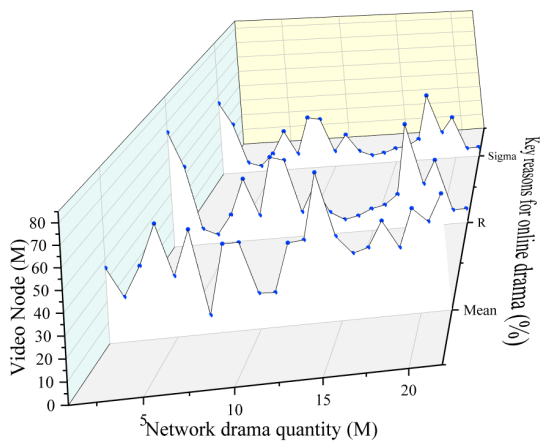

Fig. 6: Key Reasons for the Fame of "Web Series"

Figure 6 clearly shows that the negative direct represents the initial popular data of "Web Series," and the central point is the main cause for the show's success. Going from any point to the center point and seeing how concentrated the data is there suggests that wireless network tech and big data tech can successfully use an iterative calculation to find out why "Web Series" are so popular. Table 6 displays the results of a comparison of several approaches applied to the data shown in Figure 6.

Table 6: Prevalent "Web Series" Comparison by Diverse Approaches

Approach	Focus Area	Performance Score	Trend
Integration of Wireless Networks with Big Data	Immediate Impact	86.49	+
	Sustained Growth	81.45	+
	Future Potential	89.86	+
Big Data Governance	Immediate Impact	89.84	+
	Sustained Growth	82.72	+
	Future Potential	80.37	+
Statistical Analysis of Network Data	Immediate Impact	92.37	+
	Sustained Growth	91.21	+
	Future Potential	93.09	+
Click-through Rate Assessment	Immediate Impact	70.94	+
	Sustained Growth	73.15	+
	Future Potential	70.61	+
T-value		9.386	

The video nodes of "Web Series" and the reasons behind their fame can be better understood with the use of "wireless network technology" in conjunction with technology based on big data, as opposed to methods such as network data statistical technology, big data mining and "click-through rate measurement". By combining "wireless network technology" with technology based on big data, the database's cause analysis approach satisfies the real needs. The reason for this is that the combination of "wireless network technology" and technology based on big data allows for the standardization of the unstructured data related to the fame of "Web Series" and the iterative analysis of the causes behind this fame. Make it easier to figure out why "Web Series" are so popular.

The Consistency of Assumptions Regarding "Web Series"' Success

Figure 7 displays the outcomes of effectively judging the cause for the fame of the "Web Series" using "wireless network technology" in conjunction with technology based on big data.
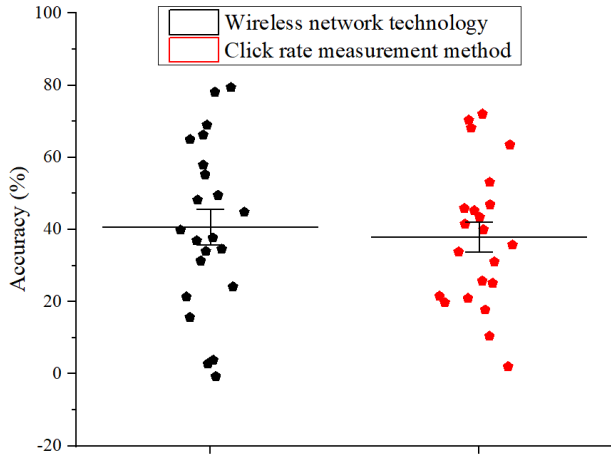

Fig. 7. The Trustworthiness of Fame-Related "Web Series" Using Various Algorithms

Figure 7 shows that compared to the click rate measurement method, the accuracy of calculating the fame of "Web Series" using "wireless network technology" and big data is higher. Additionally, the influence of each "Web Series"'s fame is relatively high, suggesting that it is indicated. Table 7 shows the full findings, but one of them is the ability of "wireless network technology" and

technology based on big data to precisely predict the development of the "Web Series".

Table 7. The Accuracy of Judgment of the Fame of "Web Series"

Iterate	Sampling Accuracy	Overall Accuracy	Iteration Precision
1~10 Iterations	91.4804	97.0400	90.00797
11~20 Iterations	90.7681	92.1045	90.14686
Total Ratio = 1.0968			
Result Consistency Chi-Square Value = 9.2386			
P =0.00237			
Trend Analysis Chi-Square = 6.5946			
P =0.01023			

Table 8 shows that the combination of wireless networks and big data technologies produces reasonably good processing results for the cause analysis. The accuracy of the calculations matches the needs of the actual investigation, and there is a very small amount of error in the results. The reason is, that "Web Series" success hinges on the reliability of their cause analyses, which can only be achieved via the integration of wireless networks and big data technologies, which in turn allows for the simplification of large data analysis and the provision of a foundation for cause judgment. The calculating procedure of many popular "Web Series" is explained, and the particular findings are provided in Table 8, to further prove the accuracy of "wireless network technology" mixed with technology based on big data.

Table 8. Accuracy of Judgment of Different Characteristics and Comparison

Sample Samples	Popular Content of "Web Series"		"Web Series" Popular Way		"Web Series" Trends		"Web Series" Pop Potential	
	"wireless network technology" Combined with technology based on big data	"click-through rate measurement"	"wireless network technology" Combined with technology based on big data	"click-through rate measurement"	"wireless network technology" Combined with technology based on big data	"click-through rate measurement"	"wireless network technology" Combined with technology based on big data	"click-through rate measurement"
Sample 1	93.70	87.58	96.20	91.72	93.87	85.50	94.92	85.64
Sample 2	91.01	89.35	93.78	85.88	99.51	87.93	93.67	84.46
Sample 3	94.46	83.83	96.54	85.03	93.11	89.06	94.29	82.55
Sample 4	95.77	81.57	96.37	84.13	95.07	91.00	94.93	87.45
Sample 5	95.94	87.23	98.86	86.58	99.47	79.08	93.60	81.95
Sample 6	94.54	80.64	96.06	84.04	92.08	84.26	94.46	87.95
Sample 7	96.37	85.07	94.65	83.89	98.81	84.34	95.58	84.23
Sample 8	97.39	88.98	95.38	84.08	95.91	88.13	95.78	87.07
Sample 9	88.93	82.90	94.31	88.70	94.50	84.25	95.07	82.27

Table 8 shows that compared to the "click-through rate measurement" method, the accuracy change of "wireless network technology" combined with technology based on big data is far better in terms of process accuracy. This holds true across all dimensions, including content, method, trend, potential, and others. The rationale for this is due to a combination of reasons, including the fact that "wireless network technology" and big data technologies enhance the weight coefficient and synergy coefficient in various "Web Series" databases while simultaneously decreasing data complexity to evaluate the result's significance.

Conclusion

This research proposes an approach that integrates wireless network technology with big data analytics to assess the factors contributing to the attractiveness of the "Web Series," considering its limitations and popularity. In alignment with the actual survey findings, the results indicate that when assessing the accuracy, integrity, relevance, and criticality of "wireless network technology" in conjunction with technology based on big data against the "click-through rate measurement" method and big data method, the factors contributing to the prominence of "Web Series" are deemed significant. The findings highlight the importance of wireless network technologies in studying the media impact of "Web Series". We will address the limits of "Web Series" data analysis, which are most noticeable in encrypted wireless data structure detection and data collecting during network switching, among other areas, and move on to relevant content analysis in the future.

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