The Influence of Social Networking on Adolescents' Social Willingness

Jianxi Zhou[1,a,*]

[1]*The Branch Campus of Qingdao No.2 Middle School of Shandong Province, China*
a. yzk@hbut.edu.cn
corresponding author

Abstract: The development of adolescents has become a hot topic of social concern. With the continuous development and expansion of the Internet, the popularity of social networking has greatly increased. Teenagers have become the main users of online social media applications, but some negativity on the Internet is more likely to have a bad influence on immature teenagers. This research mainly discusses the relationship and mechanism of adolescents' use of social networks, network social efficacy, and network interpersonal relationships. This paper utilized methodology of face-to-face interview, and analyzed under the theoretical frame of Flow Theory. The research draw a conclusion that there were 5 negative effects of the Internet on young people: addicted to online games, addicted to online dating, internet porn addiction, addicted to online information collection, and computer addiction.

Keywords: Social networking, teenager, social anxiety.

1. Introduction

The Internet has become an indispensable tool for people in most regions and is widely used. There are major social service tools such as Facebook, twitter and WeChat in the world. According to the "The 47th Statistical Report on Internet Development in China"published by China Internet Network Information Center (CNNIC) in February 2021, China's Internet penetration rate was as high as 70.4%. At the end of December 2020, the utilization rate of netizens using the Internet for instant messaging was as high as 99.2%, and almost every netizen was using social media. Communication service [1]. Official data from Tencent shows that as of the end of September 2021, the number of monthly active accounts of WeChat was 1.262 billion, an increase of 4.1% over the same period last year, and the number of monthly active accounts of QQ was 570 million, a year-on-year decrease of 2.9% [2]. In the process of rapid development of social media, there have been related researches on the use of young people's online social networking, and it has gradually become a hot issue concerned by the industry and academia.

Khan conducted a questionnaire survey on 1143 YouTube registered users under the condition of satisfying the theoretical framework, and obtained the influence of leisure and entertainment motivation, social interaction motivation and information seeking motivation on users' participation in social media use[3]. The popularity of online social media makes its impact on individual social adaptation an important social research topic. Teenagers have become the main force on the Internet, but the Internet is full of mixed and unrealistic information. The social needs of young people can

also be realized through the Internet. It is highly entertaining and is not conducive to establishing a good social atmosphere for young people. Compared with foreign countries, domestic research is still in its infancy, and the main research method is structural equation modeling and analysis. Although foreign research is ahead of the times, most of the research is developing in a more subdivided direction.

2. Methodology

2.1. Flow Theory

Flow Theory was first proposed by M Csikszentmihalyi in 1975, which means that when people are engaged in certain daily activities, they will fully immerse themselves in the situation, concentrate their attention, and filter out all irrelevant perceptions, entering a state of Flow theory holds that when users are in an immersive state, they will highly concentrate on the current activities, ignoring the existence and changes of the surrounding environment, and this state will make the user's behavior repetitive and repetitive. In the early days, Flow theory was often used in teaching and entertainment, and in recent years, it has also been used to explain the behavior of Internet users. Scholar M H Huang believes that immersive experience plays an important role in understanding the information behavior of network users; research on immersive experience in the context of the information age is related to many activities, such as research in e-commerce, information systems and other fields, some scholars have confirmed that A good immersive experience can engage users and positively influence their attitudes and behaviors.

As a tool for information transmission relying on the Internet, social media has strong leisure and entertainment characteristics, and also has strong information richness. Therefore, users will experience the feeling of immersion in the actual situation of using social media, and the immersion theory can explain the behavior of users switching social media service providers from the perspective of entertainment and leisure. Therefore, expectation confirmation theory can provide corresponding theoretical support for the analysis of the influencing factors of adolescents' social intentions.

2.2. Face-to-Face Interviews

Internet access has become an indispensable part of life in today's society, but there is a lot of false information on the Internet. In order to test the attitude of today's young people to Internet access, I specially asked students from our school to participate in the interview. The following are the five interview questions.

Question 1:Do you frequently use online social media？ What do you mainly used for?

Question 2: Would you take the initiative to add or agree to strangers' friends? Why?

Question 3: Do you think the development of social media does better than harm or more harm than good?

Question 4: Which one do you prefer in online social networking and real social networking ?

Question 5 Online social media is always full of false information and bad information, whether intentional or unintentional, can you really tell the difference? What do you think should be done?

3. Results and Discussion

Based on the above questions and respondents' responses, we have come to the following conclusions. Our respondents almost unanimously believe that online social networking is the best way to socialize, it is more convenient, less formal and more diverse.In fact, it is not surprising that so many people choose to socialize online. The theory of interpersonal attraction believes that in

daily communication, it is limited by social status, race, gender, resources and other identity factors, as well as personal appearance, posture, expression ability and other conditions. Not everyone can fulfill their desire to interact with each other. Among them is the attraction of communication. At first, external factors such as appearance and temperament play an important role, then social status, race and other identity factors play a role, and finally, a person's ability, connotation, and knowledge play a role. This theory of interpersonal attraction puts students who have good connotations but lack resources in appearance and social identity at a disadvantage in daily interactions. The network has no material, economic, cognitive and imaginative constraints. This kind of classmates with good connotation but lack of appearance and social identity resources showed profound thoughts on the Internet, and soon had a very friendly interpersonal network. It was this virtual interpersonal network that increased the frequency of young people's Internet access. Make these students more silent in reality, unwilling to express themselves, unwilling to participate in group activities, and even disdain to participate in activities in real life. This makes this part of the teens even more lonely. Therefore, it can be seen that choosing to socialize online is not a wrong choice. However, the influence of bad information and false information on the Internet is also a potential force that cannot be underestimated. As a result, teenagers become addicted to social networking. Anderman believes that sharing one's personal life situation and hobbies in the circle of friends, and gathering in multiple different social groups at the same time, according to the nature and theme of the group to communicate and dialogue, to enhance the relationship within the group [4]. From this perspective, it's not hard to see why most respondents are reluctant to proactively add friends or disagree with strangers' friend requests. That's because it's hard to fully express yourself on the internet and talk to others to get acquainted with everyone. other and become friends.

E-Learning is an important part of internet access. Online learning provides students with a variety of time, place, environment, and learning choices, so that limited teaching resources can benefit more people and regions. However, there are also certain problems for minors in the process of online learning. The survey results show that 23% of minors feel that online courses have a great impact on themselves, 77% of respondents feel that it has no impact on themselves; 33% Respondents expressed their willingness to take classes online, while 67% said they were unwilling to take classes online. Primary and secondary school students in various places prefer traditional courses to online courses, and feel that online courses have little effect. Online courses lack the direct communication and interaction in traditional courses. Teachers cannot provide differentiated explanations for students. Different levels of self-control are not strong, it is difficult to manage themselves, and teachers cannot supervise their learning in time, so many students prefer to choose traditional courses to learn knowledge and manage themselves.Most of the respondents occasionally add strangers as friends when playing games. Most of the respondents are able to pay attention to account security when playing online games. Six respondents never tell strangers their WeChat account or game account. However, it can be seen that teenagers are likely to disclose personal information to strangers due to lack of vigilance during game use. For example, a respondent once clicked on the QR code provided by the netizen and entered the game account and password because he believed that the netizen said that he had obtained rare equipment by scanning the code, resulting in the theft of the game account.[5]

It can be seen that the Internet can not only take online courses, but also have strong entertainment properties, so that everyone prefers to spend time in the virtual world.But we also found that respondents did not have a deep understanding of cybersecurity and were not very effective in addressing the negative impacts of the network.According to the article "Talking about the Harm and Countermeasures of Teenagers' Addiction to the Internet", it can be found that the negative effects of the Internet on young people are as follows.

1. Addicted to online games. According to the survey data on the purpose of young people using computers and mobile phones to surf the Internet, playing online games has become the first choice for young people to go online, accounting for more than 40%.

2. Addicted to online dating. Today's teenagers, especially left-behind children, communicate with each other through QQ, WeChat and other chat tools and website chat rooms. They are addicted to online chatting and making friends and cannot extricate themselves. They regard their friends on the Internet as more important than their relatives and friends in real life. Romance stories, including "online dating"; in addition, since the use of mobile phones to pay has also made teenagers on the road of no return, some teenagers have secretly transferred thousands or tens of thousands of hard-earned money from their parents in order to play top-up online games. , and some teenagers have also become victims of online scams.

3. Internet porn addiction. It refers to indulging in pornographic content on the Internet, including pornographic texts, pictures, movies and pornographic chats, etc. In particular, some teenagers imitate some bad adults to play live broadcasts.

4. Addicted to online information collection. It is always impossible to search or download too much information or data on the Internet that is not meaningful in real life.

5. Computer addiction. Especially interested in computer knowledge, addicted to computer programs, have a strong interest in those fresh software, obsessed with network technology, including hacking technology.[6]

Although the respondents were reluctant to admit that they were addicted to the Internet, it was an undeniable fact that they also made it clear in the interviews that they would use social media apps whenever they had time.How to prevent teenagers from being addicted to the Internet and using the Internet healthily is also a research topic in today's society. Online games are the product of the combined application of computer science, network science and communication technology in the current society. Therefore, when schools are educating students, they can apply the three to classroom teaching, and create an online classroom about the mental health of minors. The psychological changes occur when using modern network science and technology as the medium. It creates an online classroom for the psychological growth of minors. Students can learn about network knowledge through the network and understand the correct way to surf the Internet. At the same time, when schools create online classrooms for minors' psychological growth, they can set up some small online games in the classroom. Psychology teachers can understand and analyze students' psychology through the students' reactions in these online games, so as to analyze each student's psychology. A student sets up a different mental health education program to re-evaluate the distorted psychology of students who are addicted to online games. Through the above methods, we can not only understand what students have done in online games, but also narrow the distance between the school and students, so that students can gain a sense of identity in the school and prevent students from being addicted to online games. Build awareness of the health of the online world.[7]In online communication, most of them communicate through speeches, chats, videos, etc. for the purpose of sharing common hobbies or interests, as well as obtaining information and making friends. Field-dependent and field-independent cognitive styles have different preferences and attitudes in online social interaction. They will use different social methods to establish their own social relationships and expand their social circles. This is the main argument for most pro-social networks. In the interview just now, no one clearly pointed out the disadvantages of the development of online social media. So do contemporary teenagers prefer to use online social networking or social networking in reality? Most of the answers are online. Why do most people prefer to use online social networking? In fact, there must be advantages to online social networking, which is actually better than traditional social networking.The hard-won freedom in real life can be fully enjoyed and infinitely magnified in the online environment. The fictitious social-legal dilution

is imbued with a spirit of individualism that needs to be fully demonstrated and measured.[8]Therefore, long-term addiction is a bad phenomenon. It should be prevented but it is not a big problem to use online social media.While the Internet has a positive impact on the growth of minors, its negative

The network should be managed from the source to reduce network pollution, Prevent and reduce the harm caused by the Internet to the growth of minors, and guide the minors.

To the aim of building an safe and healthy online community, The first is to promote and improve Internet legislation. Although my country has a series of laws and regulations related to Internet management, the Internet industry and its practitioners are regulated. but with the rapid development of the network and the advancement of science and technology, the network environment, the increasingly complex environment highlights the lag and imperfection of the original laws and regulations.It is recommended that relevant departments formulate and improve relevant laws and regulations, and increase the Punishment for criminal offenses.

Internet activities, combating cybercrime, regulating the operation of Internet cafes, and promoting the operation of various websitesThe standardization and institutionalization of management is the key to the safety and health of minors on the Internet.important guarantee. The second is to increase the supervision of Internet cafes. Internet access for minors at home and at school,Naturally, it is easy to supervise, but online behavior in Internet cafes has become a blind spot and empty space.White. The network supervision department should increase the supervision and management of Internet cafes and other online business places.Investigate, investigate and punish, and achieve long-term and normalization to ensure online identity registrationsystem, and implement measures such as "not allowing minors to enter commercial Internet cafes"place. When the competent department approves commercial Internet cafes, it must strengthen the sense of responsibility and control it wellThe layout and scale of Internet cafes. We must resolutely ban black Internet cafes, and the acceptance of verification has not been successful.

In terms of access location, the Internet cafes where young people use the Internet must also be strictly dealt with, and they must strike hard. Accommodating in internet cafes is not tolerated. The third is to strengthen the monitoring of network technology. To give full play to network technology in preventingIllegal and harmful information and the role of protecting and regulating minors online. networkRegulatory departments should strengthen technical research and rely on technical means to investigate bad information.conduct real-time monitoring, crack down on online behaviors that publish and spread bad information, and clean and purify the network environment from time to time. The regulation department should effectively track and deal with the Internet access situation, and give full attention and necessary research. With the help of network security certification technology, restrictions are not achieved. Access to harmful information resource websites by young people, so as to guide and regulate minors human network behavior.[9]

4. Conclusions

Whether you tend to socialize online or in real life, you cannot deny that more and more people choose to socialize on the Internet. As a new form of communication, online social networking is both convenient and inexpensive, and more and more teenagers choose to socialize online. In online communication, most of them use common hobbies or interests, as well as obtaining information and making friends, as the purpose of communication, and communicate through speeches, chats, videos, etc. Field-dependent and field-independent cognitive styles have different preferences and attitudes in online social interaction, and they will adopt different social methods to establish their own social relationships in the network and expand their social circles. But we also need to know the scale of online dating, to make sure the minors wouldn't be easily induced by information from

online media. It is also very important to maintain a sense of self-consciousness and independent thinking.[10]

References

[1]   China Internet Network Information Center, China Internet Development Statistical Report [EB/OL][2021-02-03] http://www.cac.gov.cn/gzzt/ztzl/zt/cnic/A0920010802index_1.htm

[2]   Tencent's 2021 Third Quarter Results〔EB /OL〕[2021-11-10] 腾讯公布 2021 年第三季业绩 (tencent.com)

[3]   M L Khan Social media engagement what motivates user participation and consumption on YouTube? [J] Computers in human behavior 2017 66: 236 -247.

[4]   Bruce Antelman Li Wen Social Network[J].College Library Engineering Work, 2008(01):14Appendix[5]Office of the Central Cyberspace Affairs Commission[EB/OL][2020-04-21] http://www.cac.gov.cn/2020-04/21/c_1589016057458315.htm

[5]   Talking about the Harm and Countermeasures of Teenagers[J]Teaching and Research January 2021 Issue 3

[6]   Thinking of Preventing Minors from Indulging in Online Games[J]"Primary and Secondary Education" Issue 36, 2020.

[7]   Social Networking: Amplified Freedom[J]Information Technology Education in China

[8]   Research on the influence of the Internet on the growth of minors[J]1002- 2589 (2012) 15- 0047- 02.

[9]   The Changes of Electronic Products to People's Lifestyle[J]Knowledge-Power, September 2018.