

The Virtual Self in Light of The Psychovirtual Approach

By

Benchedda Malika

University of Oran 2 Mohamed Ben Ahmed (Algeria)

Correspondence Author-Mail: benchedda.malika@univ-oran2.dz

Meherzi Malika

University of Oran 2 Mohamed Ben Ahmed (Algeria)

Boutaani Farid

University of Tamanghasset (Algeria)

Received: 03 May 2023; Accepted: 16 July 2023; Published: 08 August 2023

Abstract

Due to children, teenagers, and young adults' excessive use of social networking sites, communication channels declined, social connections and family ties broke down, and our concerns and problems grew. As a result, all concepts related to our lives, including our perception of ourselves, changed from human nature to the virtual form that it recreated from its virtual world. This eventually became its exclusive preoccupation as well as addiction. Given the frequency of our interaction with the virtual world and the magnitude of its effects on the family and society, it became imperative to conduct a study that would demonstrate the reality of the shift that took place in our perception of our selves, which has become virtual.

Keywords: The virtual self; the psycho-virtual approach; the interaction; the influence.

Introduction

Everyone has become aware of the changes that the internet and social media have brought about in our family life. As a result of the destruction of the relationship between children and parents, children have rebelled, parents, brothers and sisters have cut ties, etc. All of the human values and conceptions we were taught as children changed as a result. Our family life turns into a virtual electronic machine and loses its sophistication and the human soul.

However, if we closely examine everything that is destroying human relationships around us, we discover that our personalities and self-concept are the first to be impacted. In light of the ebbs and flows of various cultures, including liberal and fanatical ones, we have become trapped in an ongoing loop of chaotic ideas that we extrapolate from that new virtual world on our culture, customs, and traditions. As a result, the human self becomes a virtual entity that floats in a fictional virtual world full of behavioral disturbances, cold feelings, wasted time, and therefore a lack of distinction between what is permitted and what is prohibited. What would it signify if it turned into a hypothetical world? What impact does it have on inter-family dynamics?

1. Theoretical concepts

1.1 Definition of the virtual self

According to Lisan Al-Arab, the physical body is what a person possesses, the heart contains secrets, and the self is the soul and the individual. This same thing is also its actuality. (Ibn Manzoor, 1996, 261). According to the theoretical references that addressed this topic, the idiomatic definition of the self varies from one scholar to another:

The self, according to Adler in 1935, is an organization that determines an individual's personality and worldview. This organization analyzes and gives meaning to the organism's experiences, and the self looks at experiences that will ensure the individual maintains his unique way of living. Through the interactions they have with others, they satisfactorily come to terms with who they are and help them develop positive concepts by making them feel accountable and useful to society (Al-Zaher, 2004, 21).

As per Carl Rogers, the self is the person's consciousness of his or her own existence and behavior, or it is the whole of the experiences that are attached to the first person pronoun "I," and it is gradually differentiated from the entire perceptual world (Abbas, 1996, 158).

According to Wylie 1968, the self is represented as a multifaceted structure or as a collection of several overlapping characteristics (Al-Qasim Abdullah, 2000, 330).

Consequently, the researchers view the virtual self as a cognitive organization of the person's virtual perceptions and everything linked to his overall existence in his virtual world, according to all prior definitions. One defines oneself psychologically in terms of one's own style of living.

1.2 Dimensions of the self

Psychologists have examined the self from a variety of angles, and they have claimed that it has a variety of dimensions that vary depending on the views of experts, including

William James is credited as being the first to articulately discuss how to construct the dimensions of the self. According to what he claimed, a person has multiple selves:

- The self as 'me': the one that the individual believes that it exists in reality and is termed as the perceived self.
- The self as 'I': the one that is seen by others and corresponds to what has been termed the social self.
- The social self represents everything that he possesses with others, such as family, homeland, etc.

The social self is the experiences a person has as a result of joining a group, such as his joining a certain club, religious sect, party, etc. Cooly describes the mirrored self, which is the impression of the individual as he is through reflecting that on others.

Symonds, however, believes that the self consists of the following dimensions: how the individual perceives himself, the individual's beliefs about himself, the individual's evaluation of himself, and the behavioral methods by which the individual tries to strengthen and defend himself (Al-Zaher, 2004, 54-55).

We can see from the aforementioned that the researchers concur that the three dimensions of the self are:

- The ideal self: It is the comprehensible concept of the ideal self as expressed by the person himself, and it includes the perceptions and beliefs that define the ideal image of the person as they would like to be.
- The perceived (realistic) self: It is the perceived concept of the real self as expressed by the person, and includes perceptions and beliefs that define the characteristics of the real self, as reflected in the individual's description of himself as he perceives it.
- The social self: It is the perceived concept of the social self as expressed by the person, and it includes the perceptions and beliefs that define the image that others in society think they perceive, which the individual represents through social interaction with others in society (Zahran Hamid, 2003, 183).

1.3 The dimensions of the virtual self

According to the researchers, the virtual self-dimensions are:

- The ideal virtual self: It includes the beliefs and perceptions that the individual derives from his virtual world, which defines his ideal image for himself and for the people with whom he shares his virtual world only, without taking into account all the people who surround him in his real world. This image is the one he wishes to be in harmony with his ideals and directions, as well as the ambitions and goals that he wants to achieve.
- The Perceived Virtual Self (Virtual Reality): It includes the beliefs and perceptions that an individual draws from their virtual world that he feels belong to them or distinguish them in particular, and defines for them the characteristics of the virtual self as it is in their virtual reality, through their description of themselves as perceived by one's self and those with whom he shares their virtual world only.
- The social virtual self: It includes the perceptions and beliefs that a person draws from their virtual world, which determines the image that others think of them or look at them, and who is basically their partners in their virtual world, which is formed through their opinions and interaction with them.

1.4 Stages of growth and self-formation

The self, like other parts of personality, evolves and expands during the stages of individual development, and it goes through the following stages in its formation:

1. The self-emergence stage (from birth to two years).
2. The stage of self-affirmation (from two to five years).
3. Self-expansion stage (from five to twelve years).
4. Reorganization stage (between 10-12 and 21-23 years).
5. Self-maturity stage (between 24-25 and 55-57 years).
6. The stage of continuity and stability of the self is divided into two parts:
 - The self-renewal period (from 58-60 and 75-77 years).
 - The period of self-aging (aging from 78-80 and 80-100 years) (Jean Pierre, 1999, 159-160).

2. Factors affecting self-development

2.1 Body image

It refers to a person's perception of his or her physical and physiological qualities, such as size, speed of movement, muscular coordination, and so on. The image of the body has a significant impact on the formation and development of the self, and this effect varies according to age and gender. For example, the adolescent pays more attention to the image of his body. As for the difference between the sexes, studies conducted by Gourad Secord showed that for men, large size leads to satisfaction with Self As for women, whenever the size is somewhat smaller than usual, this leads to feelings of satisfaction and comfort, with the exception of the measure of the upper half of the body.

2.2 Cognitive ability and IQ level

Personal intelligence is involved in self-development in some way; the person who is more aware of himself and his self-evaluation is more positive, and the gap between the real self and the ideal self reduces to produce a better self-image.

2.3 Social role

The social role influences the development of the self, as the individual moves within the framework of the social structure in which s/he lives, they are usually placed in patterns of different roles and behavioral expectations that others associate with the role, and Kuhn and his colleagues discovered in their studies in a test of "I" self-perception increase through social roles along with self-growth (Zahran Hamed, 2003, 288-289).

2.4 Social interaction

It aligns with other findings, including the Coombs 1969 study, which demonstrated that healthy social engagement and effective social relationships strengthen the new healthy sense of self.

2.5 Family experiences

On the one hand, the child's family experiences shape their self-concept, and on the other hand, the child sees and perceives himself in the context of these events. Unlike individuals who are subjected to rejection, ostracism, and punishment from people and parents, where they acquire a sense of insecurity and have a poor self-image, parental assessments, and family experiences have a direct and clear impact on the individual's self-image (Abdullah, 2004, 29-39).

2.6 Comparison

If an individual compares himself to a group that is socially higher than him, the comparison impacts his self-image and diminishes his value. For example, if the individual has relationships with a group of people whose economic level is higher than his family's...etc., the individual may experience extreme poverty (Zahran Hamid, 1977, 261).

3. Theoretical foundations explaining the self-image

3.1 Analytical theory

According to Freud, the self represents the individual's personality as well as the field of consciousness and awareness of it, alongside the role of the ego which is to defend this self in order to preserve the internal structure of this personality. On the same line of thought, according to Jacobson and Ariete, the self originates from the first image of the growing

realization between the self and the provided object, and this image is then sustained by the transmission of good or painful feelings, eventually expanding to include body awareness.

Whereas Jacobsen emphasizes considering the self as a field of feeling the physical connection between the child and his mother, which helps in the formation of his physical image, which Jacobsen called the physiological self, it develops into the image of communication and empathy with others, as the latter plays a key role in the process of self-formation.

When Ariete named the primitive self, which operates on the primitive perceptual-emotional level, this means that he placed a high value on visualizing the cognitive processes that allow a more relative self-image to be shown in the midst of various experiences, whereas Jacobsen places a high value on the emotional aspects of these experiences (L'écuyer, 1978, 91-92).

3.2 Social theory

Some of the pioneers of social theory are George H. Mead 1934, Henri Wallon 1934, Theodore 1934, and Sarbin 1952, where they emphasized the importance of action for people of importance and learning about roles and their role in the process of forming a self-image. Wallon's work focused on the process of the self and the way it appears.

Sarbin's theory, on the other hand, emphasized the importance of the emergence of the self in identifying and describing the early phases of life (the stage of the physical self, the stage of the sent and future ego, the stage of the social ego). Gordon 1968 and Zillar 1979 established modern models from this approach, which are concerned with examining the self in its interaction with others (Al-Qasim, 2001, 63).

3.3 Behavioral Experimental Theory

This theory is founded on concrete research, which is the study of facts that can be confirmed and measured, as well as empirical observation, in order to determine changes in behavior.

3.3.1 The psycho-virtual approach (virtual psychology)

Virtual psychology is a discipline of psychology that studies the behavior of a virtual person in his interactions with individuals and groups over the international information network (the Internet). It attempts to comprehend the similarities and contrasts, if any, between patterns of human behavior in the physical world and patterns of human behavior in the digital world.

It is concerned with the investigation of the digital personality as an individual who enters his virtual world with the information and abilities acquired in the actual world. The ability to read and type the language in which the individual communicates with his peers on the network is the least important, followed by the ability to utilize the keyboard and mouse. Its name "ology" arose from the need for methods to study the behavior of the digital individual - the digital personality or what has been referred to as the virtual personality - based on statistics and experimental psychology methods, as well as the findings of other branches of psychology, sociology, and legal sciences, and the results of scientific research.

Humanity's achievements during the last century, and what it anticipated about the impact of technology on human lives in their interactions with machines, whether as individuals or communities.

This approach may contribute to understanding people's behavior in the actual world, about which scientists continue to make assumptions in the hope that their path will illuminate the field of experiment. Nobody denies the difficulties that psychology faces in studying human behavior due to the multiplicity of variables on the one hand, and the instability of phenomena in front of the experimenter - who, as a human being, is also affected by what is happening in the temporal or spatial circumstances of the experience on the other.

3.3.2 The importance of virtual psychology

The significance of researching the behavior of persons who access the World Wide Web arose from the extensive distribution of this medium, which started the communication revolution in the mid-twentieth century and drastically transformed the face of people's lives. The digital world has seen an incredible expansion in the number of visitors as well as a wide range of service providers and program and application manufacturers.

As in any other sphere of human activity, behavioral abnormalities have evolved, manifesting as digital crime, which includes fraud, fraud, sabotage, and the exchange of violence among network members. Individuals labeled as deviants were responsible for the proliferation of thefts and bad practices in human society! This urged the humanities to keep up with what was going on in the world in terms of digital innovations, which came with what helped medicine, engineering, and techniques of education methods in general, and enhanced the arts, despite a legacy of deviations and breaches.

Psychology is not disconnected from what is going on as it is part of the sciences that aims to understand human behavior and try to predict its patterns based on data based on scientific hypotheses and theories that adopt quantitative measurement in a way that enables accuracy to explain behavioral phenomena that the rest of the human sciences may benefit from, thus its importance in An attempt to create a cohesive society that lives in peace in which individuals respect one another.

4. Psychological characteristics of the virtual person

It is extremely challenging to establish generally applicable characteristics for all "virtual" people because those who use the network are not always regularly acquire the virtual character, despite the widespread use of the network in most or all countries around the world, the difficulty is also due to the lack of clearly defining the concept of a virtual person; not everyone who surfs the "Internet" by default, just as someone who sells his car is not a car dealer in the eyes of the law.

This begs the question of when is a person virtual in the digital sense. The statistics of the sites that ask those who visit them to register may tell us to provide data that determine the location of the person and his digital identity (username and e-mail), but this data is often misleading. Because a natural person can establish several identities on different sites. In site "A" his name is "Khaled", in site "B" he is called "Said", and in the third site, he has a different name. As a result, if such statistics are used, we will have a large number of residents. The world may massively outnumber the real number! However, there are governments around the world that have found a solution to this dilemma by requiring their inhabitants to identify one identity that matches their true identity to some extent.

Generally, the natural person enters the digital world in a very simple manner, as it is sufficient for him to generate an e-mail with the data he chooses, as he pleases, in order to add to the virtual world a baby with the gender, name, adjective, and place of residence that he

chose himself! While the natural person has no say over his or her name, birthplace, or gender, at least until now.

If we do not attempt to devise a procedural definition that allows us to research the topic, it appears that the psychological qualities that we want to identify for the hypothetical individual will vanish in the cacophony of the digital world. A default person is someone who uses a single identity to communicate with everyone on the network, give services to them, or gain from their engagement with them in any way that may be managed to define personal interaction with groups or individuals.

As a result, we discover that the virtual person has a digital entity that distinguishes him from others on the network, where inherited traits from the real world such as attraction, aversion, hatred, love, honesty, lies, deceit, voluntariness, boasting, the tendency to control, submissiveness, aggression, cooperation, competition, anger, contentment, fun, introversion, and extroversion appear.

The first attribute of a virtual character is a strong desire for self-expression. Everyone who visits a website in search of anything fulfills their desire, whether it is to survey, get something, make friends, publish a thought they wrote, or gain knowledge. During the research process, one keeps a photograph that represents them that he exhibits to others who are intended to be on the other side of the line between the researcher and the issue being researched.

The virtual person's entry into a simultaneous dialogue in an audio or video conversation necessitates the ability to use a computer chat program, which is an increasing skill depending on the operating system available and serves as a motivation for the process of learning how to exchange files [text, audio, or video]. These abilities are typically gained quickly, and the individual begins to cope with multimedia in addition to texts.

The hypothetical person develops the skill of presenting himself to those who interact with him in the image that he draws for himself and wants them to notice him because they only notice him through data that may be identical to the reality of the situation or completely different from what he is. It's true! A bridge connects reality and digital to add another difficulty to the list of topics worthy of attention and investigation.

As the exchange of interests occurs via this bridge, and the interaction between those who exchange services and goods begins digitally, the processes take on a more realistic form with the receipt of the requester of the service or commodity for what he requested, and we see that the economic nature of this transaction results from the effects of human behavior that began digitally.

In this frame of reference, it is critical that we address the credibility of individuals' actions [In a Canadian experiment, 5682 young men answered a questionnaire for a study titled "Young Canadians in a Wired World (YCWW)": 50% did not mention their true age, including 25% who claimed to have a different appearance or personality. 20% claimed to be of a different gender, that they can do things online that they cannot do in real life, and that 60% of young people typed language that they would not use in everyday speech (Steeves Valerie, Samantha McAleese, Kara Brisson-Boivin, 2020, 1).

The research of concurrent interaction revealed in many tests what supports the Canadian experience, and experiments are still being conducted to give additional light on the

behavior of hypothetical persons in their construction of hypothetical groups that cross the bridge to become realistic. This involves the development of families through marriage, as well as the establishment of various associations and institutions through ties whose origins may be traced back to simultaneous engagement within the virtual environment.

In the case of economic interaction, the hypothetical individual is compelled to reveal his actual identify, name, address, personal card number, and even his bank account information. Since the communication method is asynchronous - via e-mail - and requires studying this interaction to divide it into snapshots of time that take place in each, including monitoring the individual's behavior since entering the digital window by operating the computer and connecting it to the network, and passing through the page that bears the propaganda talking about receiving propaganda and its impact on social psychology... (DIEDHIOU Moustapha Gilber), and we follow snapshots of his influence on the form of propaganda, and the strength of his sense of need for the good or service - His feeling of internal pressure -, his decision to buy - hesitation or boldness without thinking -, filling out a form, then the stage of waiting for the order to arrive, and finally getting what he wants!

The researcher notices that the virtual people are similar in their digital situation to their real situation in all of these photos. [The human psychological entity predisposes him to dependency and frustration. Propagandists are aware of this because their technology depends on it. And a technique like this that reaches the human psyche to raise his weaknesses, was and still is the subject of many writings (DIEDHIOU Moustapha Gilber) and with few differences resulting from a large number of advertising windows on the screen that cause some of their disturbance and psychological tension, the reactions are similar (closing advertising windows nervously, search for programs that stop windows of the so-called Pop-ups). Not only that, but the emotion may extend to include real people who are in the same place (Wikipedia, the free encyclopedia).

Ever since the advent of the modern world, everyone has many accounts on Facebook, Twitter, Instagram, Snapchat, and so on, or has more than one e-mail, especially with the necessity for multitasking and different jobs at times. The virtual personality is born in the digital realm and is distinguished by behaviors that are diametrically opposed to those of the real personality.

Therefore the so-called virtual personality emerged, a special personality with a specific behavior, with which the person deals in one of his accounts through social communication that only he is aware of, and this personality is characterized by behaviors that are completely different from his real nature, and this personality does not appear in reality, but only appears through the world of digital communication. The risk of the virtual character manifests itself in three ways:

1. The first: is the appearance of more than one virtual character for the same person.
2. The second: is the appearance of the virtual personality in all age groups, meaning that the phenomenon is not limited to a specific generation, as all age groups have virtual personalities on digital communication pages, and this is a very dangerous indicator.
3. The third: is the lack of attention of those responsible for the existence of this type of unrealistic personality. Therefore, this virtual personality remains a secret person for the person and may continue with him for long life and several years, and the problem may agree with them so that the virtual personality turns into a negative realistic personality that may harm itself and others.

There are various reasons for the emergence of the virtual identity and its dissemination to people and communities in the present and future.

1. First: It is the overwhelming desire to escape from the current difficult reality into an easier virtual reality, due to the person's inability to achieve the characteristics of that character in reality due to the challenges and difficulties of reality, so he assumes a virtual character that expresses a character he wants to reach but loses the ability to reach it, whether this desired personality was negative or positive.
2. Second: The urge for experimentation, as the digital world has formed a great desire to experience this world and delves into its details, research its culture and communicate with its people, and experiment in recognition and discovery, and this is one of the makers of this world's goals for people to directly experience.
3. Third: Because of the unrestricted digital world and the lack of legal accountability, anyone could create a variety of accounts anywhere. The abundance of free programs in all sectors allowed anyone to just try.

The virtual personality represents the most dangerous psychological, personal, and societal disease that the digital era has revealed to the globe. Beyond schizophrenia, man does not know who he is or what personality he has now; distance from reality, dispersion of objectives and duties, and loss of vision for the future.

Virtual psychology is restricted to the relationship between the individual and technology; that is, the primary function of this science is to identify the impact of virtual world technologies on the personality of the individual, as well as to comprehend the effect of virtual existence on the real existence of individuals. That is because the task of understanding the virtual self is the responsibility of virtual psychology, whose studies are limited to understanding this individual from within the network among the interacting individuals in it.

Computers, communications, and multimedia networks are the primary components of the electronic world. This society encompasses a variety of services, such as e-commerce, e-employment, e-government, e-learning, e-publishing, e-books, and e-crime. These and other services have an impact on individuals, establish a new nature that distinguishes it from past generations of digital technology, and are fundamental to virtual psychology.

Additionally, the use of digital technology by individuals with the aim of influencing the real world constitutes a major topic in virtual psychology. On the other hand, the virtual world depends on the same components as the electronic world (computers, communications, and multimedia networks). However, we find a difference in the nature of The relationships that bind individuals between the two worlds.

The virtual world emerged as a natural progression of the digital revolution, establishing a new pattern of engagement, interaction, and communication within a globalized "cyber" context. It also symbolizes a break with existing communication paradigms in reality perception and administration, and it provides a new vision based on the importance of interactivity, communication, and transparency. Howard Rheingold is considered the first one to use this term in his book "The Virtual Community", in which he asserts that they are "social gatherings, arising from the network, when a sufficient number of people continue to discuss them openly, for a sufficient period of time, With enough human feelings to form networks of interpersonal relationships in cyberspace.

Since this relationship that connects people with each other is a correlation with "unknown" or "virtual" individuals who may hide behind hidden digital identities or behind a "virtual mask" through which it is difficult to verify the real identity, the nature of human relationships takes on a different character in the virtual world. For individuals; thus, the relationship is presumed until the person's identity is verified, at which point the relationship becomes electronic or genuine.

On the other hand, virtualization has multiple levels, given that the relationship that often exists is not between two human parties, but rather between a human being and a program, as is the case in second-life sites, virtual communities, cities, or electronic games. The form of communication between individuals shifts from communication through text or images... (electronic communication), to emotional communication through movement and three-dimensional action, through the "virtual person" Avatar, which represents the individual in his virtual image in a relationship based on non-material, nowhere and time, and that is based on interactivity. The absolute allows the self to be identical in the image you want (virtual communication).

Nonetheless, most of the studies dealing with the phenomena of the Internet have been studied by relying on previous theoretical approaches such as Paul Lasarsfeld's information flow theory, Everett Rogers' innovation diffusion theory, or Richard L. Daft's media richness theory. and Robert H. Lengel, or the theory of social capital that Pierre Bourdieu, James Coleman, and Robert Putnam contributed to crystallizing.

On this basis other theories that deal with greater specificity, the Internet community have emerged, such as the theory of social systems of Niklas Luhman, or the actor-network theory of Bruno Latour, which studies social relations arising from friction between culture and nature, or the theory of observation of Heinz Von Forester's observation which is based on collective phenomena and answers valid questions regarding its external and internal systems.

Notwithstanding that all of these theories and the emergence of research trends focused on the study of the Internet community, which is increasing in quantity and quality, this science deserves to multiply scientific efforts around it in order to form new theoretical approaches generated by its networked and virtual nature on the one hand, and local and global on the other (Nadim Mansouri, 2018).

5. The effect of the virtual self on family relationships

The most significant factor that works to grow and accomplish the child's individuality is to consider his psychological needs. A family cares for and disciplines an individual at vital periods, and has the most profound influence on developing his personality and molding his attitudes, values, and thoughts in every sector.

Early in childhood, the family begins to remedy aberrations and behavioral abnormalities. The individual must complete the elements of his educational success before it becomes too deep. Its roots are ramified and difficult to quit, and many psychological complexes and behavioral deviations begin in the early childhood period. Their danger to mental health is magnified by neglect and lack of early warning of its effects. The family must complete the elements of his educational success. The parents must be aware of familiarity with and awareness of the prerequisites for effective guidance and discipline. The most important thing that works on the development of the child's personality and self-realization is taking into account his psychological needs, the most important of which are: his need for

reassurance, mutual love, appreciation of others, and freedom with the controlling authority (Abdul Rashid Attar, 1983).

What stands out in today's interpersonal connections is the excessive use of contemporary technology in the lack of alternative forms of entertainment such as participating in various sports, reading books, painting, playing musical instruments, etc., so that people rarely converse directly orally. Rather, they use current means of communication, such as the Internet and cell phones, which have practically become a disability, without considering any physical or psychological ramifications for the user.

Regardless of the effectiveness of these means in getting information to the farthest point as quickly as possible, we must not forget that these technical means have a negative side effect on relationships, whether in the home or in society. Some scholars believe that the new generation is lucky, especially in modern means of communication. Technology has affected the thinking of our youth, so we see them now around the clock communicating with each other and with their families if they were traveling through social media such as Facebook, Skype, and others. In the past, communication was limited to mail messages or messages. A cassette tape is sent from one country to another in order for the expatriate to reassure his family and friends.

Nowadays, one's curiosity has reduced, but we cannot deny the downsides of modern technology, which has beyond its limits and consumed all of the children's thoughts to make their presence with the family simply physically, without a soul, as today's youngsters have become dependent on. Parents went to tremendous lengths to provide their children with comfort and luxury, which curtailed parental authority over their children.

Traditionally, there was only one phone device or one TV in the entire house, making it easier for parents to monitor their children's friends or what programs they watch, as opposed to today, when everyone has a device or two that no one can approach, which is why we say that modern technology has worked to limit social communication and family bonding, as relationships have become stale and have made the current generation more dependent on others.

It is impossible to ignore the usefulness of technology in increasing children's knowledge, educating them, and broadening their perceptions, but we must equally acknowledge its negative impact on children's acquisition. UNESCO confirms that Arab televisions import detrimental practices and ideas from other nations that are alien to our society.

There are also violent television series, and new norms have arisen, such as the struggle between good and evil and the triumph of good. Suitable for a child's mind, such as stories of love and violence...etc, which lead to the downfall of the Arab child's behavior and morality. Although we cannot ban the broadcast of these cartoon films, we can prevent our children from watching improper programming.

Accordingly, the saying: "Man is social by nature" is receding and began to decline, so it is okay to say today that man is technological by nature, as he became dazzled and attracted to the latest and smartest means of dialogue and its lack of feedback and exchange of ideas and projects, so communication became limited to sentences. Short sessions between members of the same family are required by necessity, so instead of the teenager talking with his mother or father about his desires or academic and emotional problems, he prefers to go and engage in

the world of “CHAT” for many hours, as if searching for solutions to his problems in the virtual world is better than searching. in the real world.

Control of the child through technology, including the World Wide Web (the Internet), in which the child, particularly the teenager, spends hours in front of the computer, and with the passage of time, this teenager becomes addicted to it, exposing him to addiction to this network, because the latter does not exercise arbitrary power over him, or vice versa, we find him. S/He visits sites that are simple to use, and this is what causes him to abandon his usual social life, and as a result of spending long hours in front of the computer, we will find that the child or adolescent does not mix with people or sleep with them, and they will become isolated and accustomed to social isolation even though they used to love socializing before addiction.

Once a child loses his or her normal social life, he or she must seek another alternative life, which leads him to create another world for himself, which is a virtual world, in which he finds virtual friends from all over the world and seeks to find his or her way to communicate with others on social networking sites, so teenagers sit for hours other than They are limited to communication devices and benefit from communication and information technology. On the other hand, these hours imply social isolation from family, physical inactivity, stress, and psychological stress, as well as the harmful consequences of reading innocent and immoral websites (Taus Wazi, Adel Youssef Khoja, 2013)

Children, adolescents, and young adults, are also influenced by films and television programs, to the point of imitating the series' imagined heroes and committing crimes. Studies in criminology have proven that most of the illegal activities undertaken by adolescents are the consequence of mindless imitation of the films and programs that they watch on television. He carries out a criminal operation, as well as the girl who falls in love with a classmate in school, so through her, she tries to live a love story that she watched in one of the series, and how many kidnappings and ransom demands from the kidnapped's family, and in the end the perpetrator declares that he is trying to live a story he watched on TV or the Internet (Daoud, 1991: 3-8).

The television set likewise plays a role in the development of an individual's virtual personality by mimicking the heroes of movies and television shows and adopting the heroes' personas, whether in clothes, hairstyles, or even in how they communicate or interact with people. And the individual's contact with the world of the Internet, particularly social networking sites, and the attempt to show the user that he is always present on the Internet, which leads to the creation of a virtual personality other than his own, by using a name other than his own and pictures other than his own, in order to manipulate and engage in love stories with the opposite sex or gender. The procedure of embezzlement or the conduct of criminal business over the Internet without the other party's knowledge (Al-Awadi, 2012: 23).

Conclusion

There is no denying that the virtual world has a negative impact on the development of our children's personalities, whether they are children or adolescents, without contributing to the development of a mature and healthy personality based on a realistic and normal self that understands the meaning of real human relations rather than imagination and assumptions that do not extend to our lived reality.

Till our youngsters have accomplished nothing of value in life other than relying on electronic means, perhaps we will contribute to that by assisting and encouraging our children to use and control technological means. His birthday or when he receives good academic results, a computer or a mobile phone...etc., from the types of technology means instead of a book, a dictionary, or a scientific encyclopedia, these means and what they contain violent games or false friendships or trivial dialogues that last for hours and hours until they find themselves tired after that They are immersed in a deep sleep, with exhausted minds and bodies, tired eyes, and a lost appetite.

Nonetheless, the solution is not to keep our children and adolescents away from one of the benefits of the modern era represented in the dizzying spread of technology because they will be labeled as stupid and ignorant, but only to rationally use means of communication and hold family meetings to discuss the problems that I have encountered or that may be encountered.

In the long term, spreading the culture of communication in the psyches of children from a young age and accustoming them to dialogue, which reflects positively on their attitudes and behavior in their dealings with others in society, as well as building positive relationships between parents and children, where effective dialogue between them leads to mutual respect and strengthening trust Children and encourage them to think properly, express, be transparent and open, which reflects positively on their attitudes and behavior in their dealings with others in society

The aforementioned helps to benefit from life experiences and guidance, just as parents do not miss the opportunity to track their children and help them overcome the difficulties they may encounter by presenting the experiences of others who have been harmed. Through these technological devices and preach them in order not to fall into such bitter experiences.

All of humanity's interpretations and ways of preserving the warmth of social and family relations will be consolidated in this way, and they will be educated to respect the time and not waste it in front of computers or mobile phones, which are only considered a tools to facilitate life, not to eliminate it or control their thoughts and behavior.

References

- F. Abbas, "Psychoanalysis and Freudian Attitudes," 1st ed. Dar Al-Fikr Al-Arabi, Beirut, 1996.
- Q. M. Abdullah, "Personality," 1st ed. Dar Al-Maktabi, Damascus, 2000.
- M. A. M. Abdullah, "Psychological growth between the normal and the pathological," Dar Al-Fikr, University Knowledge House, Al-Azarita, 2004.
- E. Al-Awadi, "Modern means of communication and their impact on the family," Al-Bayan Magazine, Issue 13, 2012.
- J. Al-Qasim, A. Al-Bikri, M. Al-Chenaoui, J. Al-Rifai, "Principles of Psychology," 1st ed. Dar Al-Safaa for Publishing and Distribution, Amman, Jordan, 2001.
- Q. A. Al-Zaher, "Self-concept between theory and practice," 1st ed. Dar Wael for Publishing and Distribution, Jordan, Amman, 2004.
- L. A. R. Attar, "The Applied Side in Islamic Education," 1st ed. Dar Tihama, Jeddah, 1983.
- J. P. Citeau, "Introduction à la psychosociologie. Concepts et étude de cas," Armand Colin, Paris, 1999.
- L. Daoud, "Media and its Role in Socialization in Contemporary Arab Society," a study presented to the Symposium of Media and its Impact on Contemporary Arab Society, *Res Militaris*, vol.13, n°3, March Spring 2023

- Arab Organization for Education, Culture, and Science, Department of Culture in cooperation with the Ministry of Information in the Syrian Arab Republic, Damascus, 1991.
- Ibn Manzoor, "Lisan Al-Arab," Vol. 3. Dar Sader, Beirut, 1996.
- R. L'écuyer, "Le concept de soi," Proses universitaire de France, Paris, 1998.
- N. Mansouri, Arab Thought Foundation, Ofoq, Tuesday, March 20, 2018.
- V. Steeves, S. McAleese, K. Brisson-Boivin, "Young Canadians in a Wireless World, Phase IV: Talking to Youth and Parents about Online Resiliency," MediaSmarts, Ottawa, 2020.
- Translation of the French text from the website DIEDHIOU Moustapha Gilber. <https://www.rabitat-alwaha.net/moltaqa/showthread.php> (Consulted : 27 august 2010 at 12:01 AM)
- T. Wazi and A. Y. Khoudja, "Modern technology and its impact on communication between parents and children: the Internet and mobile phones as a model," the second national forum on: communication and quality of life in the family, days 09/10 April 2013, Kasdi Merbah University, Faculty of Humanities and Social, Department of Social Sciences, Ouargla, 2013.
- Wikipedia, the free encyclopedia. https://en.wikipedia.org/wiki/Pop-up_ad
- H. A. S. Zahran, "Social Psychology," 3rd ed. The World of the Book, Cairo, 1977.
- H. A. S. Zahran, "Studies in Developmental Psychology," 1st ed. World of Books, Cairo, 2003.