

## Effect of Latest Technology and Social Media on Interpersonal Communication on Youth of Balochistan

Arifa Bibi<sup>\*</sup>, Sonia Bukhari<sup>†</sup>, Abdul Sami<sup>‡</sup>, Asmara Irfan<sup>§</sup> and Hira Liaquat<sup>\*\*</sup>

### Abstract

*The study focuses on social media and its effects on interpersonal communication in Baluchistan. The technology has brought significant changes and it has influence every aspect of individuals lives. The traditional means of communication is switched to different social media tools. The language and style of communication is totally changed by social media. Traditionally it was difficult to talk to elders but technology has bridge this space and now children convey their messages easily through social media. Beside its positive effects the social media has negativities as well. This study reveals that how it has influenced the lives of people of Baluchistan. The current research has been done through qualitative secondary research approach. The collection of secondary data has been done by the researcher related to the use of social media and its influence over face-to-face interaction of individuals. A research has resulted that people who own less self-esteem issues, young people and introvert people tend to get more addicted to the use of technology and social media. This addiction results into health issues involving; pain problems and lack of sleep or pain in back or neck, Individuals who suffer the issue of lower self-esteem gets benefit from the interaction of social media and through technology, for solving the self-problems.*

**Keywords:** Technology usage, Social Media, Effect of Social media on Face-To-Face interaction.

### Introduction

In the last few years, the progress in technology has reached every segment of population across the globe. The youth characterise twentieth century being in relation with the assistance of mobile phones or real-time communications. Social networks are taken into account as these

---

<sup>\*</sup> Arifa Bibi, M Phil Scholar, Department of Mass Communication, Balochistan Study Center, University of Balochistan, Quetta. Email: [arifa.hussain56@gmail.com](mailto:arifa.hussain56@gmail.com)

<sup>†</sup> Sonia Bukhari, Lecturer, Department of Media and Journalism, University of the Kohat, Pakistan

<sup>‡</sup> Abdul Sami, Ph.D Scholar, Faculty of Management, University Teknologi Malaysia. [abdulsami82@gmail.com](mailto:abdulsami82@gmail.com)

<sup>§</sup> Asmara Irfan, Ph.D Scholar, Faculty of Management, University Teknologi Malaysia.

<sup>\*\*</sup> Hira Liaquat, Lecturer, Punjab Higher Education Department, Lahore, Pakistan

sites assist individual in making connections with other individuals (Marganski & Melander, 2015). However, the advancement in the accessibility of internet and software access together with the population of youth that have grew with the help of technology has resulted into social networks which swapped by internet and with the assistance of telecommunications. In the recent times, technology is utilised by youth such as internet more than any other medium. It is utilised by individuals for communication or socialization.

In accordance with Bombari et al. (2015), with the growth of technological advancements, the enduring impact of social networking and internet over youth of the society has turned out to be more important for researchers. Any other research besides this goes unattended. Fewer skills for communication and for resolving conflicts can have negative impact over behaviour of the person. It also damages the potential to develop and maintain relationships.

Technology can impact social conduct of a person because of environment over the internet while on the other hand, it has diminished face-to-face communication. Most of the people do not make good use of different sites of internet and not refer to individuals directly. This is mainly due to the anonymity which gets fostered because of internet (Sticca et al., 2013). In such conditions, when the user is not anonymous, internet users show themselves in even better way in the domain of internet. It provides more information about individuals when compared with the one that can be provided in public. This can due to be the reason that users of internet do not feel as if other individuals are looking at their doings. The individuals may not acknowledge that what is appropriate to be shared, as other individuals may share openly.

There are few social sides that affect online comments. Internet users do not know the consequences of what is done by the users. Education of students on this subject tends to be most important as through this more of the individuals can get aware of the technology usage (Chan, 2014).

The online community tends to be friendlier. However, there is also a darker side of community, the one that acquires benefit from the users who are not much acquainted by the online environment. Through studying the conduct, the alterations in offline conduct can be highlighted. In some conditions, the community of internet deals with bullies in most developing manner. Internet bullies do not tend to assault the victims in physical way. That is why Lapidot-Lefler & Dolev-Cohen (2015) said that the surrounding is inherited in different manner. Internet bullies and social media sites can include such bullies who tend to be more identifiable in real life. Adolescents tend to be unaware or

indifferent or forget that they are anonymous in case when social sites are utilized. Mostly, the posting of comments is done online, but adolescent do not use it in suitable manner.

It is important to identify the fact that how technology affects the interaction of individuals. The study of results also tends to be significant. In case when students suffer this, then when adolescents get into the school, trials can be made for improving the social skills of the ones who look for it (Williams, 2014). For understanding the students' experience, it is most important to understand that what is going online, and in case when it is not acknowledged, then one cannot assist the users. Therefore, this research has been done for the analysis of influence of enhanced use of technology over interaction among people.

The study emphasizes Effect of latest technology and social media on interpersonal communication on the youth of Baluchistan the current research target the influence of technology's usage over face-to-face interaction. For analyzing the influence of technology's usage on social interaction, the researcher targeted to adopt secondary data collection approach. Secondary data tends to be the kind of data that has been collected by some other researcher. This kind of data tends to be cheaper and its attainment can be done at faster rate when compared with primary data.

Secondary data proves to be beneficial in development subsequent primary research. It also provides a baseline with which the comparison of other researches can be done. That is why; it is identified to be helpful in conducting a research. Along with it, secondary data helps in making improvement in the interpretation of issues. For the research which is done through secondary data, literature review plays the most important part (Glesne, 2015). In recent research, the analysis of past researches related to the use of technology has been done.

In the last few years, the progress in technology has reached every segment of population across the globe. The youth characterise twentieth century being in relation with the assistance of mobile phones or real time communications. Social networks are taken into account as these sites assist individual in making connections with other individuals (Marganski & Melander, 2015). However, the advancement in the accessibility of internet and software access together with the population of youth that have grew with the help of technology has resulted into social networks which swapped by internet and with the assistance of telecommunications. In the recent times, technology is utilised by youth such as internet more than any other medium. It is utilised by individuals for communication or socialization. Technology has changed the life of

individuals in different manners and has become the major requirement for every member of the home of three years playing games over tablet to a thirty year old man reading newspaper online. The involvement of media technologies into the society has resulted in various social alterations which have influences the individuals and also the families to become more accustomed in various manners (Lai & Gwung, 2013). You et al (2017) have described social alteration as a manner in which some modification is made in the social system. It mainly influences the social links and system of communication between individuals and families .Now individuals don't own any intimate or personal interaction with each other. Individuals have started moving the internet in a faster speed for diminishing the factor of nervousness which can be seen while initiating a new relationship. Behind all such changes, the main driving force is the social media. The social websites become a site of gossip and news for the individuals. People get connected to various such sites for gaining news or for communication. However, individuals should focus over the personal relationships that are more long lasting and trusting. In this world, the information is not only shared but is shared with more number of individuals. With the increment in the number of individuals, the communication becomes more open and causal. This results into leaving an influence over process of personal life communication (Wallace, 2015). In accordance with different researches, individuals tend to have interaction with their friends and families with the help of technology. However, such links do not prove to be long lasting as they own less stability of emotion. In a chat window, for showing feeling of sadness, sad Emoji is used. A person who writes LOL may not laugh at all. The director of Yales University's Center for Emotional Intelligence states that the important requirement of social interaction should be fulfilled. He states that children should be provided with physical touch of the parents instead of getting messages of parents. In case when a child is going through some trouble, then the smiling Emoji cannot give calm to the child (Guo et al., 2014). He also states that children who spend more time over social media lag behind the world in communication and interaction. the usage of internet decreases the pressure of environment which is experienced while making face-to-face communication. More of the material is present online which can assist a person in making communication. But this communication tends to be shallow in nature which implies that it does not develop an emotional attachment. However, interaction over social media proves to be helpful because of the reason that the other individual cannot judge or see that is said by other person and it gives a chance to review or rethink about the communication before it is passed on. In life of individuals, powerful

social bond is considered as a significant factor. The boosting of moral of individual can be done by communicating with the individual, supporting the person or through appreciating the individual. Technology has also taken over this factor. Now-a-days the use of sad smiley is made for making someone more comfortable, for the one who is in pain (Masson et al., 2016). All of this has taken over the place of strong wordings that can assist people. Individuals who suffer the issue of lower self esteem gets benefit from the interaction of social media and through technology, for solving the self problems. The documentation of mobile phones is done as a way out from the introvert individuals. Now-a-days youngsters who are more prone to the use of technology often recommends that usage of social media let individuals to feel more special and valued as they get replies and messages from the ones whom they actually resist in the actual world (Bloom et al., 2016). On contrary to this, it also results into depression, as introverts who get totally dependent over the use of technology for contacting others become more depressed when the individuals do not get response through this medium.

#### **Literature Review**

##### **Influence of technology on lives**

Technology has changed the life of individuals in different manners and has become the major requirement for every member of the home of three years playing games over tablet to a thirty-year-old man reading newspaper online. The involvement of media technologies into the society has resulted in various social alterations which have influences the individuals and also the families to become more accustomed in various manners (Lai & Gwung, 2013). You et al (2017) have described social alteration as a manner in which some modification is made in the social system. It mainly influences the social links and system of communication between individuals and families. Iachini et al. (2016) proved that reconciliation of human interaction has been done now and it is executed through mobility of few particular devices. Media technologies have done the division of individuals within one house. Due to the reason that around every individual now spends time over different resources of technology instead of interacting and spending time with one another.

In accordance with Misra et al (2016) with the growth of virtual world, people acquire the opportunity to interact with other individuals, both known and unknown in various ways. With the development in these relationships, it is becoming more interesting to gauge the predicted quality of online relationships. Because of this reason, different internet websites such as America Online (AOL) and Facebook let the individuals to get linked with different other groups. Users get busier into

the group developing activities that can work as a replacement of face-to-face groups. According to Peterson & Densley (2017) different sites of social networking which are present over the internet can be utilized for empowering present connections. That is why; they work like a bridge in between online and offline world.

In accordance with Reinecke & Treppe (2014), because of social media and online websites, decrement has also been seen in the interaction quality. Now individuals don't own any intimate or personal interaction with each other. Individuals have started moving the internet in a faster speed for diminishing the factor of nervousness which can be seen while initiating a new relationship. Behind all such changes, the main driving force is the social media. Such websites let the individuals to use them in a frequent manner. When individuals realize that they can get in touch with more of the individuals through online resources, then individuals move onto such sites for their benefits. All of such sites get more profit because of their usage. More number of individuals using them results into more monetary acquisitions. However, the basic purpose of such organizations is money, individuals never focus on this, that when to use it. The social websites become a site of gossip and news for the individuals. People get connected to various such sites for gaining news or for communication. However, individuals should focus over the personal relationships that are more long lasting and trusting.

Over past few years, an enhancement in the use of internet has been seen. This has outcome into less number of links. Such online interactions affect the emotional health of children which can then never be restored. Children have learnt interacting with people while staying behind the curve. Such individuals fail in building emotional connection with other individuals. Such individuals seem to be struggling for making and holding onto friends for longer time periods (Marganski, A. and Melander, 2015). In current year, different researches have shown that less social skills result into vicious cycle for individuals that keep on falling behind the peer, when other individuals of the age group do not make use of social media. The children in these researches seemed to have issue due to their emotions being connected with personal exchanges, despite of them being capable of having online communication.

Therefore, through current literature it can be proved that media technologies can assist and motivate social interaction and communication with household in between family members, friends and individuals. However, along with it, it can also be said that technologies also hold some negative influence over household and social interaction. It has been depicted that such influence of technologies outcomes into

technologisation of childhood (McLeod et al., 2014). This is basically an observation that refers to the children being quite different from past one. Technology drives the new society which has made it more toxicant for children (Reer & Krämer, 2017). Chen (2014) stated that there are three factors that affect children name as televisions, computers and game consoles. These refer to the risks that kids get more prone to the result of using technologies at daily basis. For instance, due to the social isolation like one child playing some game on his own, social development of the kid comes to a risk. Because of social development, the development of intellectual and imagination is even at risk. In addition to this, it has been seen that more of the children spend time staying indoor. It can majorly result into obesity. New technologies of social media have negative impact over the interaction in between individuals and family members present in a house.

Hartmann (2016) identify that in coming century, children will spend more time with their phones and laptops while staying in bedrooms. In recent year, the culture of bedroom has increased, which implies that children and young individuals spend more of their time staying at home on different websites, rather than spending time in communal space or with family. Bedrooms are now richer with young individuals. Young individuals spend all of their time in bedrooms for consumerism and individualism. It has outcome into making children' live more private (Peyroux & Franck, 2014). Children and young individuals are becoming individualized and socially excluded, due to this; they get less chance to spend time with the family. This has main affect over family communication and social interaction. There is negative connection in between passing time in bedroom and spending some time with the family members (Belk, 2013).

However on contrary to this, it can also be said the bedroom culture is giving more motivation to socially interaction with friends. Peyroux & Franck (2014) said that bedroom media proves to be influential. Through media, things cannot be shared with family only but can be shared with friends too. It has been depicted that having media within the bedroom encourages social interaction even out of family, rather than encouraging passing time with family (Belk, 2013).

The social media has created a loophole; an independency for individuals like individuals can now speak in any way. Previously, before telephone invention, there was no source for communication except for face to face interaction. Now most of the forums can be utilized for purpose of online communication without fear of rejection through any person. The freedom of doing online communication has badly influenced the communication and social skills (Nabi, 2014). For most of the

individuals, it is difficult to have interaction with others. Such individuals prefer talking with the help of SMS, internet technology or through cell phones. Individuals have become incapable to correspond to others. Individuals have now become more dependable over technological use for interaction. It can be seen that social gatherings are not even complete without the usage of social media. Individuals are seeing making updates of different happenings, take selfies and uploading them at constant rate. Individuals put different status like what they are actually doing and what they will be doing or even how they are feeling. Those individuals who fail in joining a particular function can even see the event through many resources. In short words, it can be stated, that usage of technology and social media has taken the lives of individuals to greater extent (Leung et al., 2016)

#### **Prominent Tools of Social Media**

Social media dominates the way in which individuals communicate with one another. Now-a-days people have become addicted to check the notification of instagram, snapchat or facebook rather than spending quality time with their friends and talking to their friends.

It cannot be stated that use of social media is bad, but according to a famous quote, “Excess of everything is bad”. Another factor which can be much surprising is that social media has even changed the writing abilities of individuals. As with the launch of Twitter, it was seen that Tweet can be made of no longer than 150 words (Nabi, 2014). 150 words was the maximum word limit for any Tweet. At that particular time, individuals felt reluctant in identifying that how to summarize the whole though in just 150 words, but most of the people managed to do it. This let individuals to think, that any thought can be summarized into smaller messages. Previously, a whole book used to be written about one topic, but now the whole subject or topic can be summarized into a sentence or two. Another disadvantage of social media is abbreviations or use of slang language. Chat engines have boosted it up, where individuals initiated to abbreviate different words as to write longer words seem to be hectic. Today TY can be used for the term “Thank You”, “GTG” can be used for “Got to Go” and many more like this. In short, it can be stated that these abbreviations or slang language has developed a new language for the users of internet and for addicts of social media (Leung et al., 2016)

Social media also majorly influence the language individuals use on daily basis. The word “unfriend” and “selfie” are the words that have been developed by social media. Due to the more use of different slang words which are used on social media, involving the use of gadgets,



Smartphones and tablets, our language has become technological language. Short kind of words is used in the world of technology and these words influence the language of individuals (Domahidi et al., 2014). Students mainly get influenced because of these factors, as the students get used to of using such words and eventually use them in exams too. It results into causing trouble for the students. Social media language has even gone to other stage, like previously “BRB” was used for “Be Right Back” and “LOL” for “Laughing out Loud”, now they are used with Hashtag. Twitter is basically the origin of Hashtag and it has now got spread over other networks like Instagram. In this world, the information is not only shared but is shared with more number of individuals. With the increment in the number of individuals, the communication becomes more open and causal. This results into leaving an influence over process of personal life communication (Wallace, 2015).

The ability to cater and comprehend emotions has become more important since the advancement of technology. In accordance with different researches, individuals tend to have interaction with their friends and families with the help of technology. However, such links do not prove to be long lasting as they own less stability of emotion. In a chat window, for showing feeling of sadness, sad Emoji is used. A person who writes LOL may not laugh at all. The director of Yales University’s Center for Emotional Intelligence states that the important requirement of social interaction should be fulfilled. He states that children should be provided with physical touch of the parents instead of getting messages of parents. In case when a child is going through some trouble, then the smiling Emoji cannot give calm to the child (Guo et al., 2014). He also states that children who spend more time over social media lag behind the world in communication and interaction.

### **Methodology**

This section refers to the justification and detail of methodology that has been used for conduction of research. It is significant to do the analysis of techniques, tools and procedures before utilizing them for conduction of research. The current research aims to target the influence of technology’s usage over face-to-face interaction. Therefore, this chapter refers to the approaches and methods that have been utilized for analyzing the influence of technology over interaction.

#### *Research Method Used*

The current research has been done through qualitative secondary research approach. Through qualitative research, investigators get enough able to develop good interpretation related to the subject of research. Along with it, qualitative research approach also provides a

chance to do the evaluation of question of research in more efficient way that cannot be answered through quantitative research approach (Mackey & Gass, 2015).

*Data Collection Method*

For analyzing the influence of technology's usage on social interaction, the researcher targeted to adopt secondary data collection approach. Secondary data tends to be the kind of data that has been collected by some other researcher. This kind of data tends to be cheaper and its attainment can be done at faster rate when compared with primary data. Secondary data is also termed as second hand data. In this approach of data collection, the researcher does the analysis of data that someone else had collected earlier for some other objective. Through care and diligence, the collection method of secondary data can proven to be more effective for getting better interpretation related to the problem of research (Taylor, 2015).

Secondary data proves to be beneficial in development subsequent primary research. It also provides a baseline with which the comparison of other researches can be done. That is why; it is identified to be helpful in conducting a research. In current research, the collection of secondary data has been done by the researcher related to the use of social media and its influence over face-to-face interaction of individuals (Glesne, 2015). Through secondary data, the researcher has become able to do the review and analysis of literature for getting more information. The use of secondary data is preferred as it assists in saving cost and time. Along with it, secondary data helps in making improvement in the interpretation of issues. For the research which is done through secondary data, literature review plays the most important part (Glesne, 2015). In recent research, the analysis of past researches related to the use of technology has been done.

*Sources of Secondary Data*

Collection of secondary data can be done from various resources. The current research has utilized the given resources for collecting secondary data.

**Technical Report**

These involve the work that has been done by other researchers on various projects of research. The writing of technical report is done for provision of research outcomes to researchers, governments, institutions and colleagues (Brinkmann, 2014). Various technical reports linked with the trends of use of social media sites have been used for current research.

### Scholarly Journals

Various reports of different researches or experimentations done by specialists in various fields are involved in scholarly journals. In current research, scholarly journals have been used for collection of secondary data. It has proven to enhance the validity and reliability of research.

### Literature Review Articles

The organization of articles has been done in an effective way so that it refers to a specific subject. Mainly, the specialists write and publish the literature review articles in some particular field (Flick, 2015). In literature review articles, publication through which information is acquired are listed and discussed.

### Literature Review

The current research targets mainly at the literature review. A literature review is termed as the scholarly paper, in which the current information related to the substantive outcomes and contributions is included. It is termed as the secondary source in which original or new work is not included (Hamari et al., 2014). In the literature related to academic context, the publishing of reviews is done over academic journals. These reviews tend to be different from the book reviews. In a literature review of limited scope, an inclusion of peer-reviewed article can be seen. It serves for situating the current research within the body of literature and for giving reader with the context.

### Purpose of Literature Review

Given are the major objectives of literature review, because of which it has been utilized in the recent research.

- To make a framework for the subject of research
- To analyze and determine important terminology and term
- To identify case studies, researches and models for supporting the subject of research
- To analyze the problem of research

### Inclusion/Exclusion Criteria

	<b>Included</b>	<b>Excluded</b>
<b>Time Period</b>	From 2012-2017	Below 2012
<b>Language</b>	English	Any other than English
<b>Reliability</b>	Unbiased results from researcher	Biased results from researcher
<b>Accessibility/Availability</b>	Google Scholar	Non-scholarly Journals

### Search Strategy

Google Scholar has been utilized for collection of secondary data with the help of literature review. Through Google Scholar, the researcher has got able to find different articles linked with the influence of technology on social interaction.

### **Findings**

The findings have showed that the usage of internet decreases the pressure of environment which is experienced while making face-to-face communication. There are particularly two kinds of individuals, some of the individuals prefer to make social links with the help of social sites and the other group prefers face-to-face interaction (Arora et al., 2013). More of the material is present online which can assist a person in making communication. But this communication tends to be shallow in nature which implies that it does not develop an emotional attachment. When social interactions are made individuals should take into account the words and even the body language and tone of voice that seems to be visible to the other person. However, interaction over social media proves to be helpful because of the reason that the other individual cannot judge or see that is said by other person and it gives a chance to review or rethink about the communication before it is passed on. According to Siemens (2014) This factor reduces the pressure of making face-to-face communication and this is the basic reason why most of the youngsters prefer to make online communication with the help of WhatsApp or SMS. However, a big hitch in this procedure is less use of emotions. Most of the time, misunderstanding takes place while making online communication as the recipient cannot understand the emotions of others without communicating. In life of individuals, powerful social bond is considered as a significant factor. The boosting of moral of individual can be done by communicating with the individual, supporting the person or through appreciating the individual. Technology has also taken over this factor. Now-a-days the use of sad smiley is made for making someone more comfortable, for the one who is in pain (Masson et al., 2016). All of this has taken over the place of strong wordings that can assist people. When gadgets do the replacement of individuals, the individuals get linked with the devices for getting the required outcomes. With the passage of time, these gadgets and sites have become more prior for individuals. The determination of addiction is done through the times an individual check the phone for seeing if the notification of message has been received. A research has resulted that people who own less self esteem issues, young people and introvert people tend to get more addicted to the use of technology and social media. This addiction results into health issues involving; pain problems and lack of sleep or pain in back or neck (Masson et al., 2016).

Individuals who suffer the issue of lower self esteem gets benefit from the interaction of social media and through technology, for solving the self problems. The documentation of mobile phones is done as a way out from the introvert individuals. Now-a-days youngsters who are more

prone to the use of technology often recommends that usage of social media let individuals to feel more special and valued as they get replies and messages from the ones whom they actually resist in the actual world (Bloom et al., 2016). On contrary to this, it also results into depression, as introverts who get totally dependent over the use of technology for contacting others become more depressed when the individuals do not get response through this medium.

### **Conclusion**

It has been found that cyber world interaction has negatively affected face-to-face interaction of today's people. The research is undertaken through quantitative research method. Research has depicted that now people don't have much interest in interacting with other people, both have similar age or of different ages (Savolainen, 2014). People have now shifted towards the internet in order to diminish their nervousness which they may have while starting up the relation. Behind all of these alterations, social media is the main driving force. These sites let the people to use them frequently. When people see that they can have more traffic from the ones having link with the online resource, they shift to get benefit from the situation (Bloom et al., 2016). It has been shown that 93 percent of the communication being done is non-verbal and without such cues that are used by people to decipher the message received in person, people won't be enough able to interpret what other people try to tell them. Modern society is driven through the technology which has caused childhood being more toxic. Bedrooms are now rich with media and young people spend more of their time in bedrooms for individualisation and consumerism (Andriessen et al., 2013), it has resulted into the privatisation of lives of children (Maiga et al., 2014). Individuals are now substituting the links they have with weak connections on internet for time spent with relatives and close friends (Savolainen, 2014). The facility of internet in the homes is 'negatively linked with the time which is spent with the family'. Internet and social media has brought a radical change in the way people communicate with each other by giving the opportunity to correspond with a large amount of people in limited time frame. It is with the help of social media, that we can contact hundreds of people in a single time. Social media governs the way in which entities communicate with one another. Now-a-days people have become habituated to check the notification of instagram, snapchat or facebook rather than spending quality time with their friends and talking to their friends. It cannot be stated that use of social media is bad, but according to a famous quote, "Excess of everything is bad".

**References**

- Andriessen, J., Baker, M., & Suthers, D. (Eds.). (2013). *Arguing to learn: Confronting cognitions in computer-supported collaborative learning environments* (Vol. 1). Springer Science & Business Media.
- Arora, S. K., Porter, A. L., Youtie, J., & Shapira, P. (2013). Capturing new developments in an emerging technology: an updated search strategy for identifying nanotechnology research outputs. *Scientometrics*, 95(1), 351-370.
- Bombari, D., Mast, M.S., Canadas, E. & Bachmann, M., (2015). Studying social interactions through immersive virtual environment technology: Virtues, pitfalls, and future challenges. *Frontiers in psychology*, 6.
- Belk, R. W. (2013). Extended self in a digital world. *Journal of Consumer Research*, 40(3), 477-500.
- Bloom, N., Draca, M., & Van Reenen, J. (2016). Trade induced technical change? The impact of Chinese imports on innovation, IT and productivity. *The Review of Economic Studies*, 83(1), 87-117.
- Brinkmann, S. (2014). Interview. In *Encyclopedia of Critical Psychology* (pp. 1008-1010). Springer New York.
- Chan, T.H., (2014). Facebook and its effects on users' empathic social skills and life satisfaction: a double-edged sword effect. *Cyberpsychology, Behavior, and Social Networking*, 17(5), pp.276-280.
- Chen, J. (2014, May). Discussion on the Influence of Mobile Phone on Ideological and Political Education in Universities. In *International Conference on Education, Language, Art and Intercultural Communication (ICELAIC-14)*. Atlantis Press.
- Domahidi, E., Festl, R., & Quandt, T. (2014). To dwell among gamers: Investigating the relationship between social online game use and gaming-related friendships. *Computers in Human Behavior*, 35, 107-115.
- Flick, U. (2015). *Introducing research methodology: A beginner's guide to doing a research project*. Sage.
- Glesne, C. (2015). *Becoming qualitative researchers: An introduction*. Pearson.
- Guo, Y., Li, Y., & Ito, N. (2014). How do different Internet use functions affect bridging and bonding social capital? An empirical study of the Chinese international students in Japan. *International Journal of Cyber Society and Education*, 7(1), 71.
- Hamari, J., Koivisto, J., & Sarsa, H. (2014, January). Does gamification work?--a literature review of empirical studies on gamification.

- In *System Sciences (HICSS), 2014 47th Hawaii International Conference on* (pp. 3025-3034). IEEE.
- Hartmann, T. (2016). PARASOCIAL INTERACTION, PARASOCIAL RELATIONSHIPS, AND WELLBEING. *The Routledge Handbook of Media Use and Well-Being: International Perspectives on Theory and Research on Positive Media Effects*.
- Iachini, T., Coello, Y., Frassinetti, F., Senese, V.P., Galante, F. & Ruggiero, G., (2016). Peripersonal and interpersonal space in virtual and real environments: Effects of gender and age. *Journal of Environmental Psychology, 45*, pp.154-164.
- Lai, C.H. & Gwung, H.L., (2013). The effect of gender and Internet usage on physical and cyber interpersonal relationships. *Computers & Education, 69*, pp.303-309.
- Lapidot-Lefler, N. & Dolev-Cohen, M., (2015). Comparing cyberbullying and school bullying among school students: Prevalence, gender, and grade level differences. *Social psychology of education, 18*(1), pp.1-16.
- Leung, Z. C., Wong, S. S., Lit, S. W., Chan, C., Cheung, F., & Wong, P. L. (2016). Cyber youth work in Hong Kong: Specific and yet the same. *International Social Work, 0020872815603784*.
- Maiga, A. S., Nilsson, A., & Jacobs, F. A. (2014). Assessing the interaction effect of cost control systems and information technology integration on manufacturing plant financial performance. *The British Accounting Review, 46*(1), 77-90.
- Masson, A. L., Klop, T., & Osseweijer, P. (2016). An analysis of the impact of student–scientist interaction in a technology design activity, using the expectancy-value model of achievement related choice. *International Journal of Technology and Design Education, 26*(1), 81-104.
- Mackey, A., & Gass, S. M. (2015). *Second language research: Methodology and design*. Routledge.
- Marganski, A. & Melander, L., (2015). Intimate partner violence victimization in the cyber and real world: examining the extent of cyber aggression experiences and its association with in-person dating violence. *Journal of interpersonal violence, p.0886260515614283*.
- McLeod, P. L., Liu, Y. C., & Axline, J. E. (2014). When your Second Life comes knocking: Effects of personality on changes to real life from virtual world experiences. *Computers in Human Behavior, 39*, 59-70

- Misra, S., Cheng, L., Genevie, J. & Yuan, M., (2016). The iPhone effect: the quality of in-person social interactions in the presence of mobile devices. *Environment and Behavior*, 48(2), pp.275-298.
- Nabi, R. L. (2014). Emotion, media, and our social world. *Media and social life*. Nova Iorque: Routledge, 3-15.
- Peterson, J. & Densley, J., (2017). Cyber violence: What do we know and where do we go from here?. *Aggression and Violent Behavior*.
- Peyroux, E., & Franck, N. (2014). RC2S: a cognitive remediation program to improve social cognition in schizophrenia and related disorders. *Frontiers in human neuroscience*, 8.
- Reer, F., & Krämer, N. C. (2017). The Connection Between Introversion/Extraversion and Social Capital Outcomes of Playing World of Warcraft. *Cyberpsychology, Behavior, and Social Networking*, 20(2), 97-103.
- Reinecke, L., & Trepte, S. (2014). Authenticity and well-being on social network sites: A two-wave longitudinal study on the effects of online authenticity and the positivity bias in SNS communication. *Computers in Human Behavior*, 30, 95-102.
- Savolainen, T. (2014). Trust-building in e-leadership: A case study of leaders' challenges and skills in technology-mediated interaction. *Journal of Global Business Issues*, 8(2), 45.
- Siemens, G. (2014). Connectivism: A learning theory for the digital age.
- Sticca, F., Ruggieri, S., Alsaker, F. & Perren, S., (2013). Longitudinal risk factors for cyberbullying in adolescence. *Journal of community & applied social psychology*, 23(1), pp.52-67.
- Taylor, S. J., Bogdan, R., & DeVault, M. (2015). *Introduction to qualitative research methods: A guidebook and resource*. John Wiley & Sons .
- Wallace, P. (2015). *The psychology of the Internet*. Cambridge University Press.
- Williams, D.A., 2014. *Young Adult Internet Usage and Aggression: In-vivo Aggression in the Era of Cyberbullies*. Pace University.
- You, S., Kim, E. & Lee, D., (2017). Virtually real: exploring avatar identification in game addiction among massively multiplayer online role-playing games (MMORPG) players. *Games and Culture*, 12(1), pp.56-71.