Original Research

An Examination into The Relation Between Social Networks Usage And Violation Occurrence

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Abstract

Background: This study aims to explain the factors impacting on violation reproduction, namely the effect of social networks on violation. In other words, in this investigation it has been intended to answer to this crucial question: How would social networks influence on social violence reproduction? Based on theoretical framework, variables and hypothesis impacting on social violence reproduction were mentioned. These variables are as follow: usage amount of internet and social networks, virtual identification, definitions interpretation and economic and social base.

Method: This research was performed as a survey using questionnaires among high school students. The sampling method is clustering. Findings indicate that there is a relation between virtual identification, definition interpretation, social-economic base and social violence reproduction. The multiple regression results show that social-economic base and virtual identification have direct effect on social violence reproduction.

Result: Based on obtained results, there is an inverse relation between social-economic base and social violence. The other variable used in this study, namely definition interpretation has indirect influence on social violence.

Conclusion: Given the research hypothesis, the relation between virtual identity and virtual networks and social violence reproduction indicates that there is a significant relation between these variables. Indeed, the result of correlation test was consistent with the relation between these two variables.

Keywords: Social networks, Information and Communication Technology, Virtual identification enhancement, Social violence

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Introduction

Recent Medias are distinctive complex of communication technologies which are in digital form, whose common characteristics is extensive availability for personal usages. A realistic view on recent events within cyber space and emergence of virtual social networks on smart cell phones, suggest that there has been an increasing trend in using this communication tool nowadays. While similar to bunches of modern media, it has initially become popular among users and public and subsequently decreased its popularity gradually, its cultural changes and effects in short term are so significant that it's negative consequences can't be overlooked.

As the most important components and society's cultural factors are being influenced

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by the constant and immethodical usage of these networks, their negative consequences and destructive cultural changes within the domain of values and social orders have brought about worry in families and other social organizations. Specifically, it has provoked the emergence of a new style in familial communication and social interactions and new concepts such as virtual family have been created using this virtual life style.

Importing smart cell phones to Iran has led to cheap and easy access to the Internet service rather than past. Having less social responsibilities, teenagers have more opportunity for using internet services and are considered as the main internet users. From one pessimistic point of view, their proximity with this technology is referred to as an essential factor for their growth and creates more opportunities for them to express their inventiveness more cooperatively. On the other hand, this proximity will allow them to promote individualism values, losing social interactions, undermining the social assets and enhancing the violation and wrong values.

Since teenagers are about to enter to society and consequently are in contact and interaction with official and unofficial environments, the issue of violence has considerable importance among this age classification. Therefore, the concept of social networks will provoke them to learn violent behaviors, as many believe that it initiation is from these ages.

Theoretical framework

The concept of globalization has gained extensive usage in commercial policies and media during last recent years. Globalization emerges from the combination of economic, cultural and political factors. On top of them the development of communication and information technology has rapidly intensified and enhanced people's interaction around the world and brought about globalization. Generally, globalization is the process of development from complicated communication between communities, cultures, organizations and individuals throughout the world.

Nowadays, communications have brought about considerable fundamental changes in traditional societies.

Communication revolution, especially internet and its related facilities has granted new dimensions to the globalization, changed location and time atmosphere, approximated time and location to zero and intensified the concept of time. Internet doesn't have same role in all countries. This difference somehow results from the difference in internet access. The concept of technology impact implicitly suggests that the more a certain technology is used the more impact it would have.

Miller believes that electronic communication of the society adds a new range of interaction frameworks to certain traditions and rituals which are deprived of real world interactions or

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physical presence; however, it provides new challenges and opportunities in order to represent themselves in modern world. Nowadays, communications along with globalization have gained vast usage in issues related to commercial policy and media during last recent years. Globalization emerges from combination of political, cultural, economic and social factors. Globalization is the process of development from complicated communication between communities, cultures, organizations and individuals throughout the world.

Cultural characteristics have absolutely close relation with society's general development pattern.

The emergence of communication occurs in electronic information networks and influences human's behavior all around the world .

Nowadays, numerous forms of normal social and daily interactions could be performed online. However, lack of consensus exists regarding the issue whether the users' ability in managing personal and professional life through internet has positive effect on entire society, local environment or individual's health. Those believe that internet tools have negative effects, argue that these tools could lead to improve fake societies (not real).

Others argue that internet would separate individuals from their families and friends and makes them isolated. On the other hand, there are certain individuals arguing that internet tools are useful for society. They believe that internet has the ability to circulate beliefs and deliver them to and extensive range of interlocutors.

Technology development and introducing various mass communication devices among families have impacted families' social values and brought about changes in young generation's behaviors and speech. One of the main technologies in this case is easy internet access. It has its pros and cons. Social values are considered as the most fundamental elements of social system bringing about decay or balance for the society.

Social space extension, publicizing numerous certain issues and intertwining the world cause that today's teenagers and adults face with problems and obstacles in choosing coherent and unique identities. Therefore, what can be seen is not the constant and smooth transition of identity from one generation to another, but also we witness an identity crisis or identity reconstruction. Propagation of modern information technologies among societies is influential without the people's life style. Consequently, the Iranian youth behavioral model is affected by the rapid propagation of culture and other western nations.

There is no agreement about what is so called violation and what type of behaviors it accounts for in different societies. The term of "Violation" is influenced by clichés and values and is often the result of judgments based on observers' condition of a certain behavior (22).

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A violent act comprises damage and destruction to a human or non-human. Given explained issues, it should be noted that violent has two main dimensions: firstly, Physical violent or damage and secondly symbolic violent which is verbal leading to the spiritual and emotional damage of the victim (13).

Bendora considers learning process inseparable of society. According to him, entering to the society is contemplated as the initiation phase of learning through observation. One of the key points of this theory is the presence in the society. The behavioral, verbal and media violence will be internalized in an individual's mind. Having contacts with social issues, colleagues, friends and family and etc are regarded as knowledge learned through observation. The social learning theory is not necessarily converted to a behavior, but it is initially placed in an individual perception and forms the mental model. It is then converted to a behavior in a proper moment. In other words, firstly individual's worldview and perception is formed on which base the behaviors are made up. One of the various types of learning is symbolic learning occurring through images, books and media. During recent years, using videos and images has increased as a result of digital technology improvement. Therefore, the level of face-to-face and direct interactions decreased. The role of media in social learning and interactions has become remarkable. Medias carry messages for mind embedded implicitly and explicitly in one's mind forming the worldview as well. Moreover, according to Ourenson public media are considered as factors disseminating violence. However, it is clear that media could lead to violence if all the violence and aggression contexts will be provided.

In 21st century, the effect and remarks of mass communication devices could be traced everywhere. The modern technology along with evolutions brought about in media domain, has changed drastically the various cultural factors.

Extensive emergence and penetration of this social phenomenon has been so accelerating that it is necessary to examine it in terms of various sociology and media theories in all existing components and dimensions. Notwithstanding all the researches done on cell phones and social networks, it can be stated that it is essential to perform a new investigation on the emerging phenomenon of social network and cell phones, since it leads to discover new opportunities and threats which doesn't exist in previous studies due to the different application and usage of cell phones and social networks.

Virtual space is a novel phenomenon which is effective in forming certain new concepts. This phenomenon takes new form by combining with certain social factors such as social situation, individual and social needs. The social environment has been emerged of novel technologies, especially internet and virtual space known as a part of social reality of contemporary era. Nowadays, a considerable

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proportion of humans' social interaction takes place in emerging virtual space. Virtual space has granted new potentials and capacities for human beings which is unprecedented in human's history. Several facilities created by media such as internet, expose permanently young generation to new stimulus, thereby gets acquainted with different types of behaviors.

Within every periods of life, an individual seeks an identity by which introduces him/her self to others. Given the fact teenagers spend a significant portion of their time on internet; this concept could be influential in their diverse identity dimensions. The concept of violence existed throughout the history, however, given the social changes and emerging the novel internet media, various computer games it has gained a new form. In recent years, social damages and violence recognition require examining all the long term factors having close relation with different social life aspects. As the social changes occur faster than past and take miscellaneous and special forms, this domain gains special importance.

Theories related to media and virtual space

Rabert Patnam

Patnam believes that although internet removes communication obstacles and creates new networks for new relations, he is pessimist about its impacts. He argues that internet based relations are accidental and deteriorates the feedbacks brought about by face-to-face relations. Internet improves the fraudulence probability. Those who uses internet tend to join a small group of people who have similar thoughts and interest. They show no tolerance against who have different thoughts. Internet offers a huge amount of opportunity for persona, negative and immobile leisures

According to Patnam the lack of equality in accessing virtual space provoke racial discrimination. Moreover, lack of social publication in virtual relation will prohibit all types of cooperation and confidence brought about by this cooperation, especially in unfamiliar cases. Therefore, Patnam believes that fraudulence and negative critics are more prevalent in indirect virtual relation as more misunderstandings happen.

Society intends to extend online communities and democratic and free speech, by providing a meeting point for individual with common interests and removing time and location constraints. Additionally, online interactions increase face-to-face communication and promote the tendency towards nonlocal relations by machines, airplanes, telephones and computer networks. This phenomenon has augmented online and offline relation and offers opportunities to have contact with friends and relatives, thereby enhances relations through more contacts.

Using this phenomenon people could exchange music, movies and images as well as fixing meeting and phone calls with each other. They can also organizational cooperation by facilitating the information streaming. As there

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is abundance of information, the easiness of using research and information engines could provide appropriate information for users in organizations and administrations. Hence, it can be stated that internet enhances social equity, only if it is used considering social commitment in inter personal and organization offline relations.

Beside this optimistic view, there is another approach which is not such optimist regarding internet's effects. According to him, presence in this context is similar to discussions regarding the capacity of internet to create virtual public domain, due to close relation. Stanley and Video (2004) argue that internet could deviate individuals from their real functions in society, since the face-to-face interactions and phone calls obtain lower priority in online transactions. In online relations, the probability and possibility of friendship coherence is weaker than offline relations. Internet could deviate individuals' attention from necessary physical environment while they are online. Certain authors have considered internet effect as similar as Television's impact in North America. They believe that Television has same effectiveness as Internet in a manner which decreases the familial-social interactions in off-home social and political movements. However, it has no specific similarity with internet in terms of interaction.

Anthony Giddens

The concept of rethinking of Anthony Giddens: Rethinking development is one of the main factors in modern world. In social life, rethinking consists of this reality that the social performances are continuously reevaluated and rectified through new information spectrum. Therefore, it transforms their characteristics fundamentally. Nezam Bahrami (2009) states about the role of mass communication media on modernity rethinking. In today modern era, the impact and penetration of remote events and closer ones become increasingly common and all the mass communication media whether written or electronic virtually play an effective role in this case. Written experiences always have stable effects on our personal identity as well as social relations fundamental structures. In terms of mass communication, especially electronic communication, the interference and development of personal identity and social systems are increasingly felt.

According to Giddens: Beliefs regarding to internet effects on social reciprocal actions come in two general categories. On one side are interpreters who consider internet as the support of modern electronic relations, improving or completing current face-to-face interactions. Individuals could be in contact with their friends and relatives using internet while on trip. This makes separation and distance more tolerable. Internet provides forming modern relations and formalities. Anonymous users of social networks could meet each other in chat rooms and discuss

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about their favorite subjects. These virtual relations could sometimes lead to real friendships and even real meetings. Researchers considering internet as a positive add-ins to human interactions, argue that internet has provoked the extension and productivity people's social networks (19).

Certain sociologists fear that internet technology development could to social isolation. Based on their argument, one of impacts of accessing to internet is that, people spend less of their useful moments with relatives or friends. Internet occupies the home life by distorting the borders between work and home.

Paul Virilio's theoretical approach

One French theorist ignores all positive aspects of communication technology and states that overdevelopment of these technologies has led to emerge nonhuman cultures. According to him, the problem with individuals seeking new media is that, the new situation will result in more inquietude for remote people rather than closer ones. Based on his theory, the impact of new communication technologies on human's senses is negative. These communication media changes and distorts our common perception of reality fundamentally. In this case, Virilio forms an important link between technology and communication, war and speed. Exaggeration is considered as the main aspect of modernity and dominance of technology fundamentalism. It seems that the emergence of new communication media has been deviated from its real meaning based on this description and they have been formed based on the development of western modernity. Criticizing post modernism Marxism, this theorist knows himself as "pro reputation". The speed of modern communication in this case has certain consequences:

As the speed of thought could deteriorate the possibility of views exchanges, the ideas related to the possibility of using technology in order to promote the democracy are all proof wrong. Technology brings about cultural speed in which communications are used to make people's reactions conditional.

Secondly, global extension of information and cyber communications create the concept of updated cyber civilian. Removing material relation between far and close will make humans understand the very reality, so they could strengthen their real physical relations whether individual or group. This society will be divided in two distinctive timings: absolute and relative time. The basic gap exists between people living in real time whom speed has the main role in their cultural, social and economic activities and those living in real places and become increasingly poor.

Fourthly, reality has a certain part in real time by which information is concentrated more than ever. This process along with reality replacement implies that we pay decreasingly less attention to bioecological perspective supporting all forms of living. This can be

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considered as a collapse could make us distant from world and enter in to the world of technology and computer's imagination. The perspective of the reality would deteriorate a global homeland rather than granting it. Fifth, the global extension of technology will provide the real time of forming a new level beside it in which we always have a feeling permanent control over or our life.

Finally, the modernization of technology comes along with penetration in to the innermost part of human's body. The development of Genetic engineering and the possibility of technological transplantation of member to human's body have increased this probability that it would not be too far to design human's body and spirit. Based on this concept, human being is afraid that the biological pulse of human's body will so get accelerated that could adapt itself with daily life timing of technology. It is possible that one day, today human being will be kept in museum so he can receive more information faster than any other period, however, he would be deprived of interpreting the meaning of the world.

Effective factors on violence effectiveness

Gender

Vard Gaily(1993) examined the relation between gender and computer games. Computer games have diverse impacts on girls and boys. It implies that the main context of computer games would not affect boys and girls equally.

In a project run by Cooper and Mckoy(1986), 44 girls and boys attending fourth and fifth grade of elementary school were selected. Those kids were randomly divided into four groups. The first group plays aggressive computer games and the second one was chosen as the observer of violent games. The third one dealt with games with less violence. This investigation indicates that the girls were faced with significant behavioral differences after either playing or observing violent games. Another point was that, in neither groups, boys showed no certain differences after either playing or observing violent games. They just get acquainted with such games and express their feelings while observing the violent scenes of the games.

Age

In most of the investigations in which age variable has been considered, the participants were classified based on educational level (elementary, high school).

Based on Grifth's research (1999), playing violent games has almost same effect on both young and old players. The question is about the way in which the violence is expressed, implying that there is a relation between the aggressive behavior of kids and the violence offered in computer games and as a result kids tend to represent these violent behaviors while playing with their peers.

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However, the results regarding the investigations performed on adult players indicate that violent computer games will provoke violence in this group as well. By contrast, the manner and amount of violent state in this group is not physical and will be expressed by resistance against tests and providing improper answers to researchers. Griffith considers kids and adults awareness and capability as well as their obedience power from social orders as the preventive factor in their physical violence.

Economic-Social base

Sneed and Ronco (2001) concluded that individuals expressing excitation and nervous feelings as well as certain ones considered as violent, stated the definite theory following the game. As there is a negative and significant relation between education level and behavioral violence following playing aggressive computer games. It implies that, increased educational level will decrease the amount of violence expressed. In fact, the more an individual has educational level, the more awareness and behavioral control they have. However, the others did not obtain similar results and most of the researches indicate that the educational level would not pose a significant effectiveness among individuals and it is just a trifle influential in the way of expressing violence.

Personality characteristics

Snid (2001) concludes that individual with stable personality would not be affected by computer games. A research was performed with 92 young boys and 15 young girls and average age of 14 with 20 minutes of playing a game. Following the game, 77 of those participants expressed the same level of violence as before the game. 22 participants expressed a double-fold level of violence, and participants felt calmer. All the teenagers were completely examined in terms of personality before game. As it was observed, participants having more stable personality were less affected and experienced excitation and nervousness. However, certain of those considered violent before game felt relatively calm following the game.

Research Background

(24) in an article titled the examination of effective factors on view regarding the violence among young boys, concluded that the virtual space could provoke social violence among teenagers. Moreover, reached to a significant relation between violence and violent programs in media in their thesis. Given the importance of this research subject, foreigner authors such as, examine the university students' interaction with social media. The findings of this study indicate that social media have an important role in creating cooperation leading to extend virtual communities all around the world.

Methodology

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This is a descriptive research (correlation), in which the relation between variables is analyzed with each other based on the research. The clustering sampling method is used in this research. Subsequently, the questionnaires were randomly distributed. In order to determine the sample size, the Cochran sample size estimation formula was used. The relation between this part and the theoretical framework is that, to what extent and till when the amount of using virtual space affects individual's violence. The public and non-public high schools were selected as the statistics population. In this study, SPSS software was used to analyze the collected data along with descriptive and inference statistics. At the end of this part of the research, the confidence and reliability of data will be evaluated.

Research Findings

According to collected data in participants' educational level of these researches, the descriptive data indicate that out of 383 selected students, 100 in 9th grade, 13 students in 11th grade, 83 in 12th grade and 128 were in 8th grade. Additionally, regarding gender it can be stated that out of 383 participants, 195 were male and 188 were female. Table1 explains the impact exported by each of the prediction variables. The second column was determined as the standard in order to examine the prediction and dependent variables. Virtual identity and social base variables are considered as the most effective. Given the standardized Beta level, it can be said that a change in standard deviation in virtual identity variable could lead to a 0.328 percent change of standard deviation in social violence reproduction. In other words, the more virtual identity of internet users' personality increases the more social violence reproduction we have. The obtained Beta amount of social and economic base variable indicate that a change occurred in standard deviation of income variable provokes a change of 0.154 in social violence reproduction variable. In other words, there is an inverse relation between social and economic variables.

Discussion and Conclusion

Given the research hypothesis, the relation between virtual identity and virtual networks and social violence reproduction indicates that there is a significant relation between these variables. Indeed, the result of correlation test was consistent with the relation between these two variables. Given the results of multiple regression tests, the virtual identity is one the most influential variables leading to social violence reproduction. IT could also predict 0.328 of social violence reproduction changes. According to Anthony Giddens' theoretical approach regarding the impact of internet on personal identity and violence of written or electronic mass communication media, this concept has certain effects on personal identity stability as well as social relations basic structures.

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The results obtained from this research shows that, using internet as well virtual space influence on individuals' identity which provokes forming a kind of virtual identity in individuals leading even to violence expression.

Therefore, it can be said that, using virtual space could lead to social violence reproduction only if it is accompanied by other variables such as low social and economic base. Mere usage of virtual network would not lead to forming aggressive personality. Persistent watching violent images could lead to emerge violent behaviors. According to Elias, violence existed from past, however, its forms have changed. According to results obtained from questionnaires among teenagers, most of them express violent acts and behaviors. The other reason regarding this claim is probably lack of awareness of their behaviors. The results show that, verbal and non-verbal violence are spreading gradually in society.

The results regarding this study were based on (24) and, (21)

Research Obstacles

Some of the limitations of this study are listed below:

Finding research background due to this fact that the studied subject is new.

Low statistical population in order to understand the research process.

Abstract nature of the research subject and converting it to a real one.

Time taking procedure of the research.

Research Suggestions

An investigation into the status of using virtual networks and its relation with social damages among boys and girls

Examination the effective factors on online violence among Iranian teenagers

Examination the effect of virtual network on decreased social communication

Examination the effect of virtual networks on students' educational lowering

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None

Conflict of interest

There is no conflict of interest for the authors of this article.

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Tables and Charts:

Table 1. explains the impact exported by each of the prediction variables.

Entered Variables	Standardized coefficients	T Level	Significance level
Violence	-	9/4	0
Virtual Identity	0.328	6/9	0
Social and economic base	-0.154	-3/2	0.001

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