

A Pathological Survey on the Manner and the Amount of Using the Internet in Male Senior High School Students: A Phenomenological Study

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Abstract

The ever-increasing nature of the information and communication technologies and the Internet along with their various advantages in the contemporary world has caused some serious concerns among parents and educational experts about the negative effects of these new media. The unfamiliarity or the limited knowledge of the virtual world or the cyberspace can cause serious harms on the students and also their families consequently. In this survey, a phenomenological approach has been used to reconstruct the students' perceptions semantically and by using a critical approach to represent some of the current disadvantages and also the threats of the Internet, it has been shown what the perception of the students are towards this phenomenon and how they evaluate it. In this survey attempts have been made to understand and perceive the understudy phenomenon in the students' points of view by using semi-structured interviews and also narrative data obtained from the interviews done with 30 students and finally the analysis of the phenomenon through using Colaizzi method. The analysis of the results shows that 90% of students play the online game "Clash of Clans" and their dependence on the Internet has resulted in the destroying and weakening the social and family relationships, undermining the religious beliefs, the academic failure, the violence, the Internet addiction and the physical damages.

Keywords: A Pathological Survey, Internet, Pornography, Chat, Phenomenology, Network.

Introduction

The development and expansion of human knowledge and new technologies have changed the human world and have made it more complex. Computer is a phenomenon that has transformed the human life from the late twentieth century, and still it continues to grow. Perhaps when McLuhan raised the "Global Village" idea for the first time in 1976, though it was not easily accepted- today the process of globalization in cultural domain has been achieved by means of complex information and computer and super media technology (Ranjbar et al., 2010).

At the dawn of the third millennium, we witness dramatic changes in technology and the cultural, social and professional influences of it. In the last two decades, the electronic revolution, explosion of information and computer revolution have brought about many qualitative and quantitative differences in the world and have turned the world into a single cottage. Internet has also had a profound impact on knowledge and worldviews. Millions of people around the world can easily gain access to large volumes of different online information like national libraries. The Internet can offer a great deal of information rapidly (Gol Shkooh, 2011).

According to (Davaran, 2002), internet and internet-based computer communication have been regarded as one of the most important achievements of information- communication revolution and has given a new meaning to communication and has transformed the social interaction at the beginning of the third millenniums. Until recently, the physical presence was regarded as the distinguished aspect of interaction and relationship, but in online communications the two sides interact with each other in a so-called virtual environment with a relatively lower cost (quoted by Navabakhsh et al., 2013).

Today, vast developments in the field of communication and information are taking place which have put a completely different perspective of the concept and practice of media influence before the researchers. This development which many call the revolutionary developments in the field of communications and the start of a new paradigm in modern societies, is the astonishing emergence and development of new media in today's world that has spread throughout the world in a short time and its most important and visible products are Internet and social networks (Yazdkhasti et al., 2012).

According to Mohseni (72: 2001) in describing the internet and its features and importance, concepts such as the network of networks, cobweb-mail, virtual space, and cyberspace . . . have been used as well. Even though the nomenclature is different, we all agree that the internet is a revolution with the same degree of importance as Printing, telephone and television, and no one can ignore its existence in the modern world. Internet has created numerous reactions in the media world and on this account is in the group of information superhighways and is considered the giant of the "informatics society" and has been the origin of changes in the cultural domain in its general sense (quoted by Navabakhsh et al., 2013).

According to Majidi (2002), one of the most important forms of ICT, is the international network of internet. In addition to the wide range of applications in various fields, internet has also become an effective tool in teaching and learning (quoted by Zamani et al., 2013).

Internet is a wide network of millions of computers that are connected to each other. These computers are connected by sharing their processor pages known as Web. In the 90s, the growth of the Internet throughout the world has been 100 percent each year, which reached its peak in 1997.

Various metaphors are used for Internet which in terms of its application in each domain, takes on a different meaning: Cyberspace, matrix, information superhighway, Giga Electronic, Vivi System, are among these names which are common in this technology. In fact, World Wide Web (WWW), is the linking of a set of written and video documentation that are written in a common language (Farahmand, 2008).

According to the latest statistics released by the Internet penetration rate management system of the country, there are 40 million and 718 thousand and 740 Internet users in Iran. Considering a population of 75 million and 149 thousand and 669 of the country, the internet penetration rate is estimated to be 54.18 percent by the end of the first half of this year, meanwhile the number of internet subscribers in Iran has been declared to be 26 million 676 thousand and 948 (Telecom News newsgroup, 2015).

John Ivies, a specialist in the field of computer, writes in his "developed Social changes" article that: The explosive growth of the Internet has been completely unexpected, because it has created events in which innocent users conceive themselves as the victims of others' selfishness. In addition, the stability of our societies has been exposed to serious threats. Thus, in addition to annoying computer viruses that threaten the health of our computer hardware and take our computers to the brink of explosion; we face much more disturbing threats (quoted by Rezaie and Pishwai, 2013).

Destructive damages of technology due to the improper culture and improper use of technology may cause the children to encounter major problems in family and society. Losing creativity and inability in social interactions etc. are the consequences of improper use of technology for the children. The studies show that developed countries rarely encounter such problems but developing countries are generally facing problems in using technology in their societies (Jameii Nadooshan, 2009).

One of the effective tools of today's world is computer that attracts everybody with different age and knowledge level. Despite this fact, one should not overlook the destructive and unpleasant consequences of computers especially in social and cultural domains. Exciting computer games, training programs, communication, employment, facility in accomplishing daily activities, recreation on one hand, and seeing amoral sites, chat rooms and different discussions by individuals on the other end, have led children, because of their curiosity, and teenagers and the

young, because of sexual desires and pleasure seeking motives, to engage in online communication (Ghavidelheidari et al., 2012).

In other words, nowadays internet has become a communicative and required tool for most of the people that obtain important information from it. Despite the significant capacities of internet, it has some damages that the executives, parents and politicians must be aware of. Of course discussing the harms of the internet does not mean its rejection. Therefore, due to the close relationship between the researcher and the students, in this paper it has been tried to investigate the lived experience and the way Ghorveh high school students use internet by using a qualitative approach.

Literature Review

Entrance to the information society era, like passing stage from the agrarian to industrial society, affects all aspects of human life and has encountered the political, social, economic and cultural areas with lots of basic opportunities and threats. "Marshal McLuhan" by using the "Global Village" term and "Alvin Toffler" by naming the "Third wave" as information era and communications revolution reveals this fact that a culture is now wants to be dominant and rule the world and the culture and civilization will rule the world that have information and communication technology in its hand and is able to establish a universal culture. In this universal culture everyone plays a role but, the one which has power, technology and capital play the main role. However in the aforesaid situation honesty, truth, ethics and unbiasedness lose their concept because the ultimate and true aim of controlling technology is "victory and not truth". "Emanuel Castles" believes that in a network society time and place concepts have found new meanings that differ dramatically with its traditional meaning in pre-modern societies or even industrial societies (Bakhtiary, 2011). Studies conducted by Krimawa and Gatak indicated the rate of addiction to internet among the Baku adolescents of Azerbaijan: 51.9 were not addicted to the internet, 40.6 were relatively addicted to the internet and 7.5 were addicted. The findings reveal that the rate of internet addicts in the middle group is not small enough to be ignored (Kerimova &Gunuc, 2016).

According to Taremi (2008) undermining the beliefs and developing the intellectual misgivings or doubts are the mechanisms of changing religious values. Virtual space is like a double-edged knife that can be at our service but the hegemony, variety and the development of the western invading culture is so powerful that has blurred the efforts of the defendants of the Muslims' culture, especially when the main management of the information is in the control of the foreigners. By designing and promulgating different types of misgivings (doubts), they try to undermine the religious beliefs of the users (Quoted by Roshandel, Arbatati, Saber, 2012).

According to the youth national organization (2006) new research in Iran on a number of internet users indicated that 47.3 percent of those who chat possess friends on internet and the 35.7 percent meet their internet friends (Ghavidel Heidari et al., 2012).

The direct and significant influence of addiction to new communication technology and the tendency to make friends and sexual relationships outside the family, fading of religious beliefs, undermining the values, feeling and social alienation, inclination to western culture and more modernism .The effect of each of the above variables might bring about the separation of the family (Gangi et al., 2015). Laaser asserts that internet has three features that have made it the most important source of spreading pornography. These three features include: 1- The users' easy access of to the internet 2- The ability to afford the sites that require the user to pay money and 3- The unknown identity of its users (quoted by Poorkhan and Niktab, 2011).

In Hasanzadeh et al. (2009) study on Islamic Azad University students of Sari found out that 82 percent are slightly addicted to the internet, 4 percent are at the normal level of addiction, 17.2% are average addicts and 4% re severely addicted (Hasanzadeh, 2009).

Block (2008) believes that China is also one of those countries in which the statistics of internet addiction is high. According to the last research 13.7% of Chinese youth have symptoms of addiction to internet i.e. about ten million youths. For this reason in 2007, China enforced limitations on the use of video games. The new law does not recommend more than three hours of daily use of these games (quoted by Malek Ahmadi & Jafarian, 2011).

Amichai Hamburger and Ben Artzi (2003) indicated that students who are excessively dependent on the internet feel loneliness in terms of mental health (quoted by Hasanzadeh, 2009). The results of Noreen Akhter's study in science and technology national university of Islamabad, Pakistan, indicated that addiction to the internet has a significant negative correlation with the educational achievement of the students at the M.S level also sex differences in internet addiction showed that male students have a higher addiction to internet than the female students (Noreen Akhter, 2013).

Cao et al. (2007) Kim, Lee et al, Yen et al, compared the personality, social and psychological characteristics of students who used internet excessively in comparison to other students. The results of their research indicated that the rate of depression, stress, suicide thoughts, over activeness, dread, social fear, aggressiveness, violence and anti-social behaviors in students afflicted by addiction were more than others (quoted by Hasanzadeh, 2009).

In his research, Yung also found that 58% of the students who use the internet excessively have dropped dramatically in their study habits, and their scores have declined considerably and the rate of absenteeism of these students went up. Although the appropriateness of the internet has turned this device into an ideal tool for training, instead of doing creative activities, the students often surf irrelevant sites, chat rooms, letter friend services and game applications (quoted by Mohammad Beigi et al. 2009). Addiction to internet may have direct effect on mental health. Therefore, students who are addicted to the internet may have lower mental health and our findings increase our understanding of the association between mental health and addiction to the internet (Çardak, 2013). There is positive correlation between addiction to online video games and shyness and the level of computer games in males are more than females (Tuncay, 2012).

The Mahsima Poorshahriary's research in 2007 has compared depression, social isolation and family relationships of user and non-user female students of Tehran high schools. This research was done in two stages: in the first stage, the results of the t-test and variance analysis indicated that there is no significant difference between the users and non-users in the depression, social isolation and family communications. In the second stage, 25 students were selected randomly among the internet users and were compared to the 25 internet non-users students in the three above variables. The result indicated significant differences between the two groups in the three variables (quoted by Rabii and Mohammad zadeh Yazd, 2012). Sanders, Tiffany, Field and Kaplan (2000) conducted a study on the relationship between teenagers using internet and their level of depression and social isolation. The results showed that users who do not use internet a lot have a better and more significant relationship with their mothers and friends. These results raise this possibility that the type of social relations may depend on the use of the internet but no association was found between internet use and depression (quoted by Mashayekhi and Borjali, 2003). The results of Dargahi and Rezvanz' research entitled "Addiction to the internet and effective factors on it" on the residents of western Tehran showed that 15-19 years old users, show more inclination to use the internet than other age group and slight and severe addiction to internet in this age group is more than other age group. In a study done at the national university of South Korea in 1998, it was revealed that the teenagers' inclination to the use the internet is much more serious than other studied age group (quoted by Dargahi and Razavi, 2007).

In the opinion of Shojai (2008, 125-126) among the researchers of the communication science who have given a special attention to the research in the field of mass media and cultural dominance, Herbert Schiller has an outstanding status and in one his most important works entitled "Communication and cultural dominance" has addressed the cultural consequences of mass media. In the first chapter of his book in the definition of cultural imperialism, he claims that: "the cultural imperialism shows a type of social penetration by which a country imposes its own basic attitudes, values, knowledge, norms, behavior and life style on other countries (Quoted by Roshandel et al., 1391). The studies of Ayarollu (2002), Ceyhan (2007), Kaplan (2002), Eldeleklioglu (2008), Kim, LaRose & Peng (2009), Kurtaran (2008), Morahan-Martin & Schumacher (2003), Sanders, Field, Diego & Kaplan (2000), Özcan, & Buzlu (2005), Whang, Lee, & Chang (2003) show that those who have a higher level of internet use, suffer higher levels of loneliness as well (Bulut Serin, 2011). Koç (2011) in a study on university students concluded that using internet increases mental disorders such as, depression and loneliness. An addition, internet addicts are those who do not have social support and are searching for online solutions for their problems. This, in turn, leads to mental disorders and stress (ibid).

There are lots of dangers which are related to the use of the internet such as, the permeation of the national culture, negative influence on social values of society and probably weakening the mother tongue. According to Brian and Peter's (2005), using internet and computer have become a basic component of daily life and may result in addiction among users. Studies conducted on addiction to internet have shown that users can become addicted to it. Addiction to the internet shows some negative aspects of drug addiction and leads to some problems like inefficiency, failure at school and problems with family (Abdulkarim, 2009).

Theoretical Framework Of The Research

In phenomenology the studied phenomenon is investigated based on the interpretational epistemological viewpoint and based on the people's perception and the meaning that individuals gain in their life experience of a phenomenon (Bazarganian, 2014: 156). The conceptual framework in the present research is based on the social interpretation approach. In social interpretation approach, as the main approach of this study, it is believed that regarding the creative nature of the human being, fluidity of social facts and gaining significance in the perception process and humans' interpretation of this perception, a particular method or path can't be suggested for understanding the facts or making changes in them (Denzian and Lincoln, 2011; Goya and Lincoln, 2005; Golizer, 2001 as quoted by Salehi et al., 2015). In this research, by using an interpretational approach, it was tried to reconstruct the students' perception of possible damages of internet and to show their understanding of this phenomenon.

Methodology of the Research

Given that the subject of this research is internet pathology, the type of research is qualitative and is chosen by phenomenological approach. Qualitative research is applied when we want to investigate one phenomenon from different perspectives (Bazarganan, 2014: 30). If the researcher intends to reveal the implied meaning and structure of a phenomenon (e.g. emotions, thought or object), based on the meaning that individuals experience a phenomenon in their lives, the phenomenological research method is used (ibid, 57-156).

Phenomenology is a descriptive, interpretational, reflective approach for understanding the inbeing and nature of lived experience of individuals that is usually narrated in their own language. The purpose of phenomenology research is to describe the lived experiences, in a manner that they have happened. The direct description is presented of phenomena, experiences and happenings, in the time, place and world that we live in. (Mansourian, 2015). Having selected the participants, the nature and aims of the research were explained to them. To conduct this research and collect its data, the researcher did a detailed and semi structure interviews with those participants that were apt for the study in a suitable and tranquil place. To analyze the interviews, the Colaizzi seven stages method was employed.

1. Transcribing every word of the interviews and recorded explanations on a paper and reading them carefully and thoughtfully for several times to have enough dominance on the general understanding of the interviews and gaining a common feeling and identifying with them.
2. Extracting expressions and important and related sentences to the phenomenon.
3. Understanding the meaning of each of the important sentences.
4. Arranging the participants' descriptions and common concepts in particular classifications
5. Mingling results and different codes to form more general group codes.

6. The results of the studied phenomena were combined comprehensively and were reviewed to gain access to clear concept.
7. Consulting the participants to confirm the obtained results and validity of the findings.

The participants of this study were second grade high school students of Ghorveh in Kurdistan Province who used the internet. Given the purpose of the study, it was tried to interview the target participants that had the experience of using the internet and facing internet-related challenges.

Statistical Population, Sampling Method and Sample Size:

One of the important stages in the process of collecting data is to recognize the target individuals or the situations of the study, to gain access and connect with them, so that suitable data can be collected from them. One other relevant stage in the process of collecting data is purposeful sampling of individuals and situations. In this type of sampling, the aim is not probable sampling to achieve statistical deductions, but the aim of sampling is to select the most suitable individuals or situation for the observation. To this end, it is necessary that the researcher identify a purposeful sample from a set of probable samples and to justify reasonably its selection (Bazarganan, 2014: 93). Having got an introduction letter from the department of education of Ghorveh, Kurdistan and giving it to the principals of the schools and stating the aims of the research, the participants were selected among the second grade of high school students of this city in the academic year of 2015. They were voluntarily inclined to participate in the research and were selected based on the purpose-based sampling method. They were given requisite information regarding the nature and aim of the study. To conduct this research and collect its data, the researcher had a semi structured and detailed interview with those participants who had the necessary conditions for participating in the research in a suitable and tranquil place. The time of the interview ranged between 15-60 minutes. Meanwhile, before starting the interview, the participants were asked whether they permitted their voice to be recorded. To keep the privacy of the information during the research, instead of the name of the participants certain codes were used. The participants were also ascertained that they are free to resign at any phase of the research. The research continued till enough data was gathered (saturation of data). Eventually thirty participants were interviewed. In the opinion of Nikbakh (2004) the saturation of data is usually a guidance to decide how many interviews should be done, so that in the process of collecting data if no new information is added and during collecting data and reviewing extracted data the researcher should encounter information that verifies the previous materials, he can end the sampling process (quoted by Pashai, Nikbakht and Tavakol, 2008). The validity of data was confirmed through the steady communication of the researcher with the students in the academic year and the reliability of the data was fulfilled by returning the research results to the participants, confirming the results by the participants and also counseling the teachers and colleagues.

Analyzing the Data of the Research and Findings

The interview was done with 30 second grade high school students in the age range of 15-19 years old with the average experience of using the high speed internet for three years and four months. In the coming sections each of the different basic dimensions of students' using the internet is presented.

1. Undermining the family and social relationships

Too much dependence on internet leads to sociopath, more individualism, and the decrease of social relations, creation of loneliness and the decrease of relation with family and friends.

18 years old Hassan says: "when I return from school, I have lunch and take a rest, then I connect to the internet by my cell phone and just while eating dinner and lunch, we are together and speak with each other, but at other times of the day, we are entertained by our cellphones which sometimes makes our mother object to us. 19 year old Yaser also asserts that "beforehand I went out with my friends but now I mostly connect with my friends through chatting or sending messages to them. I am not in the mood of seeing my friends in person any longer".

2. Education failure and sleep disorders

According to Kaplan & Sadok (2008) sleep disorders are disorders that cause the disturbance of a normal sleep, decrease or increase the amount of sleep, or the outbreak of abnormal states in sleep and the individual is dissatisfied with the emergence of these symptoms (quoted by Gol shekouh, 2011).

The students due to sleeping late, that is mainly because of excessive use of the internet, face failure at school and frequently sacrifice their sleep to making connections and devoting less time to studying and doing assignments.

16 year old Omid says that "at primary and junior high school, my average was very good but since I am obsessed with the internet, I devote most of my time surfing the internet. Most of the time my cell phone is close to me and in every opportunity I use the cellphone. I am totally preoccupied with the internet. I no longer devote a lot of time to studying. I think using internet should be limited.

3. Pornography

Oxford dictionary (2005) has defined Pornography as "Books, magazines, DVDs, etc. that describe or show naked people and sexual acts in order to make people sexually excited, especially in a way that many other people find offensive (quoted by Malek Amadi and Jafarian, 2011). Internet is the cheapest, fastest, and the most anonymous source of pornography. Agents of internet pornography gain more than a billion dollars by online selling of their products (Rabii and Rezanian, 2012).

83% of the participants proclaimed that they use filter breakers and the 73% have visited the internet and about 60% proclaimed that they have had the experience of visiting the unethical sites. Questions related to the pornography that might have faced biased answers and may not tell the truth were not asked directly, instead the users were asked to express their opinions on others' use of internet pornographies.

18 years old Naser says: "I used to have anti filter and visited unethical sites as well. I was even admonished on behalf of cyber police which made me notice that my IP is controlled but now I do not visit unethical sites any more.

15 years old Nader says: "I was a Facebook member in advance, I used to see sexual pictures and films there, but because watching these films and pictures caused my internet to run out soon, I no longer use it.

4. Promulgating violent culture

According to Sadeghian (2007), although, games and entertainment are one of the basic needs to relieve the excitement and to develop mental creativities, the effect of violent programs or excessive use of these entertainments, in addition to generating mental problems, produces inability in controlling inclinations, generate vacillation and laziness. It also generates physical problems for the growing teenagers; it may lead to eye-vision problems which result from too much staring and sitting close to the monitor of the computer, or the harms that may afflict the skeleton system of the body because of long hours and unsuitable sittings. Obesity might also be one the consequences of long hours of sitting down (quoted by Farahmand, 2008).

Games waste time and resources and promulgate the violent culture and provide the grounds for the violent behaviors of the teenagers. Chats are also used for different reasons: chatting relatively accommodates the need for mutual connection and cognition. In reality, chatting facilitates the formation of emotional relations, the need for affiliation and loving and being loved for people who might have problems in face-to-face interaction in the real world. Chats are also used for sexual dialogues. Though none of these desires are catered for in the internet at different levels, they may soothe the users fleetingly (Malek Ahmadi & Jafarian, 2011).

93% of the participants have played online games 90% of whom have selected 'Clash of the Clans' and along with internet games they have also chatted.

17 years old Amir says that: "I play the 'Clash of the Clans' game and spend most of my time playing this game. Now my level is 50 and adding one level takes about three days. This play is saved in the email and one must have an email. I also chat with my friends. Of course some chat with opposite sex. Nowadays, you can rarely find anyone who has Android cell phone and do not play Clash of the Clans' game".

16 years old Navid says that: "my level is now 90, the higher your level, the more prestigious you are and your peers care more about you and pay more attention to you because always after

greeting at school your classmates ask what level are you in the play? (The level of the play has turned into a value).

5. Addiction to internet

Lim Watt (2004) believes that experts of pathology have offered the most limited definition for the classification of the use of internet, so that if an individual uses internet 2-3 hours a day is a usual user and if the rate of using internet is 8.5 or more, this user has severe addiction to the internet and pathological consideration must be done on her/him (quoted by Ranjbar, Droize, and Naraghizadeh, 2010).

Addiction to internet causes mental and social problems. 84 % of the participants of this research use internet less than three hours, 13% are between 3-5 hours and 3% use internet more than 5 hours. Based on the mentioned statistics the addiction of these users is not that much serious to be problematic and is not pathological and only in the case of continuing and incorrect use, their normal life will be disturbed and will join the severe addiction group.

17 years old Ramin says: " while playing in the internet I cannot disconnect and usually stay more than I had planned, that is, having finished playing I will disconnect".

6. Physical harms

Physical harms include backache, wrist ache, loss of vision, weight gain, and changes in nutrition patterns and eventually loss to the families' economy.

17 years old Ali says: "since the hours of my internet use has increased, my eyes have lost their vision more and the optometrist recommended me to stare at the monitor screen less and to regularly use artificial tear eye drop".

7. Undermining religious beliefs and Islamic culture

By making use of media such as the internet and satellite, Western countries transmit their culture and attitudes to Islamic countries and expose these countries to alternative values and patterns. When unethical images are spread in the internet and the free relationships between boy and girls are publicized, inappropriate clothes for public places and ceremonies gets common, all these factors undermines the religious beliefs and Islamic culture and finally may lead to committing some crimes.

18 year old Hassan says " I checked my e-mail every day and different sites sent nasty images to my email to advertise vogue and fashion clothes that was embarrassing because it affected the ethics and the soul of the human".

Discussion and Conclusion

The increasing growth of the internet and its importance and advantages are inevitable. So, without internet, the possibility of planning, development and utilization in all social and individual aspects is impossible. Nonetheless, we should not ignore the undesirable and

destructive consequences of the internet especially in cultural domains (Malek Ahmadi and Jafarian, 2011).

Given the many attractions, applications and increasing number of internet users, the users' education, awareness and control on behalf of the concerned parents seem necessary and leads to their physical and mental health, educational achievement, and better social and family relationships.

The findings of this research are the result of second grade high school students' experience of internet damages, were collected by using the phenomenological approach and through in-depth and semi-structured interviews, the average age of the participants was 17 and 100 % of them used high speed internet with the average precedence of 3 years and 4 months connected to the internet. 83 % of whom used anti filter and 60% had the experience of visiting unethical sites.

Participants use the internet in the following order respectively from most to least:

Online games (mostly 'clash of the Clans'), joining social networks, cellphones, visiting Facebook and chat, finding friends and pornography, checking emails, downloading music, instructional materials and making weblogs. According to the research results of Zahra Ranjbar et al. in comparing the rate and type of use of the internet in relation to the mental health and academic achievement of Tehran's students, it was revealed that those who use internet for making connection and having recreation more than four hours a day, have lower academic achievement and mental health than those who use internet less than four hours. Burner's study (2003) indicated that individuals who are online more than 29 hours a week encounter failure in their relationships and education and have been unable to manage time appropriately. They have also experienced sleeping disorders; decreasing food and education dropout (Ranjbar et al. 2010). The study of Tamanaifar et al. (2012) indicated that there is significant relationship between addiction to internet and the students' educational achievement but no significant difference was found between the males and females and addiction to the internet. Yung (2001) in a study found that 43% of the students due to sleeping late as well as excessive use of the internet have failed to achieve success at school (Ranjbar et al. 2010). Therefore the results of conducted studies are in line with the present research, regarding the education failure as a result of excessive use of the internet.

Mauch (2005) found that using internet is a time- consuming activity so it can decrease the time that a teenager interacts with his/her family. Yet in another study, he arrived to this conclusion that 50% of the families talk to each other less, when they are online, and 41% of the participants were inclined to learn antisocial behaviors in this period (quoted by Farzaneh Golshokou, 2011).

According Kraut and colleagues (1999) one of the factors that might generate change in the youth population and lead to their isolation from social relations and consequently from isolation from family members is excessive use of the internet, a tool that is harmful to these types of interactions and this same factor has a direct relationship with feeling loneliness (quoted by Mashayek, Borjali, 2003). The results of Hassanzade's research indicated that students who are afflicted to the internet addiction, suffer from weaker mental health and social relations. They feel the fear, stress, depression, violence, loneliness, identity crisis and social stress and show other symptoms of other illnesses in terms of pathology and possess lower social and

confrontational skills. These people would rather be connected to the internet and computers than having social relations and have less social interactions with themselves, their peers, families, spouses and people. Anyway, this study is consistent with the other research conducted on undermining social and family relationships by means of the internet.

Also Brown Korwil and Rojas (2009) conducted a study anonymously in the medical centre of New York City. The results indicated that 96% of the teenagers have access to the internet and 55.4% are connected to the explicit sexual sites (quoted by Ghavidel Heidari et al., 2012). The results of the MalekHeidari and Jafarian (1390) entitled "pathology of addiction to internet" indicated that 48% of the users use internet to access pornography and assume that the two most important applications of internet are pornography and chatting. Rabii and Rezanian (2012) stated in their findings that the experience of sexual satisfaction through chat rooms in the internet is an unsuccessful experience and leads to frustration and failure to experience real sexual satisfaction and alienates the individual from himself. Javadi (2004) in a study entitled "surveying the internet effect on family values among secondary students of Mashhad" revealed that: the more a person is accepted in the internet, the more s/he feels intimate, and the rate of using the internet has negative impact on family values (quoted by Rabii, Mohammadzadeh Yazd, 2012). Therefore, the aforementioned results are supported by the present research's findings regarding the internet damage in terms of pornography.

Doran(2010) in a study named as" the investigation of computer games and social skills" concluded that youths who play computer games for long hours and in loneliness, suffer from weaker social skills (quoted by Ranjbar et al., 2010). The results of the Hassanvand Amozadeh and colleagues indicated that the more addicted one is to the internet, the less he or she is committed to national and religious identity and vice versa. And according to the findings of Emami (2005) if the addiction to internet increases, more professional and social damages and consequently, the feeling that one is not belonged to any national or religious group is observed. So, these results are in line with the findings of this study.

Given the results of the above study, we must accept that internet- like other new technologies- has entered our lives and we cannot disregard it. However, by accurate planning, the cultural authorities should provide the culture for the correct use of this phenomenon in the technology and information era.

Suggestions

1. Department of education and other cultural institutes should try to plan the leisure time of the students by generating appropriate fields and equipping sports gyms.
2. Conducting qualitative research about the harms of the 'Clash of the Clans' game
3. Familiarizing the students and their parents with the physical, behavioral, ethical mental and social damages of the internet.
4. Encouraging students to be committed to the ethical and Islamic values and religious beliefs.

5. Producing national and domestic games and soft wares according to Islamic and Iranian culture.
6. Identifying sites that are related to images, films and chats by the parents and teachers and reporting them to relevant authorities
7. Training the parents of students to enhance their capability regarding internet and virtual space so that they can have more control over their children.
8. Generating beneficial and appealing sites.

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