

**Social planning and addressing the social and psychological problems of
university youth using virtual communities**

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Abstract:

The problem of study was determined by the following question: What are the social and psychological problems of university youth as members of virtual communities? The research importance was due to the increase in the number of members of virtual societies, and the study aimed to identify the social and psychological problems of young university members virtual members of the and to come up with a proposed planning vision to address the social and psychological problems of university youth member virtual communities, and the study questions were what are the social problems of university youth member of the virtual communities? What are the psychological problems of university youth as a virtual community member? What is the proposed planning vision to address the social and psychological problems of university youth as a virtual community member? The type of study descriptive and its methodology social survey sample, and the sample was 176 university youth members of virtual communities, and the study achieved its objectives and answered its questions and reached its proposed planning picture, and recommends the study to invest the free time of university youth, and recognize the social and psychological problems resulting from the use of virtual communities, and advice to retire the default sites annoying, and deal with virtual communities useful only, and scientific methods in confronting and solving social and psychological problems resulting from the use of virtual sites And family cooperation in solving problems arising from virtual communities.

Keywords:

Social planning - social problems - psychological problems - virtual societies - university youth.

First, the research problem:

Virtual societies include many individuals to communicate and interact with others, and there is no doubt that the content of the virtual society has an impact on its members, and the world is witnessing a great scientific and technological revolution characterized by knowledge, information and rapid communication, and developed means of transportation, analysis, preservation and retrieval of knowledge and information, and the emergence of the information and communication revolution, and the introduction of new software and technologies, and the expansion of global information networks has led to the emergence of what defines the global economy of information (Ramzi Ahmed, 2005, 137), in the modern era, the circle of information and communication between different societies has expanded and interests have been intertwined and strong because of advanced technology (Talaat Mustafa, 2001, 239), and interactive online chat sites: it is a link between the most web subscribers and covers a wide range of topics related to a specific area, and has evolved into a whole virtual community (Majid Salem, 2008, 64).

The united nations have been able to provide the necessary resources to meet the challenges of the future (Sana Mohammed, 2011, 4315).

Facebook is one of the most popular social networks and one of the most important virtual communities that has emerged which brings together millions of subscribers from different countries of the world, and Facebook is a virtual world that allows all forms of communication, as well as Facebook provides the opportunity to participate in many virtual groups whose members meet on an idea or a common goal, and Twitter also a social network whose users can interact with others, and other virtual sites (Hussein Shafiq, 210, 2018).

Many reports have pointed out the importance of the Internet and its impact, as stated in a report of the Center for Support and Decision-Making of the Egyptian Council entitled "Electronic Media in Egypt - Reality and Challenges (2010) where he pointed out that electronic media is the media of the future, as the electronic media proved in its few years that it is more and faster to reach the masses than traditional media, as it is a revolution in the field of interaction with the public through Facebook sites, blogs, utopias and comments

of readers in news sites. The report also pointed out that Egypt came in first place in the Arab world and 23rd in 2010 in terms of access to Facebook sites, and second place in the Arab in access to YouTube sites, as the Egyptian blogs account for 30% of the total Arab blogs, and the number of Egyptian newspapers and magazines printed that have electronic copies on the internet 63 newspapers accounted for 40% of the total Egyptian newspapers The number of Egyptian channels that have websites on the Internet 3 Egyptian channels, as well as the number of Egyptian radio stations that have been proven to be sent on the Internet 33 radio stations by 91% (Support and Decision-Making Center, 2011, 3), and in another report of the Center for Support and Decision-Making entitled (From the Internet to The Liberation - January 25 from Facebook and Twitter 2011) indicated that about 7.5% of all Egyptian youth and young people use the Internet The percentage of male internet users increases to 11% while the percentage of females decreases by about 3.9%, and urban provinces are considered the most used internet, and the number of hours spent by young people and Egyptian son on the internet about 13.3 hours per week, and The Twitter site occupies 26th place in the preference of Egyptians, and the official page of the Supreme Council of the Armed Forces is the most official government page following on Facebook where the number of follow-up sets 860,000 followers (Center for Support and Decision-Making, 2011,3).

The National Center for Youth Research at King Saud University stressed that the excessive use of social media sites has multiple psychological and social repercussions, including increased anxiety, depression, desire for isolation and inability to communicate realistically with others, especially if the user of social networking sites is keen to follow current events dominated by conflicts and disorders, and make the individual unable to be independent in his thinking and decisions he is always trying to know the opinions and comments of the participants, which affects the formation of his personality and disorder, The center stressed that there is a lack of interest in the phenomenon of addiction to access to social networking sites in Saudi Arabia and that the use of social networking sites of new behaviors that have spread significantly in Saudi society while studies and research around them are few due to their importance and impact on the personality of children and family and society. Hence the importance of the current study, especially in the Saudi environment, which addresses this topic to determine the nature of the

relationship between the use of social networks and communication skills and psychological unity and its impact on them (Al Rai, 2012).

This was confirmed by the study "Marwa Nabil Sweelm & Others" (2005) which aimed to identify the positive and negative uses of the Internet, and study the reality of the Internet in both the Arab world and Egypt, the study concluded to the focus of Egyptian youth on the entertainment aspect in the use of the Internet, and the volume of use between males and females, and the preference of Arab websites over foreign, and recommended the need to enact a law for the Internet in Egypt and form a committee to review the scientific and religion of this network. In addition, Arab websites in the scientific and cultural fields need to be intensified to change the pattern of youth using the Internet (Marwa Nabil, 2011,230).

Young people also suffer from multiple problems of leisure time, which is a necessary requirement imposed by the requirements of investing their energies and therefore the need to fill their free time constructively and better because this helps to relieve social pressures and repressed emotions, all of which are factors of concern, tension and suffering (Mohammed Yasser, 2011, 131), and the 2001 Study of Eisenbesh Janther Eysebach gunther2001 entitled Virtual Communities and Electronic Support Groups related to online peer interactions, I aimed to conduct a systematic review of the impact of peer-to-peer online interactions in the context of virtual communities and electronic support groups related to virtual communities, then use measures of depression and social support, and most studies did not show any effect and found the lack of strong evidence to avenge consumer-run virtual communities, partly because most communities are evaluated with more complex interventions or partnership with workers (Eysebach guntherr 1166-1170, Kinnevy Susan, Enosh 2002 study entitled Problems in the Study of Virtual Societies found that the daily interactions of peace activists in the virtual community help to highlight the problems and promises inherent in research on virtual communities, and highlighted the importance of focusing on design and normative in the context of virtual society (Kinnevy Susan,2002, 119-134) , the study of Carlos Flavian, Miguel guinaliu, 2005, entitled Effects of virtual communities on the strategy of online distribution, and aimed to present the virtual society as a strategy that will increase the chances of success in distributing products via the Internet through theoretical analysis of the virtual society and the

study reached results, the most important of which is the focus in the future on conducting a quantitative assessment of the impact of the virtual society, as well as a comprehensive assessment of the impact of society in different sectors where there is a need for this. (CarlosFlavian,2005,405), Irina Patina's 2008 study entitled The Role of Virtual Communities as Mentoring Groups, Where I aimed to the virtual communities are groups selected on a self-selected basis of individuals in order to participate in computer interactions and common goals or interests as governed by common customs and values and serve and meet those individual and common needs, and in this context the study aimed to test the model of social impact of those virtual communities on individuals, guided by the theory of satisfaction and uses, and the study found that the influence of virtual communities emerged through its social mechanism and the development of interactive sites that support the establishment of the relationship and the possibility of sharing views between members each other (Iryna Pentina,2008), and Adrian Bodman's Study of Budiman Adrian M. 2008 entitled Virtual Societies Study of Online Community Interactions, where it aimed to achieve a better understanding of the virtual communities that have been formed and continued over the Internet, The study found a set of results: there are six motives for participation in virtual societies: availability, escape, alternative identity, social perception, entertainment, written communication, and that there are three problems in virtual societies: trust- evaluation of electronic sources and marginalized communities (Budiman, Adrian.M,2008), and the 2009 Nermin Khader study entitled The psychological and social effects of the use of Egyptian youth for social networking sites, where the study aimed to identify the social and psychological effects of the use of young people in Egypt for social networking sites and to know the motives that led young people to use the site Of Facebook and this study found that the most important motives of using Facebook in entertainment and entertainment and creating new friendships and self-venting communication with others (Nermin Khadr , 2009).

The study of Ashraf Jalal and its title on the impact of social networks on the Internet and satellite media on the social and communication relations of the Egyptian and Qatari family aimed to identify the nature and limits of the impact created by modern media satellite channels and social sites and blogs on the nature and form of

social and communication relations within the Egyptian family compared to the Qatari family due to the fact that these means provided many opportunities for alternative media, and reached that there is a great demand on the part of young people on social networks on the Internet. The use of mobile messages socially, which has greatly affected the nature and level of social interaction within both the Egyptian and Qatari family, the more private individuals feel in the use of the computer, the more isolated they are from reality and their level of social interaction decreases, social interaction increases with the presence of father and mother and decreases in their absence whether it is a natural or psychological absence (Ashraf Jalal, 2009, 12) and also the study of Sana Hijazi , Asma Omran, 2011, entitled Virtual Society as a mechanism to meet the needs of university youth, and aimed to determine the reality of the virtual society used by young people and determine the level of meeting the virtual society for the needs of the youth of the social work college and identify the difficulties faced by young people about satisfying their needs on the virtual society and try to come up with proposed mechanisms to activate the ability of the virtual society to meet the needs of the youth of the Faculty of Social work, and one of the most important results of the study is that the level of meeting the virtual society for the needs of young people is average. The study pointed out that the most satisfying needs for those communities are social and then political needs and the study suggested that an electronic module and electronic study courses be provided that contribute to the development of the abilities of young people to use the virtual society. (Sana Hijazi, 2011, 4345) In light of the theoretical framework and previous studies, the problem of study can be formulated in the following question: What are the social and psychological problems of university youth as members of virtual communities? What is the proposed planning vision to address the social and psychological problems of university youth as a virtual community member?

Second, the objectives of the study:

- 1- Identify social problems among university youth members of virtual communities.
- 2- Identify psychological problems among university youth members of virtual communities.

- 3- To come up with a proposed planning vision and action plan to address the social and psychological problems of university youth members of virtual communities.

Third, the importance of research:

- 1- Increasing the number of university youth members of virtual communities.
- 2- The advancement of human wealth can only be achieved by adopting plans to address the problems of technological developments.
- 3- Global interest in the telecommunications revolution in general and the virtual community in particular has increased.
- 4- The internet is widespread among members of the community in general and university youth in particular.
- 5- The number of Internet users in Egypt is increasing, with an estimated 7.5% of all Egyptian youth and youth (Center for Support and Decision-Making, 3, 2010).

Fourth, the study's questions:

1. What are the social problems of university youth members of virtual communities?
2. What are the psychological problems of university youth members of virtual communities?
3. What is the proposed planning vision and action plan to address the social and psychological problems of university youth members of virtual communities?

Research concepts:**Virtual community:**

The concept of virtual society is one of the new concepts that has emerged through technological advances and modern communications where is defined as an often informal group of people who talk and communicate using what information technology (internet- e-mail - forums) has provided for professional or cultural purposes in this society, Relationships are not necessarily synchronized and members do not exist in the same place and communication takes place without presence, and means a group of human beings with common interests, not necessarily geographical boundaries or ethnic, tribal, political or religious ties, interact through

modern means of communication and social media sites, and develop among themselves the conditions of affiliation with the community, rules of entry and exit, mechanisms of dealing, rules and ethics to be observed (www.astfa.net/srora s4\third)25.scope), including the social concept and the third aspect of technology and the (Sana Hijazi, 2011, 4345) The social aspect relates to individuals and their behaviors and social bonds, while the technological aspect relates to the establishment of the virtual society), and Howard defined the virtual community as social gatherings formed online when enough people enter public discussions long enough "with human feelings in order to form a network of personal relationships in the virtual community (Rhing old Haward,168), while Rafael knew him Jones as a virtual audience formed in the middle of space by computer, and its presence is relatively transparent and open, which allows groups and individuals to attend and contribute to interactions of the same group via computer (Bakar Mariadjieva & Andrew Feenberg,2002,186), as the virtual community is known as social gatherings that appear over the Internet formed in the light of the modern communications revolution that brings together people of common interest They communicate with each other and feel like they are in a real compound (Bassiouni Ibrahim, 2001,38), and some point out that it is a group of people who regularly deal with and have common goals on the Internet and share ideas and mutual benefits among the members of the group such as strengthening social ties and spreading information and exchange of experiences, opinions and online relationships, and also helps to transfer the rules of social relations between people in real life and create new local rules that make it easy for people to know how to behave on the Internet to belong and feel in communities, It is also a social grouping formed by individuals in different parts of the world who reach each other through computer screens, share knowledge among themselves, make friends, and these individuals share a common interest and limit their faith in the real world of interactions, but not close-ups. The virtual societies of the current research are referred to those virtual societies and the problem over the Internet with different applications in which university youth participate and interact with them and influence them and affect their social and psychological personality.

The methodological strategy of research:

1- Type of study: This study is a descriptive study aimed at determining the characteristics of a particular phenomenon or a specific situation that is predominantly specific, and relies on the collection, analysis and interpretation of facts to derive their connotations, and through this to issue generalizations on the situation or phenomenon in question, namely, the identification of social and psychological problems resulting from virtual interactions.

2- The method used: The method refers to the method that follows the approach of the researcher in order to achieve the goal of his research, and the method also refers to the way leading to the detection of the truth, and the current study uses the method of social survey in the sample.

3- The sampling plan: means the methods used by the researcher to choose a group of individuals or persons or problems that can be measured and already observed, and the sampling plan here are the university youth, and the sampling unit is the university youth, and a random sample of students was withdrawn according to 5% of the total number, and the screening framework is a list that includes all the vocabulary that makes up the university youth research community, and the sample type is a regular random sample The sample size is the optimal size of the sample, and the study tool is an electronic questionnaire form, the spatial area and the area in which the research is conducted, and the spatial field of Facebook, the human field, which is the research community and may be individuals, groups or large units, the human field of this study is represented in the 167 university youth, time area, the time in which the required data was collected from the researchers and the time area is the time taken to conduct the study.

Seventh, the results of the study:

The study achieved its objectives and answered its questions and came up with its proposed planning picture as follows:

Table (1)

the mathematical averages and standard deviations of social and psychological problems in university youth

M	The problem	Average	Standard deviation	Class	Order
1	Social	0.50	0.195	Medium	2
2	Psychological	0.60	0.147	Medium	1
The dimension as a whole		0.576	0.14	Medium	

It is clear from Table 1 that the computational average of social problems is (0.50) and the standard deviation (0.195) and these problems were ranked second. As for psychological problems, the arithmetic average was (0.60) and the standard deviation capacity (0.147) and the order of these problems was in the first order, and for the dimension as a whole the arithmetic average of social and psychological problems was (0.576) and the degree of these problems in general is average.

Table (2)

the differences between social and psychological problems among university youth

Problems	Type of problem	Average arithmetic	Standard deviation	Degrees of freedom	Calculated "T" value	Table value "T"
	Social	0.54	0.19	380	4.59	0.000
	Psychological	0.45	0.18			

Table 2 shows that there is a statistically significant relationship in the degree of social problems that university youth are members of virtual communities, with a value of 4.59, a function value at a moral level (0.05).

Table (3)

the differences in the relationship between social problems and the gender variable for university youth

The problem	Camp	Average arithmetic	Standard deviation	Degrees of freedom	Calculated T value	Table value
Social	Said	0.64	0.14	380	3.55	0.000
	A female.	0.58	0.14			

It is clear from table (3) that there is a statistically significant relationship in the degree of social problems faced by university youth members of virtual societies, according to the type variable, with a value of t (3.55), a statistically significant value at the level (0.05), and also from the table that the mathematical averages of the social problems suffered by males were (0.64) and higher than the averages suffered by females where they were (0.58).

Table (4)

Use the One-way ANOVA test

The problem	Source of variance	Total squares	Degrees of freedom	Average squares	Calculated T value	Table value
The problem	Social	.0670	2	0.034	1.6	0.2
	Psychological	7.891	379	0.021		
	Total	7.958	381			

It is clear from table 4 that there is no statistically significant correlation in the degree of problems faced by university members in virtual communities according to the variable type of problems, with a value of "T"(1.6), which is not statistically significant at the level (0.05).

The proposed planning scenario:

First, the theoretical data on which the proposed scenario is based:

The theoretical framework is:

1. The results of the current study.
2. Theoretical framework.
3. Results of previous studies.
4. Readings and theoretical knowledge about the problems of virtual societies among university youth.

Second, the objectives of the proposed scenario:

This planning vision aims at social planning to address the problems of virtual communities among university youth.

Third: Identify the working group:

- Social worker.
- The college guys.
- Family.
- Information.

Fourth, the content of the conceptual framework:

Problems and how they are encountered include:

- Psychological problems.
- Social problems.

Fifth, proposals to address the problems of virtual societies:

- 1- Investing young people's free time.
- 2- Recognition of social and psychological problems.
- 3- Follow the steps to solve the problem.
- 4- Deal with only useful virtual communities.
- 5- Following scientific methods in confronting and solving problems.
- 6- Family collaboration in solving problems arising from virtual communities.
- 7- Do not use excessively for virtual communities.
- 8- Stick to the action plan while dealing with virtual communities.

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