

A. FILATOVA¹, J. SHNAIDER², B. ZHAPAROVA^{3✉}, F. SHNAIDER⁴

¹Doctor of Psychological Sciences, Professor

Omsk State Pedagogical University

(Russian Federation, Omsk), e-mail: filatovaaf@omgpu.ru

²Candidate of Pedagogical Sciences, Professor

Pavlodar Pedagogical University

(Kazakhstan, Pavlodar), e-mail: djakk@mail.ru

³Candidate of Pedagogical Sciences, Associate Professor

Pavlodar Pedagogical University

(Kazakhstan, Pavlodar), e-mail: baglan_kaz@mail.ru

⁴Master's Student of L.N. Gumilyov Eurasian National University

(Kazakhstan, Astana), e-mail: Shnaider_F@mail.ru

REMOTE MODEL OF SOCIALIZATION

Abstract. The article substantiates the theoretical aspects of the remote model of socialization. Based on the psychological analysis of the theoretical provisions of socialization, the essence of the concept of the “remote model of socialization” is clarified. In the process of analysis, the relationship between the growing popularity of the virtual online space and the emergence of new types of social activities and forms of social interaction of individuals on the network is revealed, which in turn confirms that the virtual online space has become a dynamic new environment for the socialization of the individual. This theoretical approach allowed the authors of the article to substantiate the dynamic new environment of personality socialization as a remote model of socialization. The authors of the article theoretically substantiate the position that the remote model of socialization creates the conditions for a developing personality to manifest its social activity about social action or inaction, or a social act using the mechanism of social self-expression. This remote mechanism is also present in the real social space, but in the remote model of socialization, in a network, it acquires dominant relevance, prevails, and takes center stage. The authors of the article believe that in the conditions of the remote model of socialization, this mechanism will become the basis for constructing the virtual personality of the individual and its network social space and be the basis for the process of expanding the social experience of the individual in the real social space.

Keywords: remote, model, socialization, virtual personality, virtual reality, social space, individual.

***Бізге дұрыс сілтеме жасаңыз:**

Filatova A., Shnaider J., Zhaparova B., Shnaider F. Remote Model of Socialization // *Ясауи университетінің хабаршысы*. – 2022. – №4 (126). – Б. 154–162. <https://doi.org/10.47526/2022-4/2664-0686.13>

***Cite us correctly:**

Filatova A., Shnaider J., Zhaparova B., Shnaider F. Remote Model of Socialization // *Iasau universitetinin habarshysy*. – 2022. – №4 (126). – Б. 154–162. <https://doi.org/10.47526/2022-4/2664-0686.13>

А. Филатова¹, Дж. Шнайдер², Б. Жапарова³, Ф. Шнайдер⁴

¹психология ғылымдарының докторы, профессор
Омбы мемлекеттік педагогикалық университеті
(Ресей Федерациясы, Омбы қ.), e-mail: filatovaaf@omgpi.ru

²педагогика ғылымдарының кандидаты, профессор
Павлодар педагогикалық университеті
(Қазақстан, Павлодар қ.), e-mail: djakk@mail.ru

³педагогика ғылымдарының кандидаты, доцент
Павлодар педагогикалық университеті
(Қазақстан, Павлодар қ.), e-mail: baglan_kaz@mail.ru

⁴Л.Н. Гумилев атындағы Еуразия ұлттық университетінің оқытушысы
(Қазақстан, Астана қ.), e-mail: Shnaider_F@mail.ru

Әлеуметтенудің қашықтағы моделі

Андапта. Мақалада әлеуметтенудің қашықтағы моделінің теориялық аспектілері негізделеді. Әлеуметтенудің теориялық ережелерін психологиялық талдау негізінде «әлеуметтенудің қашықтағы моделі» түсінігінің мәні нақтыланады. Талдау барысында виртуалды онлайн-кеңістіктің танымалдылығының артуы мен әлеуметтік қызметтің жаңа түрлерінің және жеке тұлғалардың желідегі әлеуметтік өзара әрекеттесу формаларының пайда болуы арасындағы байланыс анықталды, бұл өз кезегінде виртуалды онлайн-кеңістіктің танымалдыққа тұлғаның әлеуметтенуінің динамикалық жаңа ортасына айналғанын растайды. Бұл теориялық көзқарас мақала авторларына әлеуметтенудің қашықтағы моделі ретінде тұлғаның әлеуметтенуінің динамикалық жаңа ортасын негіздеуге мүмкіндік берді. Мақала авторлары әлеуметтенудің қашықтағы моделі дамып келе жатқан тұлғаның әлеуметтік әрекет немесе әрекетсіздік немесе әлеуметтік өзін-өзі көрсету механизмін пайдалана отырып, әлеуметтік әрекет туралы өзінің әлеуметтік белсенділігін көрсетуге жағдай жасайды деген ұстанымды теориялық тұрғыдан негіздейді. Бұл қашықтағы механизм нақты әлеуметтік кеңістікте де бар, бірақ әлеуметтенудің қашықтағы моделінде, желіде ол басым өзектілікке ие болады, басым болады және орталық орын алады. Мақала авторлары әлеуметтенудің қашықтағы моделі жағдайында бұл механизм жеке тұлғаның виртуалды тұлғасын және оның желілік әлеуметтік кеңістігін құруға негіз болады және әлеуметтік тәжірибені кеңейту үдерісіне нақты әлеуметтік кеңістіктегі жеке тұлға негізі болады деп есептейді.

Кілт сөздер: қашықтағы, модель, әлеуметтену, виртуалды тұлға, виртуалды шындық, әлеуметтік кеңістік, жеке тұлға.

А. Филатова¹, Дж. Шнайдер², Б. Жапарова³, Ф. Шнайдер⁴

¹доктор психологических наук, профессор
Омский государственный педагогический университет
(Российская Федерация, г. Омск), e-mail: filatovaaf@omgpi.ru

²кандидат педагогических наук, профессор
Павлодарский педагогический университет
(Казахстан, г. Павлодар), e-mail: djakk@mail.ru

³кандидат педагогических наук, доцент
Павлодарский педагогический университет
(Казахстан, г. Павлодар), e-mail: baglan_kaz@mail.ru

⁴преподаватель Евразийского национального университета имени Л.Н. Гумилева
(Казахстан, г. Астана), e-mail: Shnaider_F@mail.ru

Дистанционная модель социализации

Аннотация. В статье обосновываются теоретические аспекты дистанционной модели социализации. На основе психологического анализа теоретических положений социализации уточняется сущность понятия «дистанционная модель социализации». В процессе анализа выявляется взаимосвязь между ростом популярности виртуального онлайн-пространства и появлением новых видов социальной деятельности и форм социального взаимодействия индивидов в сети, что в свою очередь подтверждает, что виртуальное онлайн-пространство может стать динамичной новой средой для социализации личности. Такой теоретический подход позволил авторам статьи обосновать динамичную новую среду социализации личности как дистанционная модель социализации. Авторы статьи теоретически обосновывают положение о том, что дистанционная модель социализации создает условия для проявления социальной активности развивающейся личности по поводу социального действия или бездействия, либо социального акта с использованием механизма социального самовыражения. Этот дистанционный механизм присутствует и в реальном социальном пространстве, но в дистанционной модели социализации, в сети, он приобретает доминирующее значение, преобладает, занимает центральное место. Авторы статьи считают, что в условиях дистанционной модели социализации этот механизм станет основой конструирования виртуальной личности индивида и его сетевого социального пространства и станет основой процесса расширения социального опыта личности человека в реальном социальном пространстве.

Ключевые слова: дистанционное, модель, социализация, виртуальная личность, виртуальная реальность, социальное пространство, индивид.

Introduction

Socialization is the process by which individuals learn the characteristics of the social norms of a society, community, group, social values, social relations, and social behavior. Children master a different level of socialization in the process of studying at school. This socialization is associated with the process of teaching, organized upbringing at school, where teachers, caregivers, classrooms, micro-groups, and small school groups act as socialization agents. Children understand that they are monitored, assessed for educational, training indicators, behavior at school. Getting approval from teachers and school workers requires tremendous compliance with school, social norms. In the process of specialized training, at a college, university, children are socialized in the student body, must learn to cooperate in large youth groups, learn youth social speech norms, speak correctly, interact with other students, share their achievements, cope with their emotions, follow youth social rules, and grow up to become social identical in youth society. They study a youth subculture that is new for them, which goes beyond their narrow children culture. This new social reality with its complexities and problems requires efforts on the part of children and creates stress factors for them. Friends, classmates, and peers are becoming more and more important in the lives of children. After graduating from college, university, children are faced with the amazingly harsh social reality of their adult life. It takes months and even years for young people to discover new regulatory social norms that will adapt them to independent lifestyles in society. It should be noted that among the large number of works devoted to the problems of the virtual online space, virtual reality, there are works that consider virtual reality directly from the point of view of its participation in the process of human socialization and the formation of society. However, the range of such works is small (Nezhebitskaya I.A. [1], Sakenov D. et al. [2]) and is predominantly theoretical and or descriptive. Virtual reality is really understood as a socialization environment but still has an artificial technological nature. Pronchev G. et al. [3]; Sakenov D., Shnaider Y. et al. [4] study the virtualization of the moral values, political, and social life. Luchinkina A.I.[5] study human-media interactions and explore their psychological and social consequences. Yu L. et al. [6] study human vulnerability to computer technology. Volobuyev S. [7] subjected to a deeply conceptual and

semantic analysis of the phenomenon of virtual reality and tries to identify the influence of virtual reality on the functioning and development of education, society, and a man. Lothary A. et al. [8] explore virtual reality in the socio-philosophical aspect as a socialization space.

However, there is no common understanding of virtual reality within the framework of socialization. The importance of the very problem of human socialization in the virtual space suggests the need to study virtual reality precisely as a space of socialization. Virtual social reality can be created by people themselves at a distance.

Since this prevents a holistic consideration of the process, there is a need to introduce the definition of the “remote model of socialization”, which would determine the socialization of the individual in virtual reality. As a working definition of virtual socialization, we propose *a remote model of socialization*. This is the process of expanding the user’s social experience when entering the socio-cultural environment of virtual reality, which occurs through the assimilation of information technologies, and information culture.

We singled out the following contradiction as the leading one:

- between the high level of society’s requirements for a socialized personality and the insufficient effectiveness of socialization in a real social space;
- between the need to create new remote, virtual models, programs, and certain means of socialization, human-human interaction in the online space, and the absence of such in the traditional system of socialization.

The identified contradictions and the resulting research problem determined the choice of the research goal to substantiate theoretically the remote model of socialization as the basis for constructing the virtual personality of the individual in the process of expanding the social experience of the individual in the real social space.

The relevance of the chosen research topic thus owes to the fact that the space of modern society virtualizes under the influence of informatization and the broad dissemination of computer networks. The virtual space, meanwhile, can majorly affect social processes, including socialization, in the space of modern society.

Materials and research methods

The authors used theoretical and scientific research methods. Theoretical: analysis of the literature on the problem under study. Identification and theoretical justification of the remote model of socialization, as the basis for constructing the network personality of the individual in the process of expanding the social experience of the individual in the real social space. This chosen method was a way of accumulating, and systematizing scientific material that characterizes the process under study, its comprehension, choosing the direction of research, determining the goal, development of methodology, and methods of research. The method of developing the theoretical provisions of the study was chosen as a way to systematize the problem of identifying, theoretically substantiating the remote model of socialization, as the basis for constructing an individual’s network personality. The methodological basis of this study is made up of both general scientific and philosophical methods. Among the scientific methods were used the method of unity of historical and logical; methods of analysis, synthesis and comparison; the method of ascent from the abstract to the concrete; the system method.

Results

The remote model of socialization is a construction, an ideal space built on top of the real one, but which has become an integral factor in human existence. It is the space of socialization produced by a person due to the presence of flaws in the actual world that do not allow a person to go through the traditional process of socialization. Staying in virtual worlds, as well as the very movement from the actual world to the virtual and vice versa, human-human interaction in the online space, can give a person the opportunity to achieve their own fullness of life. Personality, as

a product of such complex socializing interactions, often balances between life positions embodied in active social transformations or neglect of actual reality in favor of virtual reality.

We have determined that the remote model of socialization, in its essence, is an ideal education, a kind of socializing structure that has become an integral factor in human development. The value aspect of virtual and actual realities arises when a person evaluates the existing and virtual realities and forms an idea of what should be. This is how the remote model of socialization is launched. A person begins to live in this virtual space and begins to socialize, and acquire their social essence. The remote model of socialization based on virtual social space absorbs social reality, transforms it, and then, reflecting it, gives a person a different perspective, and a different vision of the real world around. Virtual social reality can be created by people themselves at a distance, due to the imperfection of a real society, and the presence of deep social flaws in it, because of which a person has to resort to the help of virtual worlds in the processes of socialization and self-identification.

We believe that in the remote model of socialization, on its virtual platform, in contrast to socialization in real space, personal activity as an internal subjective factor of socialization is of particular importance. However, among the main psychological mechanisms of personality socialization (copying, identification, imitation, social facilitation, conformity), there are none that fully take into account the internal activity of the personality. From our point of view, in the remote model of socialization, a person shows activity in relation to an action or deed using the mechanism of self-expression. This mechanism is also present in real space. However, in the remote model of socialization, it acquires the greatest relevance and takes center stage. We believe that this mechanism underlies the construction of a virtual personality by the user and its social space. The users imagine themselves in the online space, establish their connections with the virtual environment, choose activities in it, create their own history, and choose names. The subjectivity of the user grows, contributes to the formation of a personal system of personal meanings and social identity of the individual and expands the boundaries of the user's social experience. We believe that entry into the social environment in the remote model of socialization occurs due to the mechanism of inclusion, in particular its subjective component, which is realized in the active involvement of the individual in the Internet.

Three groups of motives characterize the motivational component of the distance model of socialization as motives inherent in the real and online space, for example: business, cognitive, self-realization, recreational; motives that are difficult to satisfy outside the online space; motives inherent in personality only in the online space.

In the remote model of socialization, a person acts not only as a consumer, but also as a producer of information, entertainment, services, and here the user forms a virtual personality. We tend to believe that the emergence of a virtual personality occurs because of the motivation to replicate oneself in new images and the need to live not one life, but several. There are multiplicity effects. For example, a person can be in many places at the same time, have different images, while creating different virtual personalities. This point of view allows us to consider a virtual personality as such, which not only has its own activity, but also initiates the user's activity, takes it outside the object. Considering that, people on the Internet have a multivariate choice for constructing not only personal space, but also themselves. We define a virtual personality as a desired image of a subject that does not have a physical representation, but is a self-presentation of people in the Internet space, with the help of which they establish their connections with the virtual environment and spreads their social experience. In our opinion, the signs of a virtual personality are the priorities of the virtual over the real, the desire to replicate the image on the Internet or incarnate in a role, a sense of belonging to a network subculture.

In the remote model of socialization, the expansion of the social experience of the individual in the course of Internet socialization is facilitated by cognitive attitudes, the image of the world,

and the essence of the individual, which are the basis of the worldview. The possibility of virtual death and a new virtual birth lead to a change in the user's perception of the value of human life.

Thus, in the remote model of socialization, there is a process of expanding the social experience of the individual in the socio-cultural space of the Internet takes place, leading to the construction of a social space by the , children, and in some cases to the formation of a socialized personality.

Discussion

The novelty and originality of our work is evident in that, unlike the studies of Ardeshiri M. [9]; Sangwan S. et al. [10]; Iskakova P.K., Zubairaeva Z.A. [11] we substantiated the remote model of socialization in the following provisions:

- the socializing foundations of virtual reality as a space of socialization have been identified, which makes it possible to present this phenomenon as a remote model of socialization along with actual reality;

- it has been established that a person in the distance model of socialization as a result of social movement from actual reality to virtual reality and vice versa can be represented as an active subject of social relations. A person who realizes the values of virtual reality against all odds; a person who neglected the actual reality in favor of the virtual one;

- in the remote model of socialization, motivational foundations are laid that allow us to distinguish between virtual reality, in which a person turns only into a representative of a certain subculture, and virtual reality, which forms an active subject of social transformations. The latter is possible only with a value approach to reality;

- the remote model of socialization creates the conditions for a developing personality to manifest its social activity in relation to social action or inaction, or a social act using the mechanism of social self-expression. This remote mechanism is also present in the real social space, but in the remote model of socialization, in a network, it acquires dominant relevance, prevails and becomes the leader.

The remote model of socialization is a process of qualitative changes in the need-motivational sphere of the individual, as well as the structure of the individual's self-consciousness, occurring under the influence and as a result of the use of virtual reality by a person in the context of life.

The remote model of socialization is a construct, an ideal space, which is superimposed over the real but has become an integral factor in human existence. This model, first and foremost, is a space of socialization produced by a human person due to the presence of flaws in the actual world that prevent a person from going through the traditional process of socialization. Personality, as a product of such complex socializing interactions, often balances between the life positions embodied in active social transformation and a disregard for actual reality in favor of virtual reality.

We established that the remote model of socialization is essentially an ideal construct, a kind of socializing construct that has become an integral factor of human development. There emerges the value aspect of the virtual and actual realities: a person evaluates the present and virtual realities and develops a notion of what is right. This is the way the remote model of socialization is launched. A person begins to live in the virtual space and socialize, acquiring their social essence in it. The remote model of socialization based on virtual social space absorbs social reality, transforms it, and then, reflecting it, gives a person a different perspective and a different vision of the real world around them. Virtual social reality can be created by people themselves at a distance because of the imperfection of the real society, the presence of profound social flaws that force a person to resort to virtual worlds in the processes of socialization and self-identification.

The utilization of the remote model of socialization as part of the process of personality socialization ensures the assimilation and acquisition of social experience, knowledge, skills, and abilities, which greatly facilitates the real social adaptation of the individual. The use of information dissemination modeling can provide insight into the mechanisms of the spread of socializing information in social networks.

Conclusion

1. Virtual reality, along with actual reality, is one of the worlds where a person lives. Due to its subject limitations, science is not able to give a full description of this scientific reality. Only within the framework of scientific analysis is it possible to adequately understand the socializing status of the phenomenon of virtual reality.

2. Virtual reality, one way or another, always affects socialization processes. The remote model of socialization states that being only in virtual reality does not provide full-fledged socialization. Socialization is the result of a person's permanent movement from the actual world to the virtual worlds and back.

3. In the remote model of socialization, virtual reality is considered as a process of expanding the user's social experience when entering the socio-cultural environment of the Internet, which is part of the process of socialization of the individual as a whole. Socialization impacts on a person from virtual reality in relation to the influences of other socialization institutions can be balanced, which contributes to the formation of new forms of interaction between subjects in the Internet environment.

4. The use of the remote model of socialization as part of the process of socialization of the individual ensures the assimilation and acquisition of social experience, knowledge, skills and abilities, which greatly facilitates the process of real social adaptation of the individual. The use of information dissemination modeling makes it possible to understand the mechanisms for the dissemination of socializing information in social networks.

In one way or another, virtual reality inescapably affects social processes. Human socialization in the virtual reality of the web is realized by virtue of the individual's belonging to some online community or through the virtual reconstruction of their real status, or through the active and free construction of a virtual self and personal identity. In the virtual space, along with the processes of socialization, there occurs resocialization, i.e. the assimilation of new values, models of behavior, etc. by individuals and social groups arising from interaction with a different environment. Thus, the remote model of personality socialization in the virtual space proceeds as an interrelation of two processes, namely the transfer of certain norms and rules of social space and the assimilation of norms and rules that exist in the virtual space overall and in particular online communities and groups. Meanwhile, the remote model of socialization establishes that exclusive existence in virtual reality does not provide complete socialization. Instead, socialization results from the perpetual movement of a person from the present world to the virtual world and back again.

In the remote model of socialization, virtual reality is considered as a process of expansion of the user's social experience when entering the socio-cultural environment of the Internet, which in general presents an inherent part of the personality socialization process. Socializing influences on the personality coming from virtual reality can be balanced with the impact of other socializing institutions, which contributes to the formation of new forms of interaction between subjects in the Internet environment. In the meantime, the virtual environment is structured on different grounds than social. This applies first and foremost to online communities, where an individual builds their own system of values, preferences, and hierarchical relationships that expand personal experience, social circle, opportunities for self-expression, and the like. In this environment there arise social structures that would be impossible in a real society. Thus, the virtual space becomes an integral attribute of the life of modern society that changes the socio-cultural life overall through the intensification of social interactions, the increase in the volume of information, expansion of the range of behavioral models, the emergence of new means of retranslation of social experience, and so on.

A prospect of further research could be a more specific piece-by-piece construction of the remote model of socialization. A limitation of the present study is the expert sample being limited to academic researchers. Further research into socialization in virtual reality is advisable to include

parents and teachers.

Published according to the project AP08857520 “Pedagogical basis for the development and use of a remote model of gender socialization of children in an orphanage during quarantine” at the expense of the Ministry of Science and Higher Education of the Republic of Kazakhstan.

BIBLIOGRAPHY

1. Нежебицкая И.А. Влияние виртуальной реальности на подростков // Молодой ученый. – 2017. – №51 (185). – С. 259–262.
2. Sakenov D.Z., Zhaparova B.M., Kenzhebayeva T.B., Mambetalina A.S. Model of Socialization in an Orphanage // European Journal of Contemporary Education. – 2022. – №11 (2). – P. 483–490.
3. Pronchev G., Proncheva N., Shisharina E.V. Social inequality in virtual social media (objective constraints) // Political Science Issues. – 2020. – №10. – P. 483–490.
4. Sakenov D.Z., Kushnir Y.V., Abdulkhamidova D.Z., Shnaider Y. Ethnic traditions as a means of formation of moral beliefs of seniors // World Applied Sciences Journal. – 2012. – №19 (10). – P. 1443–1448.
5. Лучинкина А.И. Специфика интернета как института социализации // Научный результат. Педагогика и психология образования. – 2019. – №5 (1). – С. 59–69.
6. Yu L., Li Y. An Empirical Study of Virtual Social Networks // International Journal of Social Media and Online Communities. – 2021. – №13. – P. 1–21.
7. Volobuyev S. Socially oriented business communities in the virtual social networks // Общество: социология, психология, педагогика. – 2021. – №6 (7). – С. 46–52.
8. Lothary A., King J., Mudar R., Myers D., Rogers W., Shende S. Content Development for a Virtual Social Engagement Intervention // Innovation in Aging. – 2021. – №5. – P. 426–427.
9. Ardeshiri M. The Impact of Virtual Social Networks on Teaching and Learning // International Journal of Social Science and Human Research. – 2021. – №04(10). – P. 471–491.
10. Sangwan S., Guan C., Siguaw J. Virtual Social Networks // International Journal of Virtual Communities and Social Networking. – 2011. – №1. – P. 1–13.
11. Исакова П.К., Зубайраева З.А. Жеткіншек жастағы балалардың құндылық бағдарларын қалыптастырудың тиімді әдіс-тәсілдері // Ясауи университетінің хабаршысы. – 2022. – №3(125). – Б. 176–187. <https://doi.org/10.47526/2022-3/2664-0686.15>.

REFERENCES

1. Nejebitskaya I.A. Vliianie virtualnoi realnosti na podrostkov [The influence of virtual reality on adolescents] // Molodoi uchenyi. – 2017. – №51 (185). – S. 259–262. [in Russian]
2. Sakenov D.Z., Zhaparova B.M., Kenzhebayeva T.B., Mambetalina A.S. Model of Socialization in an Orphanage // European Journal of Contemporary Education. – 2022. – №11 (2). – P. 483–490.
3. Pronchev G., Proncheva N., Shisharina E.V. Social inequality in virtual social media (objective constraints) // Political Science Issues. – 2020. – №10. – P. 483–490.
4. Sakenov D.Z., Kushnir Y.V., Abdulkhamidova D.Z., Shnaider Y. Ethnic traditions as a means of formation of moral beliefs of seniors // World Applied Sciences Journal. – 2012. – №19 (10). – P. 1443–1448.
5. Luchinkina A.I. Specifika interneta kak instituta socializacii [The specifics of the Internet as an institution of socialization] // Nauchnyi rezultat. Pedagogika i psihologiya obrazovaniia. – 2019. – №5 (1). – P. 59–69. [in Russian]
6. Yu L., Li Y. An Empirical Study of Virtual Social Networks // International Journal of Social Media and Online Communities. – 2021. – №13. – P. 1–21.
7. Volobuyev S. Socially oriented business communities in the virtual social networks // Obshestvo: sociologiya, psihologiya, pedagogika. – 2021. – №6 (7). – S. 46–52.
8. Lothary A., King J., Mudar R., Myers D., Rogers W., Shende S. Content Development for a Virtual Social Engagement Intervention // Innovation in Aging. – 2021. – №5. – P. 426–427.

9. Ardeshiri M. The Impact of Virtual Social Networks on Teaching and Learning // International Journal of Social Science and Human Research. – 2021. – №04(10). – P. 471–491.
10. Sangwan S., Guan C., Siguaw J. Virtual Social Networks // International Journal of Virtual Communities and Social Networking. – 2011. – №1. – P. 1–13.
11. Iskakova P.K., Zubairaeva Z.A. Jetkinshek jastagy balalardyn qundylyq bagdarlaryn qalyptastyrudyn tiimdi adis-tasilderi [Effective Methods and Techniques for the Formation of Value Orientations of Adolescent Children] // Iasauı universitetinin habarshysy. – 2022. – №3 (125). – B. 176–187. [in Kazakh]