



Research Article

## Intersectionality of Socialization and Technology

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### Abstract

The intersection of socialization and technology is a complex and evolving phenomenon significantly impacting human behavior, societal norms, and ethical considerations in contemporary society. This paper explores various dimensions of this intersection, analyzing both traditional modes of socialization and the transformative effects of technological advancements on social structures and norms. We discuss how traditional socialization processes, influenced by family, peers, education, and cultural customs, shape identities, beliefs, and behaviors, and examine theoretical frameworks that elucidate the dynamics of these processes. Technological innovations, from the printing press to social media and virtual reality, have revolutionized social dynamics, information dissemination, and communication patterns. While technology facilitates access to information, global connections, and virtual communities, it also introduces challenges such as digital addiction, cyberbullying, privacy violations, and digital inequality. The integration of technology into socialization processes has reshaped how individuals interact, share information, and form relationships, presenting both opportunities and detrimental effects. The implications of technology for modern society are profound, influencing social structures, power dynamics, and cultural traditions, while raising ethical concerns about privacy, surveillance, and data exploitation. Addressing these issues requires the development of ethical frameworks and policy interventions. Efforts to bridge the digital divide and enhance equitable access to technology are essential for reducing socioeconomic disparities and fostering social inclusion. To navigate the intersection of socialization and technology safely and ethically, it is crucial to promote digital literacy, privacy protection, and online safety. By critically examining this intersection and addressing its ethical implications, we can harness the potential of technology to enhance human connection, social cohesion, and collective well-being. Through collaborative efforts and ethical leadership, we can manage the complexities of socialization and technology, striving towards a more inclusive, equitable, and sustainable future for all.

**Keywords:** Socialization, Technology, Digital age, Human behavior, Societal norms, Ethical considerations, Communication patterns, Social structures, Digital literacy,

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### INTRODUCTION

In an era of fast technological breakthroughs, the junction of socialization and technology has become a major source of scholarly and societal concern. This research attempts to unravel the complex dynamics at work in contemporary society, where digital innovation profoundly influences how people interact, communicate, and make connections. Using a multidisciplinary approach, the study investigates the numerous ways in which technology influences socialization, drawing on both sociological and technological viewpoints. The study aims to understand the complicated

interaction between human behavior and digital tools by delving into theoretical frameworks such as socialization theories, technological determinism, and social constructionism. The evolution of socialization in the digital world is investigated by tracking the historical trajectory of technology's impact on social contact. From the introduction of social media platforms to the widespread use of digital communication channels, technology has changed the concept of social dynamics. Socialization is the process wherein an individual or group of people interacts with each other to acquire and absorb norms, values and practitioner of a given society. Morawski et al

(2011)<sup>1</sup> defined socialization as the formation and development of a social groupings and also the development of a social state of mind in the individuals who associate. Therefore, socialization is both cause and effect of association. Sociology contends that socialization is inextricably linked to developmental psychology, and that humans require social experiences to learn their culture and thrive. In other words, socialization is the process by which people learn how to respond in a given situation by adhering to the rules, values, and guidelines of their community or group. Socialization trends altered as technology improved, and people's interactions changed as well.

Technology is the application of scientific knowledge to suit human demands such as environmental evolution and improving our quality of life. According to Eugene B.

Skolnikoff (1993)<sup>2</sup> technology is the application of conceptual knowledge to achieve practical goals, particularly those related to reproduction. As mentioned by Edwin Mansfield (1968-1971)<sup>3</sup> defined technology as society's stock of knowledge relating to the industrial arts. It comprises of knowledge employed by industry regarding the principles of physical and social phenomena, knowledge concerning the application of these principles of production, and knowledge relating to the day-to-day activities of manufacturing. Technology has also altered the way we communicate with one another, work, and acquire new knowledge. Socialization and technology have worked together to progress modern society, as has the rearing of children in a particular society.

In the twenty-first century, the agents of socialization known as tradition or custom have changed their purpose. This encompasses the family, school, friends, and society in general. It has shifted due to media and technology. According to Schepper (2011), Rogow (2007), and Rideout (2007), "Development and social science" conducted study to identify the effects of technological devices and their relationship with socialization levels. They discovered that technology has a favorable impact on social connections, knowledge sharing, and children's ability to communicate and associate with others. It also incorporates the empowerment of underprivileged populations as demonstrated by Gajjala, R., and Mamidipudi, A. (1999)<sup>4</sup>. Kirchner's example of online learning platforms and educational resources demonstrates how technology can create educational opportunities. P.A and Karpinski, A.C. (2010)<sup>5</sup>. Joinson (2008)<sup>6</sup> demonstrated that technology promotes social support through online networks, allowing individuals to seek and receive emotional support, guidance, and encouragement from peers, friends, and even strangers, enhancing mental wellbeing.

However, technology is not always a positive force; while it has clearly altered socialization, it is also important to recognize its negative consequences. While technology has increased connectivity, it has also raised questions about the nature of human interaction and relationships. Excessive screen time and reliance on digital communication can undermine face-to-face connection skills, reduce empathy, and increase feelings of isolation and loneliness. Furthermore, cyberbullying, privacy concerns, and internet addiction present substantial barriers to good sociability in the digital era. According to a study conducted by Bhattacharyya (2017), youngsters who use electronic gadgets more than 4-5 times each day become addicted to them. Suler (2004)<sup>7</sup> and Suhana (2017)<sup>8</sup> contended that excessive cell phone use and high reliance on technological gadgets causes youngsters to be more violent and unable to manage their emotions and sentiments when angry. Turkle (2010) demonstrates that technology diminished face-to-face engagement due to an overreliance on digital communication platforms, which reduces opportunities for meaningful interaction, resulting in decreasing social skills and empathy.

While technology has clearly transformed the way we socialize, it has had both beneficial and harmful effects. On the one hand, it has increased global connectivity, improved communication, and created opportunities for community formation. On the other hand, overreliance on digital communication can result in less face-to-face engagement, social isolation, and privacy problems. Furthermore, concerns like cyberbullying, internet addiction, and the formation of filter bubbles show the importance of a more nuanced understanding of technology's role in socialization. Moving forward, it is critical to use the benefits of technology while also addressing its drawbacks in order to build healthy meaning and balanced social connection in the digital world.

## **SOCIALISATION**

Socialization is one of the continuous processes in human nature. Socialization begins when a person is born and continues until their death. Socialization is a topic covered in social science. Although it is most closely associated with sociology, psychology, such as Sigmund Freud, is also included. Socialization is a multidimensional process fundamental to human development that includes the learning of cultural information, social norms, values, and behavioral patterns that enable individuals to navigate and participate effectively within their community as mentioned by Macionis & Plummer (2012)<sup>9</sup>. Through socialization, individuals internalize the customs, traditions, and language of their culture, facilitating communication and cooperation within their social environment

<sup>1</sup> Morawski et al (2011). "The Evolving Vocabulary of The Social Sciences: The Case Of Socialization".

<sup>2</sup> Eugene B. Skolnikoff (1993). "The Elusive Transformation: Science, Technology, and The Evolution Of International Politics".

<sup>3</sup> Edwin Mansfield (1968). "Technological Change: An Introduction To A Vital Area Of Modern Economics"

<sup>4</sup> Gajjala. R. and Mamidipudi (1999). "Towards A Postcolonial Feminist Methodology In Critical Technology Studies".

<sup>5</sup> Kirchner, P. A & Karpinski, A (2010). " Facebook And Academic Performance. Computers In Human Behavior".

<sup>6</sup> Adam. N. Joinson (2008). "Looking At, Looking Up Or Keeping Up With People?: Motives And Use Of Facebook".

<sup>7</sup> Suler, John (2004). "The Online Disinhibition Effect".

<sup>8</sup> Mildayani Suhana (2017). "Influence Of Gadget Usage On Children's Social Emotional Development".

<sup>9</sup> Macionis & Plummer(2012). "Sociology: A Worldwide Introduction. Pearson Education".

Giddens. A, Duneier. M and Appelbaum. R. P (2017)<sup>10</sup>. Moreover, socialization imparts essential social roles and expectations, guiding individuals in their roles as family members, friends, workers, and citizens Henslin, J. M. (2013)<sup>11</sup>. Man is socially and culturally sociable. Man has opportunity to develop his personality because of culture.. Development of culture is not an automatic process; every society prescribes its own ways and ways to provide social education to its new members so they can grow into unique individuals. This social training is called socialization Principles of sociology<sup>12</sup>.with an introduction to social thought by CN SHANKAR. RAO and S Chand. In actuality, socialization starts as soon as a child is born. As the child continue to grow, the child will learn more from his / her family and the society at large.” Socialization summarizes how and to what extent individuals are matched with the requirements and collective life. At the individual level, socialization is seen as society’s principal mechanism for influencing the development of behavior”. Theodore Klong, Jeffrey K Hadden (1985)<sup>13</sup> according to such sociologist socialization was defined as a process by which an individual learns to conform to the norms of the group or society. Socialization leads to us feeling in associate and it creates relationships with one another. Lundberg suggested that socialization is learning that enables the learner to perform social roles. Henceforth this brings out the point that socialization is not only for a newborn but also for someone who has relocated to a new place and is trying to adapt to the new environment. Imitation is one of the factors of process of socialization this is whereby an individual copy another individual suggestion according to (MC Dougall) is another factor of the process of socialization. this is whereby the process of communication results in acceptance.

Socialization plays a fundamental role in the development of human beings. The first importance of socialization is that it converts man, the biological being into man, the social being. Man is not born social but with an empty head. A person can imitate his surroundings. Amala (1918- 21 September 1921 and Kamala (1912-14 November 1929) were two feral girls from Midnapore who were alleged to have been raised by a wolf family. The case study of Feral Man Wayne Dennis in 1942 shows that only through constant training does the newborn child become social in nature. Socialization also contributes to the development of personality. Through teaching them the customs and expectations of social groups, socialization equips individuals to engage with them. The three main objectives of socialization are to teach, regulate impulses and help people develop consciences; to get people ready for certain social roles; and to foster common sources of meaning and value as highlighted by Jeffrey J Arnett 1995”<sup>14</sup>.

Socialization is not a process that happens only within one’s family but rather it stretches out. Family is not the only agency

of socialization, However since the beginning of time it has been present and henceforth this makes it to be considered as a traditional form of socialization. Friends and education are also under the traditional form of socialization.

“Traditional perspectives on socialization hold that families are the primary socialization agents of children teaching them what they need to know in order to function in their society or social groups.” Traditional socialization emphasis is on the conscious teaching of culturally prescribed roles, attitudes, and behavior through social learning mechanism “socialization and the family revisited Norella M Putney, Vern L Bengtson (Summer and Keller)<sup>16</sup> Family is a miniature social organization including at least two generation and is characteristically formed upon the blood. Family is believed to be the first stage of socialization. In the family, that is where cultural behaviors are imitated by the child. “The family is the first agent of socialization because they have the first and greatest contact with the child at birth and continues throughout his lifetime’ ’The first agent of socialization by Charlotte Nickerson<sup>15</sup>. In the family the child is taught about values, norms, social status, and beliefs. The family plays a pivotal role by implementing norms and responsibilities of society on the child. The role of family in socialization is also shaping the personality, habits and also the way children socialize with other people. Family is considered as a traditional socialization agent because culture has been passed from generation through the process of socialization.

The process of peer socialization involves peers assisting one another in acquiring abilities that enable them to collaborate and behave in accordance with established norms. Peer socialization James Gerhart<sup>18</sup> “A peer group is basically made up of people with the same and somehow some social status. Basically, these people share some goals and interests. This type of socialization begins in the earliest years for instance when kids are playing on a playground. As time progresses the peer group surpasses the parental and family group in importance. Peer culture becomes more important and effective to an individual. Education and school are also part of socialization. Teachers play a big role in socialization in the sense that when a child enters a school. Culture is formally transmitted and acquired by an individual. Mostly the education system does not only term formal education but also informal education through the rules and regulations. “Preschool kindergarten generally serves as the second socialization agent for young children. In the USA children spend about seven hours a day 180 days a year in school (USA department of education 2004) Henceforth this shows that a child grows up at school since most of his time is spent at school and education. “One of the main aims of education in schools is the preparation for the world of work, one of the most predominant aspects of social life”. Education is the main agent of secondary socialization. How do schools prepare us for social life.

<sup>10</sup> Giddens. A. Duneier, M. and Appelbaum, R. P (2017). Introduction to Sociology. W.W. Pearson Education.

<sup>11</sup> Henslin, J. M. (2013). Essentials of sociology: A Down to Earth Approach. Pearson Education.

<sup>12</sup> Principles of Sociology.

<sup>13</sup> Theodore E. Long & Jeffrey, K. Hadden (1985). “A Reconception Of Socialization”. Sociology Theory3 (1): 39-49. 1955

<sup>14</sup> Jeffrey J Arnett 1995 Broad and Narrow Socialization: The Family in the context of a Cultural Theory. <sup>16</sup> Norella. Putney, Vern. L. Bengtson (Summer and Keller).

<sup>15</sup> Charlotte Nickerson “The First Agent Of Socialization”. <sup>18</sup> James Gerhart (2017). “Peer Socialization”.

Mead's theory; G.H Mead's theory is a sociologist who analyzed the process of socialization. According to G.H Mead<sup>16</sup> they self-develop out of the child's communication and also socialization with others. A new baby that is born requires food, care, attention, and clothes. The mother then provides what the child basically needs. However, as the child continues to grow up realizes that somehow he needs to separate from his mother. Then the child repeats the same process to his father. As he differentiates his father from his mother and then integrates his father from his mother and then integrates him into the social system. G.H

Mead agreed with "C.H Cooley's theory of self-looking glass"<sup>17</sup> "that is Based on self is social. Meads believes that an individual, largely through interaction, becomes aware of himself making him known to his roles "known as role playing". Role playing was described by Mead as the process whereby an individual got a picture of himself, by seeing other doings. 'In seeing himself as others see him, the individual is actually putting himself in the place of others and imagining what their response might be. This is role playing, the other maybe friends, family, church members and so on. As the child sees their behavior while growing he decided to take the role of another person. Significant others: The newborn infant has a need to like clothes or food that gives the child satisfaction. The mother satisfies these needs, and the child comes to depend on her and identifies himself. Generalized other; The child does not only identify himself with others but also begins to act towards himself from the viewpoint of the whole group. The child first understands the roles of different people. After that the child begins to anticipate the behavior of all the members of the group.

Freud second theory and his concept of the human mind. Sigmund Freud was an Austrian Psychiatrist and founder of Psychoanalysis. He focused more on the human mind. He does not agree with the concept of self and society. According to him "self" and "society" are not identical. He gave three concepts of Id, Ego, and Super Ego which all construct \ constitute the three systems of the mind. The Id is the organ of untamed passion and represents instinctive desires. It is only concerned with satisfying the animal impulses of man. Ego is the second, this is based with reasoning. It also serves as the mediator between desire and action. Lastly the Super Ego, this act on ideals and norms. It always holds up the behavior norms of society. It provides the Ego, the idea of moral and immoral and this intervenes with the Id.

## **EVOLUTION OF TECHNOLOGY.**

The term "technology" is derived from the Greek words "techne" meaning art or craft, and "logia" meaning study of, the

Greek philosopher Aristotle used the word "techne" to refer to practical knowledge and skills, laying the foundation for the modern concept "technology". Technology can be broadly defined as the application of scientific knowledge for practical purpose especially in industry, it encompasses tools, machines, techniques, and system used to solve problems or accomplish tasks ranging from simple hand tools to complex computer systems. The earliest known tools date back to around 2.5 million years ago, as evidenced by archaeological findings such as the Oldowan tools in Africa which was mentioned in 2003 by Semaw<sup>18</sup>. The stone tools and fire allowed early humans to hunt, cook food and defend themselves more effectively leading to improved survival. The transition from hunter- gatherer societies to agriculture communities began around 10,000 BCE leading to domestication of plants and animals. This period saw the development of farming implements such as plows and sickles highlighted by Diamond in 1997<sup>19</sup>. The harnessing of electricity in the 19<sup>th</sup> century paved the way for innovation like the telegraph and telephone. Thomas Edison's invention of the electric light bulb in 1879 revolutionized lighting and led to the electrification of cities as cited by A.Hughes in 1983<sup>20</sup>. The invention of electricity and telecommunication revolutionized communication, transportation and entertainment and shrinking distances<sup>21</sup>. The latter half of the 20<sup>th</sup> century saw the rise of the information age' characterized by the development of computers and the internet. The invention of the transistor in 1947 and subsequent advances in integrated circuits technology enabled the miniaturization of electronics and the proliferation of computing devices mentioned by Paul E. Ceruzzi 2003<sup>22</sup>. According to Gerard Goggin 2006 stated that, the 21<sup>st</sup> century has witnessed the widespread adoption of mobile and smart devices including smartphones, tablets, and wearable technology<sup>23</sup>.

Technology has different impacts on each era as it continues to advance further, in prehistoric era Richard G. Klein (2003) showed that early forms of communication such as cave paintings and verbal storytelling, facilitated social bonding within communities and the transmission of cultural knowledge from generation to generation<sup>24</sup>. In ancient era the development of written language enabled the recording and sharing of stories, laws, and historical events, fostering the formation of complex societies and facilitating long distance communication as mentioned by Amelie Kuhrt and Susan Sherwin-White (1994)<sup>25</sup>. Peter Connolly and Hazel Dodge (1998) show cased that, the construction of public spaces such as theaters, forums and baths provided opportunities for social interaction, entertainment and civic engagement shaping communal identities and political

<sup>16</sup> G.H. Mead.

<sup>17</sup> C.H. Cooley's Theory Of Self-looking Glass.

<sup>18</sup> Semaw et al. 2003 2.6-Million-year-Old Stone and Associated Bones From OGS-6 AND OGS-7, Gona, Afar, Ethiopia.

<sup>19</sup> Larry Diamond 1997 Civil Society and the Development of Democracy.

<sup>20</sup> A. Hughes 1983 Analysis of Electrical Machines.

<sup>21</sup> Jonnes Edison, Telsa, Westinghouse and The Race To Electrify The World (2004).

<sup>22</sup> Paul E. Ceruzzi 2003 A History of Modern Computing.

<sup>23</sup> Gerard Goggin 2006 Cell Phone Culture: Mobile Technology in Everyday Life.

<sup>24</sup> Richard G. Klein (2003) "The Dawn of Human Culture.

<sup>25</sup> Amelie Kuhrt and Susan Sherwin-White (1994) "The Invention of Writing: Ancient Civilization in Mesopotamia, Egypt, China and Mexico".



participation<sup>26</sup>. The printing press democratized access to information allowing ideas to spread more widely and facilitating the formation of intellectual communities such as saloons and coffee houses by Elizabeth L Eisenstein (1983)<sup>27</sup>. Urbanization and the rise of factory work altered social structures and interpersonal relationships as people migrated to cities and experienced new forms of labor and leisure by E.P Thompson (1963)<sup>28</sup>. The invention of the telephone and radio enabled real time communication over long distances, connecting individuals and communities in unprecedented ways and shaping popular culture cited by Tom Standage (1998)<sup>29</sup>. Television became a dominant medium for mass communication and entertainment influencing social norms, shaping public opinion, and providing a shared cultural experience stated by Raymond Williams (1974)<sup>30</sup>. The internet and social media platforms transformed how people connect, communicate and form relationships allowing for global networking, online communities, and new modes of self-expression by Micheal Mandiberg (2012). Mobile devices and digital communication tools have further accelerated the pace of social interaction blurring the boundaries between online and offline socialization and raising questions about privacy and digital identity mentioned by Sherry Turkle (2021)<sup>31</sup>.

## THE INTERSECTION OF SOCIALIZATION AND TECHNOLOGY

The intersection of socialization and technology is fascinating. Technology has drastically altered how we communicate and connect, influencing everything from how we make friends to how we maintain relationships. It's changed the dynamic of social interactions, both positively and negatively, impacting aspects like privacy, intimacy, and even empathy as noted by Boyd (2014)<sup>32</sup> "social media become an integral part of how teens socialize, and it is no longer possible to understand American adolescence without understanding media". Social media platforms such as Instagram, Facebook, twitter and tik tok has transformed the way people connect and maintain their relationships enabling users to create online identities and engage in networked individualism as shown by Papacharissi (2014)<sup>33</sup>. Users engage in activities like sharing photos, updates and messages which contribute to the formation and maintenance of social connections. Communication technologies such as smartphones, social media platforms, and

messaging apps have revolutionized how people stay connected with others as mentioned by Barry Wellman and Keith Hampton in their research paper "Living Networked On And Offline"<sup>34</sup>. Smartphones further accelerated these trends enabling constant connectivity and access to online communities. Research by Bayard and Schaefer (2017) reveals that smartphones users spend an average of four hours daily on their devices while using social media and messaging apps<sup>35</sup>. This connectedness has led to a blurring of boundaries between online and offline socialization with many individuals experiencing a sense of "always-on". Research suggests that social media use can influence various aspects of wellbeing including self-esteem, social support, and loneliness, depending on factors such as usage patterns and content consumption by Philippe Verduyn et al (2006).<sup>39</sup>

Furthermore, the internet culture has also significantly influenced the socialization process, it encompasses a diverse array of online phenomena, including memes, viral content, and digital communities, that shape social norms and behavior. Online communities and forums have emerged as spaces for people to share interests, ideas, and identities. These communities serve diverse purposes, catering to specific interests, identities, or support needs and fostering a sense of belonging among members. As urged by Jerkins (2006) "Participatory Culture" enabled individuals to engage in collective creativity, collaboration, and socialization. Internet memes, in particular play a significant role in disseminating cultural ideas and facilitating social cohesion among online communities which was highlighted by Limor Shifman (2013)<sup>36</sup>. Virtual environments such as online gaming and virtual reality have also expanded socialization opportunities allowing individuals to interact and form relationships to immerse themselves in digital environments. Research suggests that Virtual Reality can facilitate social pressure and emotional engagement, leading to meaningful social interactions and connections among users by Matthew Lombard and Theresa Ditton<sup>37</sup>.

## IMPLICATIONS FOR CONTEMPORARY SOCIETY

**ACCESS TO INFORMATION:** Technology has democratized access to information, allowing individuals to learn about diverse cultures, perspectives, and topics. This access fosters curiosity,

<sup>26</sup> Peter Connolly and Hazel Dodge (1998) "The Ancient City: Life in Classical Athens and Rome".

<sup>27</sup> Elizabeth L. Eisenstein (1983) "The Printing Revolution in Early Modern Europe".

<sup>28</sup> E.P. Thompson (1963) "The Making of The English Working Class".

<sup>29</sup> Tom Standage (1998) "The Victoria Internet: The Remarkable Story of the Telegraph and the Nineteenth Century's On-line Pioneers".

<sup>30</sup> Raymond Williams (1974) "Television: Technology and Cultural Form".

<sup>31</sup> Sherry Turkle (2011) "Alone Together: Why We Expect More from Technology and Less from Each Other".

<sup>32</sup> Buyd (2014) "The Social Lives Of Networked Teens".

<sup>33</sup> Papacharissi (2014) "The Virtual Geographics of Social Networks".

<sup>34</sup> Barry Wellman and Keith Hampton (1999) "Living Networked On And Offline".

<sup>35</sup> Bayard and Schaefer (2017) "The Social and Emotional Consequences of Smartphones". <sup>39</sup> Philippe Verduyn et.al (2006) "Do Social Network Sites Enhance or Undermine Subjective Well-being: A Critical Review".

<sup>36</sup> Limor Shifman (2013) "Memes in a Digital World: Reconciling with a Conceptual Troublemaker".

<sup>37</sup> Matthew Lombard and Theresa Ditton (1997) "At The Heart Of It All: The Concept Of Presence". <sup>42</sup> Leah A. Lievrouw (2014) "Materiality and Media in Communication and Technology Studies".

understanding and intellectual growth. For example, platforms like Google and Wikipedia provide instant access to wealth of knowledge, enabling individuals to engage in informed discussion and broaden their worldview as stated by Leah A. Lievrouw (2014)<sup>42</sup>.

**GLOBAL CONNECTION:** Social media platforms, messaging apps and video conferencing tools have revolutionized how people connect globally. Regardless of geographical boundaries, individuals can form friendships, collaborate on projects, and share experiences with people from different countries and cultures. This interconnectedness promotes cross-cultural understanding, empathy and cooperation as mentioned by Manuel Castells (2008)<sup>38</sup>.

**ENHANCED COMMUNICATION:** Technology enables real time communication through various channels such as instant messaging, voice calls, and video chats. These tools facilitate seamless communication with friends, family and colleagues, irrespective of distance. Additionally, social media platforms provide avenues for maintaining relationships, sharing updates, and expressing oneself creatively, enhancing social bonds and intimacy by Turkle, Sherry (2011).

**COMMUNITY BUILDING:** Online forums, social networking sites and virtual communities have become spaces for like-minded individuals to connect, collaborate, and support each other. These communities offer a sense of belonging, validation, and camaraderie, especially for individuals with niche interests or marginalized identities. For instance, support groups on platforms like Reddit provide emotional support and resources for people facing similar challenges as researched by Rheingold (1993)<sup>39</sup>.

**ACCESSIBILITY:** Technology has made socialization more accessible for individuals with disabilities. Assistive technologies such as screen readers, text to speech software and communication devices empower people with disabilities to engage in social activities, access information and communicate effectively thereby reducing barriers to social inclusion by Carol A. Wong (2015)<sup>40</sup>.

## **NEGATIVE CONSEQUENCES OF TECHNOLOGY ON SOCIALIZATION**

**DIGITAL ADDICTION:** Excessive use of technology, particularly social media, gaming, and streaming platforms can lead to digital addiction. The compulsive behaviour disrupts real life interactions, relationships and responsibilities, resulting in social isolation, anxiety and depression. Individuals may prioritize virtual interactions over face to face communication, leading to a deterioration in social skills and emotional well-being as mentioned by Griffiths, M (2005)<sup>46</sup>.

**CYBERBULLYING:** The anonymity and reach of the internet make it a breeding ground for cyberbullying, harassment and online abuse. Cyberbullies use social media, messaging apps and online forums to intimidate, humiliate or threaten others, causing significant psychological distress and trauma. Victims of cyberbullying may experience social withdrawal, low self-esteem and suicidal ideation, impacting their ability to trust and connect with others as highlighted in a research by Patchin, Justin W and Hinduja. Sameer (2015)<sup>41</sup>.

**FILTER BUBBLES AND ECHO CHAMBERS:** Algorithmic personalization on social media platforms creates filter bubbles, where individuals are exposed only to information and opinions and inhibits critical thinking and open mindedness. As a result people may become more entrenched in their viewpoints, leading to social polarization, intolerance and societal fragmentation by Eli Pariser (2011)<sup>42</sup>.

**PRIVACY CONCERNS:** The pervasive collection and misuse of personal data by technology companies raises concerns about privacy infringement, surveillance, and data exploitation. Individuals may feel reluctant to engage authentically in online interactions or share personal information due to fears of surveillance, identity theft, or online harassment. This erosion of trust undermines the integrity of online social networks and exacerbates feelings of vulnerability and distrust as shown by Boyd. Danah (2014)<sup>43</sup>.

## **EXAMINING HOW TECHNOLOGY ADVANCEMENTS MAY RESHAPE SOCIAL STRUCTURE AND NORMS**

### **FLEXIBLE WORK ARRANGEMENTS**

**VIRTUAL COMMUNITIES:** The emergence of virtual communities, online forums, and social networking sites has redefined the concept of community and belonging. Unlike geographically bound communities, virtual communities are formed around shared interests, identities, or ideologies, transcending physical boundaries, and fostering global connections. These digital communities facilitate collective action, knowledge sharing and social supporting, challenging traditional notions of social cohesion, locality, and identity formation by Rheingold (2012).

**DIGITAL LITERACY:** Technological advancements require individuals to develop digital literacy skills to navigate online spaces effectively. Digital literacy encompasses the ability to critically evaluate information, protect personal privacy, engage responsibly in online discussions, and utilize digital tools for creative expression and collaboration. As technology continues to evolve, digital literacy becomes essential for social participation, civic engagement and lifelong learning reshaping

<sup>38</sup> Manuel Castells (2008) "Globalization, Networking, Urbanization: Reflection on the Spatial Dynamics of the Information Age".

<sup>39</sup> H. Rheingold (1993) "The Virtual Community: Homesteading on the Electronic Frontier".

<sup>40</sup> Carol A. Wong (2015) "Connecting Nursing Leadership Patient Outcomes: State of the Science". <sup>46</sup> Griffiths. M. (2005) "A Components Model Of Addiction Within A Biopsychosocial Framework".

<sup>41</sup> Patchin, J. W. and Hinduja, S. (2015) "Measuring Cyberbullying: Implication For Research Aggression And Violent Behavior, 23, 69-74".

<sup>42</sup> Eli Pariser (2011). "The Filter Bubble: What The Internet Is Hiding From You 294pp".

<sup>43</sup> Boyd Danah (2014). "It's Complicated: The Social Lives Of Networked Teens".

social norms around information consumption, communication etiquette and online behavior as mentioned by Hargittai (2016)<sup>44</sup>.

**REDEFINING RELATIONSHIPS:** Online dating apps, social media platforms, and virtual reality experiences have reshaped the landscape of romantic relationships and social interactions. These digital platforms offer new avenues for meeting potential partners, building connections and expressing romantic interest, challenging traditional norms around courtship, intimacy, and gender roles. Moreover, long distance relationships and virtual friendships facilitated by technology blur the boundaries between physical and digital interactions prompting individuals to reconsider the nature and boundaries of meaningful relationships (Ellison et al 2011)<sup>51</sup>.

**POLITICAL PARTICIPATION:** Social media platforms and digital technologies have democratized political discourse and activism, enabling individuals to engage in civic participation, advocacy, and mobilization efforts. Online platforms serve as forums for political debate, information dissemination and collective action empowering citizens to voice their opinions, hold governments accountable and organize social movements. This digitalization of politics reshapes social norms around civic engagement, accountability and public discourse as citizens increasingly leverage technology to shape political agendas and influence decision making processes Bennett and Segerberg (2012)<sup>45</sup>.

Technology advancements have profoundly influenced the way we socialize, communicate, and interact with one another. While technology offers numerous benefits for socialization including access to information, global connections, and virtual communities, it also poses significant challenges and risks, such as digital addiction, cyberbullying, and filter bubbles. Moreover, technological advancements have the potential to reshape social structures and norms affecting various aspects of work, community, relationships, and political participation. By critically examining these positive effects, negative consequences, and societal implications of technology on socialization, we can better understand how to navigate the complex intersection of technology and society in the digital age.

## **CHALLENGES AND ETHICAL CONSIDERATIONS CHALLENGES ARISING FROM THE INTERSECTION OF SOCIALIZATION AND TECHNOLOGY**

**DIGITAL ADDICTION:** The pervasive use of smartphones, social media and online entertainment can lead to digital

addiction, where individuals prioritize virtual interactions over real life relationships and responsibilities. This addiction can disrupt socialization patterns, leading to isolation, withdrawal and impaired interpersonal skills as highlighted by Griffiths (2005).

**CYBERBULLYING:** The anonymity and reach of the internet enable cyberbullying, harassment, and online abuse, which can have devastating effects on victims mental health and well being. Cyberbullying undermines trust and safety in online social spaces, hindering authentic socialization and fostering fear and anxiety as shown by the research done by Stauffer et al (2012)<sup>46</sup>.

**FILTER BUBBLES AND ECHO CHAMBERS:** Algorithmic personalization on social media platforms creates filter bubbles, where individuals are exposed only to information and viewpoints that align with their existing beliefs and preferences. This echo chamber effect reinforces polarization, intolerance, and ideological extremism, hindering meaningful dialogue and understanding between diverse social groups as mentioned by Hosanagar, Kartik (2016)<sup>47</sup>.

**PRIVACY CONCERNS:** The collection and exploitation of personal data by technology companies raises significant ethical concerns regarding privacy, surveillance, and data exploitation. Individuals may feel reluctant to engage authentically in online interactions or share personal information due to fears of surveillance, identity theft, or online harassment, undermining trust, and integrity in online social networks according to Dwyer, C, Hiltz, S and Passerini, K (2007)<sup>48</sup>.

**DIGITAL INEQUALITY:** Disparities in access to technology, internet connectivity and digital literacy exacerbate digital inequality, creating barriers to socialization and civic participation for marginalized communities. Those without access to reliable internet infrastructure or digital devices are excluded from online social spaces, limiting their ability to connect, communicate and access information by Van Dijk (2005)<sup>49</sup>.

## **ETHICAL CONCERNS RELATED TO PRIVACY, SURVEILLANCE, AND DATA EXPLOITATION**

**PRIVACY INVASION:** The pervasive collection of personal data by technology companies through online platforms, apps, and devices raises concerns about privacy invasion and surveillance. Individuals may feel exposed and vulnerable, as their online activities, preferences and behaviors are constantly monitored and monetized by third parties without their consent as mentioned by Helen Nissenbaum (2011)<sup>50</sup>.

<sup>44</sup> Eszter Hargittai and Eden Litt (2016) "The Imagined Audience On Social Network Sites". <sup>51</sup> Nicole B. Ellison, Charles Steinfield, Cliff Lampe (2011). "Connection Strategies: Social Capital Implications Of Facebook-enabled Communication Practices".

<sup>45</sup> Bennett, W. L and Segerberg, A (2012) "The Logic of Connective Action: Digital media and The Personalization Of Contentious Politics. Information, Communication and Society, 15(5), 739-768."

<sup>46</sup> Stauffer, Sterling; Heath, Melissa Allen; Coyne, Sarah Marie; Ferrin, Scott (2012). "High School Teachers Perception Of Cyberbullying Prevention And Intervention Strategies".

<sup>47</sup> Hosanagar, Kartik (2016). "Blame The Echo Chamber On Facebook. But Blame Yourself, Too"

<sup>48</sup> Dwyer, C, Hiltz, S and Passerini, K (2007). "Trust And Privacy Concerns Within Social Networking Sites: A Comparison of Facebook and Myspace. Americas Conference on Information Systems".

<sup>49</sup> Van Dijk, J. A. (2005). "The Deepening Divide: Inequality In The Information Society. Sage".

<sup>50</sup> Helen Nissenbaum (2011). "A Contextual Approach to Privacy Online".

**SURVEILLANCE CAPITALISM:** The commodification of personal data for targeted advertising and market manipulation raises ethical questions about surveillance capitalism.

Technology companies profit from exploiting users' personal information, shaping their online experiences, and influencing their behaviors, often without transparent disclosure or meaningful consent by Shoshana Zuboff (2019)<sup>51</sup>.

**DATA EXPLOITATION:** The unauthorized use, sharing, and exploitation of personal data by tech companies, advertisers and other entities raises ethical concerns about data exploitation and manipulation. Individuals may be unaware of how their data is being used or may lack control over its dissemination, leading to breaches of trust, autonomy, and privacy by Boyd & Crawford (2012).

## **ISSUES OF DIGITAL INEQUALITY AND ACCESS DISPARITIES**

**BROADBAND ACCESS:** Disparities in broadband access and internet connectivity create digital divides, limiting individuals' ability to participate in online socialization and access essential services, information, and opportunities. Rural, low income, and marginalized communities are disproportionately affected by these access disparities, exacerbating social inequalities, and hindering socioeconomic mobility by Mark Warschauer (2004)<sup>52</sup>.

**DIGITAL LITERACY:** Inadequate digital literacy skills further perpetuate digital inequality, as individuals lacking the ability to navigate online spaces effectively are excluded from meaningful participation in the digital economy and society. Access to technology alone is insufficient; individuals must also possess the knowledge and skills to critically evaluate information, project their privacy, and engage responsibly in online interactions as shown by Hargittai (2016)

**TECHNOLOGICAL BARRIERS:** The high cost of digital devices, software, and internet subscriptions poses barriers to access for disadvantaged individuals and communities. Without access to affordable technology and digital infrastructure, individuals are unable to fully participate in online socialization, education, employment, and civic engagement, widening existing social disparities and perpetuating cycles of poverty and marginalization by DiMaggio & Hargittai (2001).

The intersection of socialization and technology presents numerous challenges and ethical issues, including digital addiction, cyberbullying, filter bubbles, privacy invasion, surveillance capitalism, data exploitation, digital inequality, and access disparities.

Addressing these challenges requires a multifaceted approach that emphasizes digital literacy, privacy protection, equitable

access to technology and ethical consideration in the design and implementation of digital systems and policies. By fostering a more inclusive and ethical digital environment, we can mitigate the negative impacts of technology on socialization and promote a more equitable and just society.

## **STRATEGIES FOR MITIGATION AND ADAPTATION.**

Social connections have changed as a result of technology's pervasive effect, which brings both benefits and disadvantages. This research review looks at ways to improve digital literacy, develop healthy digital habits, and lessen the detrimental effects of technology on socialization. This study intends to provide insights into tackling the digital gap and fostering responsible technology usage by examining various approaches and efforts. In the current world, technology is essential for communication, information access, and networking. On the other hand, overuse of technology can negatively impact socializing, resulting in a decline in interpersonal skills, social isolation, and general well-being. It is crucial to suggest methods for reducing adverse effects, encouraging wholesome digital behaviors, and advancing digital literacy in order to solve these issues.

### **Mitigating Negative Impacts of Technology on Socialization**

**Digital literacy education:** Teaching people about digital citizenship and ethical technology use can help them navigate online environments more carefully (Livingstone & Helsper, 2008)<sup>53</sup>.

By lowering the possibility of false information and fostering positive online relationships, critical thinking instruction can assist people in assessing the reliability and quality of online content (Hobbs, 2010)<sup>61</sup>.

Encouraging people to maintain a healthy balance between their digital and offline lives can help avert the negative effects of excessive screen time, which include social disengagement and a decline in in-person contacts (Valkenburg & Peter, 2009)<sup>54</sup>.

Establishing limits on technology use, such as imposing device-free zones in specific areas or limiting screen time, can assist people in placing a higher priority on in-person social connections (Radesky et al., 2016)<sup>55</sup>.

**Creating Tech-Free Social Spaces:** Creating places like community centers or parks where using technology is prohibited can promote in-person interactions and a feeling of community (Thompson, 2018)<sup>56</sup>.

Meaningful relationships outside of digital environments can be facilitated by planning events and activities that encourage offline sociability, such as game nights or group outings (Rosen et al., 2014)<sup>57</sup>.

<sup>51</sup> Shoshana Zuboff (2019). "Surveillance Capitalism And The Challenges of Collective Action".

<sup>52</sup> Mark Warschauer (2004). "Of Digital and Social Multipliers: Combining Language And Technology For Human Development".

<sup>53</sup> Sonia Livingstone & Ellen Johanna Helsper (2008). "Parental Mediation of Children's Internet Use". <sup>61</sup> Renes Hobbs (2010). "Digital And Media Literacy: A Plan Of Action".

<sup>54</sup> Valkenburg, P. M. & Peter, J. (2009). "Social Consequences Of The Internet For Adolescents: A Decade Of Research".

<sup>55</sup> Radesky et al (2016). "Parent Perspectives on Their Mobile Technology Use: The Excitement and Exhaustion of Parenting While Connected".

<sup>56</sup> John. N. Thompson (2018). "Interaction And Coevolution".

<sup>57</sup> L. D Rosen et al (2014). "Media and Technology Use Predicts ill-being Among Children, Preteens and Teenagers Independent Of The Negative Health Impacts Of Exercise And Eating Habits". <sup>66</sup> Joseph A. Durlak et al (2011). "The Impact of Enhancing Students Social and Emotional Learning: A Meta-Analysis Of School Based Universal Interventions".



### **Developing Emotional Intelligence and Empathy**

Strengthening interpersonal skills and fostering empathy in online interactions can be achieved by integrating social-emotional learning programs and empathy-building exercises into school curriculum (Durlak et al., 2011)<sup>66</sup>.

Online communities can become more inclusive and supportive by promoting deeds of kindness and compassion (Huang et al., 2016).

**Encouraging Positive Online Behaviors:** According to Livingstone and Helsper (2008), encouraging positive online behaviors can help lessen the detrimental effects of technology on socialization. Examples of these behaviors include courteous communication and constructive criticism.

The detrimental psychological impacts of cyberbullying and online harassment can be lessened by offering resources and support to those who are subjected to these situations (Patchin & Hinduja, 2015).

By putting these tactics into practice, people and communities can seek to lessen the detrimental effects of technology on socialization and promote healthier interactions in both online and offline contexts.

### **Fostering Healthy Digital Habits and Responsible Usage**

Several strategies can be used to promote responsible usage and good digital habits:

**Education for Digital Well-Being:** Developing educational and awareness campaigns about digital well-being and the value of moderation in technology use (Boyd, 2014).

instructing people on how to prioritize offline activities and properly manage their screen time (Twenge, 2017).

Giving parents the knowledge and resources they need to keep an eye on and control their kids' technology use is known as parental guidance and monitoring (Livingstone & Helsper, 2008).

promoting candid discussion regarding technology use and its effects on socialization between parents and kids (McDaniel & Coyne, 2016).

Offering digital detox programs and getaways to assist people in stepping away from technology and reestablishing relationships with others and themselves (Turkle, 2017).

supplying support systems and therapy to people battling addiction to technology (Griffiths, 2010).

### **Initiatives for Bridging the Digital Divide and Promoting Digital Literacy:**

In order to guarantee fair access to technology and provide people the tools they need to successfully traverse the digital world, it is imperative that the digital divide be addressed, and digital literacy be promoted:

**Infrastructure Development:** According to DiMaggio et al. (2004), funding infrastructure development will increase broadband access in underserved areas.

supplying incentives or subsidies to lower-income households to increase the affordability and accessibility of internet access (Norris, 2001).

**Digital abilities Training:** Providing workshops and programs to improve people's digital abilities so they can use technology more effectively (Van Dijk, 2005).

partnering with community organizations, libraries, and schools to offer training opportunities and resources for digital literacy (Warschauer, 2003).

**Community Partnerships:** Creating alliances to support digital inclusion programs amongst non-profits, government agencies, and businesses in the private sector (Graham & Avery, 2013) including local populations in the co-design and execution of digital.

In summary, mitigating the adverse effects of technology on socialization necessitates a comprehensive strategy that includes tactics for cultivating virtuous digital practices, advocating for digital literacy, and closing the digital divide. People and communities may efficiently traverse the digital world, foster responsible technology usage, and improve social well-being in the digital era by putting these strategies and initiatives into practice.

### **CONCLUSION**

The junction of socialization and technology is a dynamic and complicated phenomenon that influences human behavior, societal standards, and ethical concerns in modern society. Throughout this article, we have looked at many stages and characteristics of this intersection, from studying conventional modes of socialization to investigating the implications of technological breakthroughs for social structures and norms. In this final piece, we will summarize major findings and recommend ways for negotiating the interface of socialization and technology safely and ethically. The importance of understanding the junction of socialization and technology stems from its enormous influence on how people connect, communicate, and create relationships in the digital age. Socialization is the fundamental process by which people acquire the knowledge, skills, and values required for societal engagement. Traditional types of socialization, such as family, peers, school, and cultural customs, have a significant impact on people's identities, beliefs, and behaviors. Furthermore, numerous theories and frameworks provide light on the mechanisms and dynamics of socialization processes, highlighting the impact of social interactions, cultural contexts, and historical events on human development. Throughout history, the development of technology has completely changed social dynamics, information distribution, and communication patterns. Technological innovations have changed how people socialize and engage with each other, from the printing press to the emergence of social media and virtual reality. Technology presents difficulties and ethical issues such digital addiction, cyberbullying, privacy invasion, and digital inequality, even while it provides many advantages for socialization, such as information access, international connections, and virtual communities. The way people connect, communicate, and build relationships has changed as a result of the use of technology into socializing processes. With the advent of social media platforms, cellphones, and internet culture, social interactions, information sharing, and community involvement have become commonplace aspects of daily life. People can connect with others based on common interests or identities through virtual settings and online groups, which provide new opportunities for sociability. However, there are certain detrimental effects of technology on sociability, such as those caused by cyberbullying, digital addiction, and echo chambers.

The ramifications of technology for modern civilization are deep, with both positive and bad effects on social structures and conventions. Technological innovations have the capacity to transform social structures, power relations, and cultural traditions, challenging long-held concepts of community, identity, and belonging. Furthermore, technological advancements generate ethical concerns about privacy, surveillance, and data exploitation, emphasizing the need for ethical frameworks and policy interventions to address these issues. Furthermore, digital inequality and access discrepancies reinforce socioeconomic inequities, preventing individuals from fully participating in the digital economy and society. To negotiate the junction of socializing and technology safely and ethically, it is critical to implement measures for reducing harmful effects while also promoting good digital habits and responsible usage. Educating people about digital literacy, privacy protection, and online safety is critical for promoting informed decision-making and responsible conduct in digital contexts. Furthermore, activities aiming at closing the digital gap and increasing fair access to technology and digital resources are critical for tackling digital inequality and boosting social inclusion. Individuals, groups, and civilizations have possibilities as well as challenges at the crossroads of socialization and technology. By critically exploring this intersection and addressing its ethical implications, we may leverage technology's promise to improve human connection, develop social cohesiveness, and promote collective well-being in the digital age. Through collaborative efforts and ethical leadership, we can manage the intricacies of socialization and technology to create a more inclusive, egalitarian, and sustainable future for all.

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