

VIRTUAL ENVIRONMENT AS A SPACE FOR SOCIALIZATION OF MODERN YOUNG PEOPLE

Кравцова В.С.

*Белорусский государственный университет информатики и радиоэлектроники
г. Минск, Республика Беларусь*

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The global information space is a collection of information resources and infrastructures that make up the state and inter-state computer networks, telecommunications systems, and the public network, and other cross-border communication channels. Today the Global Internet Network is a prime example of a such virtual environment in which social, economic and political processes are actively taking place.

The impact on socialization of information space is regarded as one of the major problems of our time. Firstly, let's define what we mean by socialization. Socialization is understood as a process of formation of the personality, assimilation of social experiences during which the most common steady features of the personality are formed. Socialization acts as a process when a personality is formed to function as an integral element of society.

The new type of information and communicative space forms the new space of socialization. Young people start incorporating methods of activity, forms of behavior of virtual environment in everyday life and establish relationships with subjects and objects by means of telecommunications and network games. Even a new type of social individual has appeared — "homo virtualis", "digital natives», "Net generation", "the millenials" - a person focused on virtuality, a creator, a carrier, and a consumer of virtual culture [1].

Today new types of mass media are the most important tools which are used in formation of young generation public consciousness and shaping personal traits. The youth spends a lot of time in open spaces of the Internet and social networks. There are not only the most usual information resources that are developed in virtual environment — The Internet, on-line radio and television, electronic magazines and newspapers, but also inseparable elements of new urban journalism — streaming videos, blogosphere, wiki environment. In virtual environment, anyone can become a source of information, create his or her own information resource: a blog, a website, or a wiki article. Really, the virtual environment is the space of social interaction. It is a place for virtual free-thinking and freedom of speech, and everyone wants to impose his opinion to other person.

Considering the Internet as a socialization factor, it must be kept in mind that direct object of its influence is the consciousness and behavior of big groups of the people.

The Internet takes more and more place in human life. There is an illusion of uninterrupted interaction, absence of psychological barriers and limitless interactions without a clear purpose. The possibility to build a virtual world according to the laws of reality, makes it extremely attractive and "dependence on virtuality" begins to form. The virtual environment, due to its dynamism, brightness, information saturation and variability, freedom of action and speech, easily "captures and immerses" representatives of the younger generation in a special event-driven world created by computers and telecommunications. After all, the youth has transformations in thinking and speech, in perception of world around and people as at the most active users the consciousness is broken, and the accurate side between the real and virtual world is erased [2].

Virtual reality leads to the transformation of the usual way of socialization of young people. The problem of the influence the virtual environment has on the process of socialization of young people becomes interdisciplinary and should be considered from the point of view of different fields of knowledge. The influence of social networks and virtual environment hasn't fully been investigated yet but now allows to speak about their exclusive role in formation of consciousness of youth, motives of her behavior, valuable orientations, lifestyle, a choice of the purpose and the ways of its realization accompanying socialization process.

Therefore, at this stage of development of our modern information society, it is an urgent task to carry out preventive work in this environment, including communication training, personal growth trainings, self-confidence trainings, youth forums. It is important to raise awareness about the consequences and dangers of excessive activity in the global information space.

References:

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