

## The role of socialization agents in sociovirtualization: Bridging the gap between virtual and real-world interactions

**İbrahim Kurt**

<https://orcid.org/0000-0001-7297-286X>

### **Abstract**

The article describes socialization agents as important factors that impact an individual's social growth and interactions in order to properly understand the dynamics of sociovirtualization. These agents serve as sources of guidance, norms, and socialization chances, all of which contribute considerably to the construction of an individual's social identity. These socialization agents are critical in aiding socialization in virtual settings and negotiating the intricacies of virtual interactions in the field of sociovirtualization.

**Key words:** Sociovirtualization, Socialization agents, Virtual and real-world interactions, Digital society

<https://doi.org/10.31039/ljss.2024.8.197>



## **Introduction**

The modern environment is seeing unprecedented levels of digital interconnection, ushering in a paradigm change in which virtual interactions seamlessly integrate with the very fabric of social existence. In this era of increased connectedness, sociovirtualization emerges as a revolutionary process, encouraging people to participate in dynamic virtual worlds that alter the boundaries of social involvement (Machin&Viscay, 2021; Santos et al. 2024). As the boundaries of social contact move profoundly into the virtual arena, socializing agents play a critical role in shaping (Barker, 2024; Hutson&Hutson, 2024) these digital encounters and, more importantly, navigating the delicate crossroads between the virtual and real worlds.

This essay takes a detailed look at the subtle processes of sociovirtualization, with a particular emphasis on illuminating the critical function of socialization agents. These forces, which range from family to peer-driven, from educational institutions to the widespread impact of media and technology, have transformational potential as catalysts changing the landscape of virtual connections. Their importance rests not just in creating these digital encounters, but also in managing a seamless fusion of virtual and real-world experiences (Camargo et al. 2024).

In digging into the complexities of sociovirtualization, this essay methodically examines the multidimensional effect of socialization agents, each of whom contributes to the delicate tapestry of virtual and real-life fusion. The family, as the foundation of societal power, extends its reach into the virtual world, shaping digital interactions and influencing the dynamics that carry over into offline activities (Scheffer, 2024). Peers, as influential companions, plan offline encounters that smoothly integrate with their virtual connections, resulting in a symbiotic link between the physical and the digital (Datta et al. 2010; Fortuna, 2023).

Recognizing the changing environment of sociovirtualization, educational institutions emerge as key players in creating not just academic experiences but also the social skills required to traverse this dynamic digital sphere. (Sorokina et al. 2021). Simultaneously, media and technology, ubiquitous socialization agents, expose people to a variety of virtual communication techniques, changing their views, attitudes, and online identities (Tirocchi, 2023).

As sociovirtualization becomes more important in contemporary life, it is critical to comprehend the complex interplay between humans and their socialization agents in virtual environments (Kurt, 2012). This research aims to highlight the diverse nature of sociovirtualization by conducting a thorough investigation of the effects of family, peer dynamics, educational contexts, and technology influences. Through this investigation, it will be useful to uncover the subtle yet important ways in which these socialization agents contribute to people' overall social development within the changing landscapes of virtual worlds.

## **Literature Review Methodology:**

This paper uses a rigorous and thorough literature review technique to comprehensively investigate the complicated dynamics of socialization agents in the field of sociovirtualization

and their influence on individuals' social development inside virtual settings. The technique used aims to give a comprehensive overview of the existing body of knowledge while also highlighting gaps and possibilities for future academic research.

The first phase entails a thorough identification and selection of relevant academic publications, such as research articles, books, and reports, that investigate the function of socialization agents in sociovirtualization. The search includes databases, academic publications, and repositories to guarantee a comprehensive representation of current debate on the issue.

The chosen material is then rigorously classified according to theme significance, underlining the complex character of sociovirtualization. Thematic areas include, but are not limited to, family influence, peer relations, educational institutions' function, and media/technology effect. This category provides a framework for a focused examination of each aspect's contribution to social development in virtual environments.

The process emphasizes the synthesis of current knowledge by critically examining and summarizing significant results from the relevant literature (Suri& Clarke, 2009). The synthesis seeks to provide a unified narrative that explains the intricate interplay between socialization agents and sociovirtualization by juxtaposing different views and empirical facts.

Patterns and trends in the literature are identified to extract similarities and divergences in our knowledge of socialization agents' roles in sociovirtualization. This technique identifies overarching themes and recurring patterns, allowing for a more complete review of the existing corpus of information (Farrukh&Sajjad, 2023).

The technique, which focuses on expanding academic understanding, includes a rigorous analysis of literature gaps. The study seeks to provide insights that motivate additional exploration and contribute to the continuing discourse on sociovirtualization by identifying areas where research is new or underexplored.

By following this systematic literature review technique, this paper aims to give a thorough and insightful examination of the function of socialization agents in sociovirtualization, contributing to the growing body of knowledge in this dynamic and quickly increasing topic.

## **Understanding Sociovirtualization**

Sociovirtualization is the dynamic process by which humans use virtual platforms and technology to begin social interactions and build connections in a virtual environment. This broad idea incorporates several types of digital communication, including social media, online communities, virtual reality, and video conferencing (Kurt, 2023a). Individuals may transcend geographical boundaries through sociovirtualization, allowing them to share experiences and cultivate connections regardless of physical closeness.

In essence, sociovirtualization facilitates the spread of social participation into the digital sphere. It enables people to engage in a variety of digital communication methods, building ties that transcend physical geography. Whether through immersive virtual experiences, online chats, or real-time video contacts, sociovirtualization provides a varied way for people to bridge gaps, share their stories, and form meaningful connections in the virtual world

(Huang et al. 2023). This vast process reflects the changing nature of human connection in an increasingly linked and digitally mediated world.

### **Defining Socialization Agents**

Peers, groups, or institutions that impact an individual's social development and shape their patterns of social interaction are referred to as socialization agents (Darmon, 2023). These agents play an important role in shaping an individual's social identity by providing advice, creating standards, and generating chances for socialization. These socialization agents are especially important in the context of sociovirtualization since they help with the navigation of complex virtual interactions and facilitate socializing inside digital settings.

In essence, socialization agents act as guiding factors in shaping an individual's knowledge of societal norms and actions, therefore contributing to the complicated fabric of their social identities (Rong&Brown, 2002). In the virtual world, these agents become crucial in providing the required support and structure for humans to interact meaningfully with the complexity of sociovirtualization (Kurt, 2012). Their impact goes beyond the real world, actively shaping the social fabric of virtual environments and contributing to the changing landscape of digital social interactions.

### **The Influence of Socialization Agents in Sociovirtualization**

In the complex terrain of sociovirtualization, the effect of socialization agents is a defining factor, considerably altering people's experiences in virtual settings. Socialization agents, whether parental, peer-driven, institutional, or electronically mediated, play an important role in shaping and enabling the development of social skills and behaviors in the dynamic world of sociovirtualization.

One important contribution of socialization agents is their capacity to provide direction. Individuals frequently face new obstacles in the virtual world, where social interaction limits extend beyond the physical (Belk, 2013). Socialization agents, such as family members, peers, educational institutions, and technological platforms, act as beacons, giving essential insights, norms, and navigational guidance. This counsel is especially important in helping people understand the complexities of virtual communication, etiquette, and making lasting connections.

Support is another critical aspect of socialization agents' roles in sociovirtualization. Navigating the complexities of virtual worlds may be a difficult undertaking fraught with possible dangers and uncertainty. Here, socialization agents intervene, providing a framework of support, counsel, and emotional reinforcement. Whether via parental encouragement, peer support networks, or educational institution activities, this support system enables individuals to confidently enter the digital environment (Huda et al. 2017; Lovena&Tuppil 2024), encouraging the sense of comfort required for significant sociovirtualization experiences.

Socialization agents create possibilities for social contact. In virtual situations, where traditional pathways for social involvement may differ from the real world, these agents play an important role in generating surroundings favorable to connection-making. These chances, which range from enabling online forums and joint projects in educational institutions to

orchestrating social events in peer groups, serve as the foundation for establishing relationships and exchanging experiences online (Kurt, 2015; Yoon et al. 2020).

Understanding the subtle effect of socialization agents is critical for understanding the aspects that contribute to positive sociovirtualization experiences. It enables us to unravel the complexities of the social fabric woven in virtual worlds, recognizing the many roles that these actors perform. Recognizing the impact of familial, peer, educational, and technological influences provides insights into the multifaceted nature of sociovirtualization, allowing for a more profound understanding of the social dynamics that unfold within this increasingly important aspect of contemporary human interaction. In essence, the effect of socialization agents in sociovirtualization serves as a guiding force, shaping not just individuals' virtual experiences but also the larger landscape of digital socializing.

### **Family as a Socialization Agent**

The family is one of the most powerful socialization agents in a person's life, and this includes sociovirtualization. Family members lay the groundwork for social skills, attitudes, and standards that influence an individual's virtual relationships (Lauricella&Cingel, 2020). They shape views concerning technology, provide ground rules for online interaction, and offer emotional support. The family's participation in sociovirtualization is crucial for promoting digital literacy, responsible online conduct, and achieving a good balance of virtual and real-world contacts.

### **Peers as a Socialization Agent**

Peers play an important role as socialization agents in sociovirtualization. Peer interactions in virtual settings promote social engagement, cooperation, and the development of interpersonal skills (Kurt, 2013). Peer evaluation, acceptance, and validation help to shape one's online identity and impact social behaviors in virtual situations. Peer support and shared experiences in sociovirtualization provide a sense of belonging and social connection.

### **Educational Institutions as a Socialization Agent**

Educational institutions play an important role in sociovirtualization. They enable learning and social engagement in virtual classrooms and online educational groups. Educational institutions encourage the development of digital literacy skills, promote collaborative learning, and provide chances for students to engage with other viewpoints. These institutions have a significant impact on molding people's socialization experiences and preparing them for effective involvement in virtual worlds (Kurt&Devecioglu, 2015).

### **Media and Technology as a Socialization Agent**

Media and technology also play important socializing roles in sociovirtualization. Media representations and technology capabilities influence people's views, attitudes, and behaviors in virtual places (Kurt, 2023b). They shape the norms, values, and social skills required for effective sociovirtualization. Media literacy abilities are essential for critically analyzing online information, comprehending the influence of media on socialization, and engaging in responsible virtual relationships.

## **Bridging the Gap between Virtual and Real-world Interactions**

In the vast area of sociovirtualization, the function of socialization agents becomes critical in establishing a smooth link between the virtual and real worlds. These agents, ranging from family and peers to educational institutions, serve as linchpins, providing critical guidance and support to help individuals navigate the complexities of virtual environments while ensuring a smooth transition between the digital and physical realms.

One of the most important aspects of socialization agents' roles is to provide users with advice and assistance customized to the complexities of virtual worlds. The virtual realm frequently presents distinct problems, ranging from the complexities of online communication to the use of digital platforms (Nosrati et al. 2020). Socialization agents serve as mentors, providing insights and help that enable users to successfully navigate these hurdles, creating the confidence required for a meaningful sociovirtualization experience.

Another important role of socializing agents is to provide a smooth transition between virtual and in-person contacts. In this scenario, the family serves as the major socialization agent. Their effect goes beyond the virtual domain, encouraging people to engage in offline activities and stay in touch with friends and family in the real world (Maloney et al. 2021). This fusion of worlds guarantees a comprehensive social experience in which the virtual and real interact smoothly, improving people's lives beyond the boundaries of digital interfaces.

Peers, as prominent socialization agents, play an important role in bridging virtual and real-world experiences. They plan offline meets or events to provide real possibilities for face-to-face encounters in addition to their virtual relationships (Mohan, 2023). This offline component deepens and authenticates virtual ties, converting them into concrete, real-world links.

Recognizing the value of a balanced approach, educational institutions help to bridge the gap by offering chances for blended learning. Integrating virtual platforms into educational activities enables a seamless blend of virtual and in-person interactions (Kurt&Ağayev, 2009; Pendency, 2023). This combination not only promotes academic advancement but also fosters social skills in both virtual and real-world settings, equipping students for a comprehensive engagement with the increasingly interrelated aspects of modern life.

Individuals may build a balanced and integrated approach to sociovirtualization by understanding how these varied socialization agents interact. Individuals traverse the virtual terrain with a complex awareness of its link to the actual world by drawing on the direction and support of family, the organic relationships generated by peers, and the educational frameworks supplied by institutions. In essence, the collaborative efforts of socialization agents create a bridge that connects virtual and real-world interactions, providing users with a full and enhanced sociovirtualization experience.

## **Challenges and Considerations in Sociovirtualization**

As sociovirtualization becomes an increasingly important aspect of our linked society, a slew of issues and considerations arise, necessitating careful attention to guarantee that the virtual realm remains a location for good and meaningful socializing interactions. Individuals who navigate the complexities of this digital landscape face challenges such as privacy concerns,

online safety risks, the digital divide, and the possibility of online harassment, all of which necessitate proactive measures to create a supportive and secure sociovirtualization environment.

One of the most significant issues is the widespread issue of privacy concerns. Individuals dealing with sociovirtualization must strike a delicate balance between disclosing personal information and protecting their privacy (Chen et al. 2022). The digital world, characterized by a continual flow of data, increases the vulnerability of personal information. It is critical to establish clear norms that define boundaries for the sharing and preservation of personal data, promoting an atmosphere in which individuals feel confidence in their online interactions while maintaining their privacy.

Online safety is another important topic in the sociovirtualization scenario. The linked nature of virtual places makes people vulnerable to cyberbullying, phishing, and other types of digital misbehavior. Proactive measures, such as solid security standards, education on safe online habits, and systems for reporting and responding to online threats, are critical to strengthening the virtual safety net (Pătraşcu, 2019).

The digital divide, a socioeconomic inequality that presents itself in unequal access to technology and digital resources, is a key barrier to inclusive sociovirtualization. Bridging this difference would necessitate deliberate efforts to promote fair access to virtual platforms, particularly for marginalized or impoverished people. Initiatives aiming at offering digital literacy programs and inexpensive access to technology help to create a more inclusive sociovirtualization environment.

Addressing the possibility of online harassment is critical in creating a friendly virtual environment. The veil of anonymity in virtual contacts may encourage harmful behavior, necessitating the development of strong anti-harassment regulations, reporting methods, and teaching initiatives to promote responsible online behavior. By aggressively combating online abuse, sociovirtualization settings can transform into safe havens for good and polite social interactions (David, 2023).

To address these issues and promote a positive sociovirtualization environment, it is critical to set clear norms for online behavior.

Promoting digital literacy programs enables people to navigate the cyber world responsibly, improving their capacity to identify and respond to possible threats. Creating secure online places, whether through technology protections or community-led moderation initiatives, helps to foster a healthy sociovirtualization culture.

To summarize, as sociovirtualization evolves, recognizing and resolving difficulties is critical to ensuring that virtual interactions remain engaging and meaningful. Individuals and communities can work together to create a sociovirtualization environment that fosters positive social experiences while protecting the well-being of its participants by proactively establishing guidelines, promoting digital literacy, and creating secure online spaces.

### **Future Perspectives and Implications**

As sociovirtualization progresses, a critical examination of future views and ramifications becomes necessary. Technological breakthroughs, particularly in virtual reality (VR) and

augmented reality (AR), present an exciting opportunity for immersive virtual sociability experiences that might change the way people connect and engage in digital environments. However, along with these improvements, ethical concerns about privacy, security, and the influence of sociovirtualization on mental health and social well-being emerge as crucial focus areas that require careful attention and aggressive action.

The incorporation of virtual and augmented reality into the sociovirtualization environment promises a transformational future. VR's immersive nature has the potential to alter how people perceive and interact with virtual surroundings by providing experiences that mimic real-world interactions (Rubio-Tamayo, et al. 2017). Virtual environments might evolve into dynamic hubs for social meetings, collaborative initiatives, and shared experiences, overcoming the constraints of existing digital communication systems. Augmented reality, on the other hand, superimposes digital features on the actual environment, further blurring the line between the virtual and the real (Xiong et al. 2021). These innovations have the potential to elevate sociovirtualization to a new level, resulting in richer, more participatory, and immersive social experiences.

However, as we enter this technologically improved future, ethical concerns loom large. Privacy, a fundamental component of effective social relationships, necessitates rigorous safeguarding (Nissenbaum, 2017). As sociovirtualization gets more complex, establishing strong privacy safeguards becomes critical. To retain the trust and confidence of persons engaged in virtual environments, personal data must be safeguarded, surveillance threats reduced, and data usage transparency promoted.

The incorporation of modern technology raises additional security risks. As immersive experiences get more complex, the risk of cyber risks and illegal access increases. Developing and implementing effective security protocols, encryption technologies, and user authentication processes is critical for protecting the virtual environment from possible intrusions (Kurt, 2023c).

Furthermore, sociovirtualization's influence on mental health and social well-being is an important topic. The possibility for greater screen time, social isolation, and the blurring of virtual and real-world experiences may have an impact on people's mental health. Striking a balance between virtual and face-to-face contacts, developing digital well-being, and encouraging healthy online habits are all critical components of crafting a good sociovirtualization future.

To navigate the future of sociovirtualization, a proactive strategy to addressing these ethical issues and obstacles is required. Stakeholders, including technology developers, politicians, and communities, must collaborate to build ethical frameworks, implement effective security measures, and prioritize the mental health and well-being of persons using virtual spaces (Zhanbayev et al. 2023).

To summarize, the future of sociovirtualization is full with possibilities, fueled by technical breakthroughs that promise immersive and transformational experiences. However, the appropriate progress of sociovirtualization requires resolving ethical concerns and problems.

Individuals and society can benefit from sociovirtualization while mitigating potential risks, ensuring a future in which virtual interactions complement and enhance our lives without compromising essential ethical values and well-being.



## Conclusion

In the dynamic terrain of the digital age, sociovirtualization emerges as a transformational force, creating new avenues for social interaction and connection inside virtual worlds. At the center of this progression are socialization agents, such as family, peers, educational institutions, and the ever-present impact of media and technology. Their cumulative effect is critical in molding sociovirtualization experiences, giving a guiding hand, constant support, and avenues for sociability that allow people to negotiate the complicated complexity of virtual worlds.

Sociovirtualization, with its numerous platforms and emerging technology, provides individuals with unparalleled chances for connectivity. The family, as a lasting socializing agent, extends its influence into the virtual realm, supporting not just online interactions but also offline activities and preserving crucial links with friends and family in the real world. This familial support forms a foundation for creating a comprehensive sociovirtualization experience that surpasses the boundaries of the digital environment.

Peers, as influential socializing agents, help to integrate the virtual and real worlds by arranging offline meets or activities. These concrete contacts demonstrate the enduring strength of face-to-face connections, complementing virtual ones formed in the digital arena. The symbiotic link between virtual and real-world interactions, aided by peer support, results in a more balanced and enriching sociovirtualization experience. Recognizing the value of a harmonic approach, educational institutions offer possibilities for blended learning that effortlessly integrates virtual and in-person encounters. This not only promotes academic improvement but also develops social skills, preparing students to negotiate the multiple facets of sociovirtualization with resilience and adaptation.

The prevalence of media and technology as socializing agents exposes people to a variety of virtual communication strategies. While shaping views and attitudes, they help to build the virtual social identity by imparting the skills required for effective sociovirtualization. However, their impact needs careful evaluation, establishing a delicate balance of connectedness and responsible activity.

Individuals who recognize the significant power of these socialization agents can create meaningful and gratifying sociovirtualization experiences.

The capacity to strike a good balance between virtual and face-to-face encounters becomes critical. Individuals may intentionally traverse the difficulties of sociovirtualization by recognizing the advice, support, and opportunities given by socialization agents, enabling a balanced integration of the virtual and real-world components of their existence.

In conclusion, sociovirtualization implies a fundamental shift in how people connect and interact. Through the lens of socialization agents, this transforming experience becomes a harmonic interplay of the virtual and real, providing a tapestry of connections that enhance and redefine the parameters of social existence in our increasingly linked world. As we traverse this changing terrain, acknowledging the vital function of socialization agents serves as a compass, directing people to meaningful, gratifying, and well-balanced sociovirtualization experiences.

### **Acknowledgements**

This article was presented at the 11th London International Conference, held ONLINE from February 26-27, 2024. It has been published in the proceedings of the London International Conferences under No. 9(2004).

## References

- Barker, M. (2024). You Have Been Misconnected, *Critical Inquiry*, 50:2, 201-224.
- Belk, R. W.(2013). Extended Self in a Digital World, *Journal of Consumer Research*, V. 40, Issue 3, Pages 477–500, <https://doi.org/10.1086/671052>
- Camargo, L.S., Pauletti, J.F., Pernas, A.M., Yamin, A. (2024). VISO approach: A socialization proposal for the Internet of Things objects, *Future Generation Computer Systems*, Volume 150, Pages 326-340, ISSN 0167-739X, <https://doi.org/10.1016/j.future.2023.09.009>.
- Chen, Z., Wu, J., Gan, W. and Qi, Z. (2022). *Metaverse Security and Privacy: An Overview*. IEEE International Conference on Big Data (Big Data), Osaka, Japan, 2022, pp. 2950-2959, doi: 10.1109/BigData55660.2022.10021112
- Darmon, M.(2023). *Socialization*. John Wiley & Sons, p. 208, ISBN 1509553703, 9781509553709
- Datta, A., Buchegger, S., Vu, LH., Strufe, T., Rzacca, K. (2010). Decentralized Online Social Networks. In: Furht, B. (eds) *Handbook of Social Network Technologies and Applications*. Springer, New York, NY. [https://doi.org/10.1007/978-1-4419-7142-5\\_17](https://doi.org/10.1007/978-1-4419-7142-5_17)
- David, M. (2023). *Networked Crime: Does the Digital Make the Difference?*, Bristol University Press, p.238, ISBN:1529218128, 9781529218121
- Farrukh, A. and Sajjad, A. (2023), "A Critical Review of Literature Review Methodologies", Rana, S., Singh, J. and Kathuria, S. (Ed.) *Advancing Methodologies of Conducting Literature Review in Management Domain (Review of Management Literature*, Vol. 2), Emerald Publishing Limited, Leeds, pp. 103-123. <https://doi.org/10.1108/S2754-586520230000002006>
- Fortuna, R. S. (2023). 21st Century Learners' Social Media Utilization: An Interplay of Communication Theories. *International Journal of Research Publication and Reviews*, Vol 4, no 7, pp 3188-3209. DOI: <https://doi.org/10.55248/gengpi.4.723.49861>
- Huang, L., Gao, B., Gao, M. (2023). The Metaverse Era: The Fourth Transformation in the Age of Internet Communication. In: *Value Realization in the Phygital Reality Market*. Kobe University Monograph Series in Social Science Research. Springer, Singapore. [https://doi.org/10.1007/978-981-99-4129-2\\_6](https://doi.org/10.1007/978-981-99-4129-2_6)
- Huda, M., Jasmi, K. A., Hehsan, A., Mustari, M. I., Shahrill, M., Basiron, B., & Gassama, S. K. (2017). Empowering children with adaptive technology skills: Careful engagement in the digital information age. *International Electronic Journal of Elementary Education*, 9(3), 693–708. Retrieved from <https://www.iejee.com/index.php/IEJEE/article/view/184>
- Hutson, J., Hutson, P. (2024). Immersive Technologies. In: Inclusive Smart Museums. *Palgrave Macmillan, Cham*. [https://doi.org/10.1007/978-3-031-43615-4\\_5](https://doi.org/10.1007/978-3-031-43615-4_5)

- Kurt, I. (2015). Education and Social Reproduction in Schools. *European Journal of Social Science Education and Research*, 2(3), 69–75. <https://doi.org/10.26417/ejser.v5i1>
- Kurt, I. (2023a). The Agents of Socialization Keep in Touch with Socio-Virtualization. *London Journal of Social Sciences*, (5), 1–9. <https://doi.org/10.31039/ljss.2023.5.90>
- Kurt, I. (2023b). Covid-19 and sociovirtualization: Exploring new ways to socialize. *London Journal of Social Sciences*, (7), 23–36. <https://doi.org/10.31039/ljss.2024.7.186>
- Kurt, I. (2023c). Comprehensive review on Parenting and Technology: Opportunities and Challenges in the 21st Century. *European Journal of Social Science Education and Research*, 10(2), 1–14. Retrieved from <https://revistia.com/index.php/ejser/article/view/6970>
- Kurt, I. & Devcioglu, Y. (2015). Impact of Using Communicational Tools on Students' Academic Success and Social Life. *International Journal of Global Ideas: Vol. 5*.
- Kurt, İ. & Ağayev, E. (2009). Bilgisayar ve İletişim Teknolojilerinin Kullanımı Sosyal Pedagojiye Karşı (Mı?). *The 3rd International Conference on Application of Information and Communication Technologies Conference Proceedings*, Baku, s.154-156
- Kurt, İ. (2012). Toplumsallaşma Sürecinin 'Toplumsanallaşma' Bağlamındaki Yolculuğu. *Bayburt Eğitim Fakültesi Dergisi*, 7 (1), 1-10. Retrieved from <https://dergipark.org.tr/en/pub/befdergi/issue/23151/247282>
- Kurt, İ. (2013). Virtualization In Terms of Community from the View of Students' Feedback, *Beder University Journal of Educational Sciences*, Volume 2, No:1, April, Tirana, Albania.
- Lauricella, A.R., Cingel, D.P. (2020). Parental Influence on Youth Media Use. *J Child Fam Stud* 29, 1927–1937. <https://doi.org/10.1007/s10826-020-01724-2>
- Lovena, V. M. Ma., & Tuppil, O. C. (2024). Identifying Socioemotional Skills for the Digital Age: Foundations of an Early Childhood Literature-Based Program. *IntechOpen*. doi:10.5772/intechopen.114138
- Machin, S. R., Viscay, M. D. (2021). From Virtual Communities to Research on Virtuality: Emerging Concepts and Research Challenges—Ethnographic Research in the Digital Age. In: Machin Suarez, R. (eds) *New Waves in Social Psychology*. Palgrave Macmillan, Cham. [https://doi.org/10.1007/978-3-030-87406-3\\_10](https://doi.org/10.1007/978-3-030-87406-3_10)
- Maloney, D., Freeman, G., and Robb, A. (2021). *Stay Connected in An Immersive World: Why Teenagers Engage in Social Virtual Reality*. Proceedings of the 20th Annual ACM Interaction Design and Children Conference, P. 69–79 <https://doi.org/10.1145/3459990.3460703>
- Mohan, G. (2023) Characteristics and behaviours of young people who meet online contacts face-to-face, *International Journal of Adolescence and Youth*, 28:1, DOI: 10.1080/02673843.2023.2241524

- Nissenbaum, H. (2017). Chapter: Protecting Privacy in an Information Age: The Problem of Privacy in Public. *The Ethics of Information Technologies*. 1st Edition: Routledge, p.38. eBook ISBN9781003075011
- Nosrati, S., Sabzali, M., Heidari, A., Sarfi, T., & Sabbar, S. (2020). Chatbots, Counselling, and Discontents of the Digital Life. *Journal of Cyberspace Studies*, 4(2), 153-172. doi:10.22059/jcss.2020.93910
- Pătraşcu, P. (2019). Promoting Cybersecurity Culture through Education. *Conference proceedings of »eLearning and Software for Education« (eLSE)* Issue No: 02, p. 273-279
- Pendy, B. (2023). From Traditional to Tech-Infused: The Evolution of Education. *BULLET : Jurnal Multidisiplin Ilmu*, 2(3), 767–777. Retrieved from <https://www.journal.mediapublikasi.id/index.php/bullet/article/view/3091>
- Rong, X. L., & Brown, F. (2002). Socialization, Culture, and Identities of Black Immigrant Children: What Educators Need to Know and Do. *Education and Urban Society*, 34(2), 247-273. <https://doi.org/10.1177/0013124502342008>
- Rubio-Tamayo, J. L., Barrio, M. G., and García, F. G. (2017). "Immersive Environments and Virtual Reality: Systematic Review and Advances in Communication, Interaction and Simulation" *Multimodal Technologies and Interaction* 1, no. 4: 21. <https://doi.org/10.3390/mti1040021>
- Santos, L. C. B., Melo, M. C. de, Portela, I. M. C., Santos, G. M. D., Vieira, M. A., & Nunes, T. S. da C. (2024). Metaverse and its possibilities in educational environments. *Seven Editora*. Retrieved from <http://sevenpublicacoes.com.br/index.php/editora/article/view/3422>
- Scheffer, J. (2024). *Mirrored Spaces*. Springer Nature: Wiesbaden. DOI:10.1007/978-3-658-42793-1
- Sorokina, G.P., Shirokova, L.V., Sychev, A.A. (2021). The Question of Transformation of Higher Education in the Conditions of Accelerated Technological Progress. In: Popkova, E.G., Sergi, B.S. (eds) *Modern Global Economic System: Evolutional Development vs. Revolutionary Leap*. ISC 2019. Lecture Notes in Networks and Systems, vol 198. Springer, Cham. [https://doi.org/10.1007/978-3-030-69415-9\\_41](https://doi.org/10.1007/978-3-030-69415-9_41)
- Suri, H., & Clarke, D. (2009). Advancements in Research Synthesis Methods: From a Methodologically Inclusive Perspective. *Review of Educational Research*, 79(1), 395-430. <https://doi.org/10.3102/0034654308326349>
- Tirotchi, S. (2023). Generation Z, values, and media: from influencers to BeReal, between visibility and authenticity. *Frontiers In Sociology*, V.8, P.1-14. DOI:<https://dx.doi.org/10.3389/fsoc.2023.1304093>
- Xiong, J., Hsiang, EL., He, Z. et al. (2021). Augmented reality and virtual reality displays: emerging technologies and future perspectives. *Light Sci Appl* 10, 216 <https://doi.org/10.1038/s41377-021-00658-8>
- Yoon, S.A., Miller, K., Richman, T. et al. (2020). Encouraging collaboration and building Community in Online Asynchronous Professional Development: designing for social

capital. *Intern. J. Comput.-Support. Collab. Learn* 15, 351–371.

<https://doi.org/10.1007/s11412-020-09326-2>

Zhanbayev, R.A., Irfan, M., Shutaleva, A.V., Maksimov, D.G., Abdykadyrkyzy, R., Filiz, Ş.  
(2023). Demoethical Model of Sustainable Development of Society: A Roadmap  
towards Digital Transformation. *Sustainability*, 15, 12478.  
<https://doi.org/10.3390/su151612478>