

# An Investigation on the Online Life of Urban High School Students

- Take a High School in Shenyang as an Example

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**Abstract**—The popularization and application of Internet make network life an important part in the process of high school students' growth. Network life has a profound impact on high school students' learning, life, cognition and outlook. This paper takes a high school in Shenyang as an example to investigate the online living conditions of urban high school students, and to understand the situation of urban high school students' online learning, online entertainment, online transactions and online socialization. Through the analysis of the network life status of high school students, the positive and negative impact of the network on high school students are found, and the suggestions about how to play the role of Internet to promote the growth of high school students and how to avoid the adverse effects on high school students are given.

**Keywords**—internet; online life; online games; internet addiction

## I. INTRODUCTION

The Internet has evolved the traditional physical living space into a dual world - realistic and virtual, and the network of living space has added an important place for people to live in the context of Informatization. The network living space is a virtual world but is the reality of society, so the network society is more and more truly to reflect the real life. Internet is not only the tools and carriers of information dissemination, but also the living environment in the context of Informatization, which changes people's way of life, and mode of thinking as well as social relations.

According to the 37th report from Internet Information Center in China, "Chinese Internet Development Statistics," it said that by the end of June 2015, the size of China's Internet users had reached 688 million, and the Internet penetration rate was 50.3%. China's mobile phone users had counted up to 620 million and the users who use the mobile

phones online had accounted for 90.1%. The main age group in China's Internet users is between 10 and 39, which accounted for 75.1%. Among them, the proportion of Internet users in the age of 10-19 is 21.4%. Search engine, network music, network video, instant messaging, online games and network news are the main content of online activities for young students [1].

## II. RELATED RESEARCH

There are more and more studies about the effects of the Internet on the adolescents from domestic and foreign scholars, the total of which are divided into two kinds of views, one is the positive view that the Internet has brought positive influence on the growth of young people. The network has opened the adolescents' view, broadened their learning space, provided them with abundant resources, enhanced the information literacy of them, and promoted the development of youth personality, etc. The other is the negative view that the Internet can make teenagers addicted to the Internet. Harmful information on the network can affect the teenagers' physical and mental development, and even induce juvenile delinquency.

A thorough understanding of the living status of adolescents in the network, and the impact of network life on them, and correctly guiding and dealing with the teenagers on the Internet are worthy of attention and in-depth study for the community, schools, and families.

The survey of online learning for high school students conducted by Rong Yi and Li Jihou (2002) shows that the main learning activities of them are to query, browse and download information [2]. The survey from Wang Zhuzhu, Li Suli and Shang Junjie (2013) about the youth online entertainment shows that the Internet is becoming the students' favorite learning and entertainment lifestyle [3].

These studies show that online activities have become an important way of life for teenagers. Sun Cai-ping et al. (2008) has found that the network life has played increasingly important roles in their interpersonal, daily life and entertainment by comparing the youth network life in China and the United States, and the entertainment is the most frequently used function for Chinese teenagers [4].

Zhang Dongdong (2005) investigated the Internet usage of graduating students from Shi Jingshan District high school in Beijing, which results showed that Internet addicts accounted for 4.5%, and part of whom is to relieve the pressure [5]. Zhao Jianmin, Jiang Mengyan (2012) ' survey on the network behavior of teenagers in Wuxi City also showed that the Internet has become an important part of adolescent life which cannot be separated, but the youth network entertainment is more prominent (e.g. online music, online video, and online socialization are widely used ) [6]. It can be seen that the internet entertainment is one of the most important driving force of the Internet which is currently attracting them to use; the Internet has become an important channel for teenagers to obtain information. The survey results show that more boys love online games, while girls are more likely to engage in Internet search, information query, web-based learning and social networking activities.

### III. RESEARCH ISSUES

#### A. The main purpose of the research

Taking a senior middle school in Shenyang as an example, this paper studies the behavioral characteristics of high school students' groups and the main activities on the Internet and gives an objective and correct understanding about their online life, and puts forward some constructive opinions and suggestions on the problems existed in high school students' online life.

#### B. The main content of the research

The main content of the study is based on the virtual environment constructed by Internet, and the high school students group will use computer, mobile terminal equipment into their studying, living and entertainment, in the process of which they show their interests, hobbies, behavioral characteristics and values etc..

### IV. RESEARCH DESIGN AND IMPLEMENTATION

The main aspects of the study include: Internet location, Internet equipment, online time, online learning, online entertainment, online communication, and online business transactions.

This study mainly adopts the method of questionnaire survey. The subjects are the high students in a high school in Shenyang, including the three grades. The students are selected from three classes of students in the three grades, a total of 464 people (Among them, 82 boys and 75 girls in grade one; 87 boys and 74 girls in grade two; 79 boys and 67 girls in grade three). Boys accounted for 53.4% and girls accounted for 46.6%. They are required to fill in the questionnaires and a part of them is drawn from the whole and questioned to learn more about the student's network life.

### V. RESEARCH DATA ANALYSIS

#### A. The basic situation of high school students on the Internet

##### 1) Internet location

High school students online location is mainly in the family and school, and mainly in the home Internet, a few of whom go to Internet cafes, some of whom have been to WIFI sites, such as shopping malls, KFC and so on. The main reason is that senior high school students have a heavy learning task and they spend most time in the school classroom so they are mainly in the home Internet in their spare time .

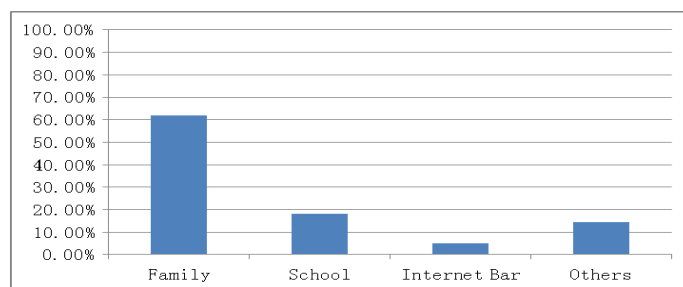


Fig. 1 Internet location

##### 2) Internet form

The Internet is mainly embodied in the form of fixed broadband (including campus network) and wireless broadband (WIFI) Internet, and the use of Internet equipment is mainly reflected in computers (including desktop computers, notebook computers, tablet PCs), mobile phones and a small number of networked mobile terminals such as Itouch, Iwatch. Most students use both computers and mobile phones on the Internet, and the proportion of using mobile phones online is higher than that of using computers. Wireless Internet time is more than fixed broadband Internet access time.

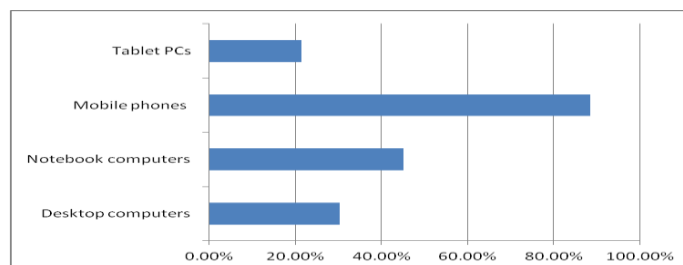


Fig. 2 Equipment on the Internet used by high school students

##### 3) Internet time length

The average length of high school students online is 13.2 hours per week, and there is no significant difference between students in different grades. But the time for each student online has a big difference. The main reasons for the difference are: Internet access restrictions; parents to restrict Internet access; their own different control of the Internet time; different personal online subjective desire. About 37% of the students regularly surf the Internet and has a higher frequency, almost every day on the Internet. Some of these students spend more than 2 hours a day on the Internet, and

about 51% of the average student visits the Internet between 1 and 2 hours a day. Approximately 5% of students spend less than an hour a day on average. About 4% of the students use the Internet for a longer time, more than 20 hours a week. Some students have Internet addiction and become dependent on network. About 3% of students seldom use the internet.

### *B. An Analysis of High School Students' Online Life*

High school students online life is mainly reflected in four aspects, such as online learning, online entertainment, online transactions and online socialization, of which about 82% of the students have had access to online learning, including learning sites, online access to learning materials, searching questions of exam and test paper, answering consulting, watching online courses and so on. About 71% of the students have visited social networking sites, and almost 100% of them have used QQ, while about 47% of them have used WeChat. About 49% of the students have played online games, and about 67% of the students regularly visit music websites to download music online. Approximately 23% of students visit video sites to watch videos. High school students do not have very high rates of online shopping and online transactions, and only about 10% of them do online shopping.

#### *1) Online learning*

Online learning is one of the main online activities for high school students. Of the 464 students surveyed, 372 students have visited related learning websites and have browsed or studied knowledge. 283 students search to retrieve learning materials and related learning information through the search engines, such as Baidu, Sogou, and 360. A small number of students study online courses online, but it is difficult to adhere to the system of learning online courses. One reason is they are worried about taking a lot of time, the other is some content is not targeted for them. From the results of study, 78.9% of the students search questions and answers to test paper, or query job answers online. All of the students who have studied online think that online learning network is helpful for their learning, especially about classical Chinese and ancient poetry interpretation, geographical and historical knowledge and other natural sense. The online information is rich and easy to learn. But teachers and parents do not fully favor it, because they are worried that students rely too much on the network, ask

Baidu for help immediately without thinking, which is not conducive to their active thinking, especially some students directly plagiarism the answers of homework from online.

#### *2) Online entertainment*

Nearly 50% of the students play online games, especially male students, whose resistance to online games is low and easily addictive. Some students' learning are seriously affected because of their obsession with online games. This is also the adverse effect of students on the Internet which parents and teachers are most worried about. Watching videos on the Internet, watching anime and listening to music are high school students' favorite entertainment. The study found that high school students pay special attention to entertainment news video and are keen on entertainment gossip, news, and video, including online literature, mainly a network of novels and scripts. About 34% of students read online novels, and some students still write novels online. Online entertainment is the most popular online lifestyle for high school students, and online entertainment is most attractive for them.

#### *3) Online transactions*

According to the survey, only about 10% of the students do online shopping or other e-commerce activities. The main commodities they buy are school supplies and small gifts. Individual students pay for their online games because of Internet addiction. The low proportion of online shopping is mainly due to the fact that senior high school students are mainly responsible for their study, and their daily consumption and purchases are under the responsibility of their parents; the students themselves are not economically independent; parents don't allow them to shop online.

#### *4) Online socialization*

High school students' online socialization is mainly reflected in: instant messaging, chat, browsing social networking sites, sending and receiving e-mail, forums, WeChat, micro-blog, etc. [7]. Online social objects are mainly classmates, friends and family. Online strangers also account for 2.3%. The main online social topics are their hobbies (36.2%), gossip news (26.3%), games (13.7%), learning (12.1%). The attention for social hot spots (8.6%), love (2.2%), and others (0.9%) is less.

TABLE I. FORMS OF SOCIAL NETWORKING

Form	Instant messaging	Chat	Social networking sites	E-mail	Forum	WeChat	Micro-blog
Percentage	91.2%	67.3%	17.8%	25.6%	21.7%	46.8%	31.5%

### *C. High School Students' Attitude Towards the Internet*

#### *1) High school students' trust in the Internet*

High school students trust more in the Internet, and the degree of trust is higher than the overall level of Internet users, which is mainly because the main activities of high school students are in the campus and the family, and they

have little contact with the community. So their life experience is not rich, and the amount of information on the Internet is so large that they lack of abilities to identify the authenticity.

**TABLE II. LEVEL OF HIGH SCHOOL STUDENTS' TRUST IN THE INTERNET**

Level of trust	Trust most	Trust more	Less trust	No trust	Don't know
Percentage	5.3%	61.5%	26.4%	3.1%	3.7%

### 2) High school students' dependence on the Internet

The Internet has been inextricably linked with people's lives, and made increasingly effects on high school students' learning, life, entertainment, communication and so on. High school students rely more and more on the Internet, and if

they depend so much of it, the phenomenon of Internet addiction appears. So the use of the Internet for high school students should be properly guided and appropriate restricted.

**TABLE III. LEVEL OF HIGH SCHOOL STUDENTS' DEPENDENCE ON THE INTERNET**

Level of dependence	Depend most	Depend more	Depend less	No dependence	Don't know
Percentage	3.9%	42.6%	38.1%	12.3%	3.3%

### 3) High school students' awareness of network security

From the results of study, it is found that the network security awareness for high school students is relatively weak. Nearly 10% of the students encountered hacking, Trojans, viruses and other phenomena in the process of Internet access and lack of vigilance for network security. Therefore, strengthening the network security education for high school students, training their network security knowledge and improving their network security awareness are the problems that education sectors and the families should pay most attention to.

chat through QQ, WeChat social software. They usually join 5-6 groups to chat, and the main objects of online social networking are their classmates and friends, and the main topic is their hobbies.

High school students have a high degree of trust in the Internet, and they generally trust in the dissemination of information on the network, which is related to their less social experience and not being good at distinguishing right from wrong. High school students have strong network dependency and low network security awareness.

## VI. RESEARCH CONCLUSIONS AND RECOMMENDATIONS

### A. Conclusions

Urban high school students have better access to the Internet and the network is unimpeded and convenient. The Internet has become the most important part in senior high school students' life. High school students are mainly mobile-based Internet access, and their main activities online are for entertainment, learning, online social networking and business transactions. Because of the heavy learning tasks, high school students' online time is lower than the average time of Internet users. There are no significant differences in the online life of the three grades of high school students, but here are differences between boys and girls. In the online entertainment, boys focus on online games, while girls focus on network news and online music, film and television. High school students generally believe that the network is very helpful for their own learning and life, and wish school and parents give them more time online.

High school students believe that a large number of online learning resources are helpful for their own learning, which they want to get the support from their parents. High school students' enthusiasm for online games, video and music is more than that of average Internet users. In the online entertainment, they are willing to play online games and watch, listen, download network video and online music. A small number of high school students are addicted to Internet entertainment. High school students' online shopping rate is lower than the average proportion of Internet users, so their online shopping is not active. High school students are willing to participate in online activities, accept the Internet thinking, and share their views and works online on the Internet. Their online social networking is mainly to

### B. Recommendations

Schools, teachers and parents should change their minds, correctly understand the positive role of the Internet for high school students, guide their online activities, and make full use of the Internet to promote their learning and living, to develop their happy growth. Parents should often communicate with high school students to understand their psychological state, and correctly understand and deal with the adolescent's rebellious psychology and behavior at this stage.

Schools should strengthen the network security education for students, develop their network security awareness, and enhance their abilities to resist network temptation and screen network harmful information. Government management departments should establish an effective regulatory mechanism to filter and monitor online information, give them a clean and authentic network environment, and provide a safe Internet, a healthy Internet and a green Internet for them.

The government needs to monitor the online games, strictly examine the content of the games, have the corresponding requirements for game manufacturers to produce games which are conducive to young people's physical and mental health so as to reduce the negative impact of online games on students, avoid their indulging in online games and achieve the purpose of learning and relaxing through online games.

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