(How to live) In an era of virtualisation?

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Social aspect of computing: seminar topics

- Computer games: impact on players
- Social media vs. privacy?
- Freedom, identity, anonymity, privacy: facts and myths
- Blogs and fora
- Netiquette
- E-commerce
- Woman vs. man in the Internet
- Bitcoins
- Copyrights
- Censorship
- Children/youth in the Internet
- Cybercitizenship
- Cookie files
- Celebritization
- Internet vs. reality
- The programmers ethical dilemmas
- Computer abuse
- Data protection
What do you think of the possibilities of new technologies...

...and shuffling our lives to the Internet?

Time saving

Developing hobbies & interests

Entertainment

Money saving

Educational chance

Wide range of possibilities

...without needing to leave home

Chance for shies to make a contact with others

Contact with family / friends

...on distance?

Monitoring
118 women & 73 men aged 15-30 were asked:

- How long have you been using the Internet?
  - Less than 1 year: 2%
  - 1-2 years: 12%
  - 2-5 years: 18%
  - More than 5 years: 9%
  - 86% less than 1 year

- How many hours per day are you spending in the Internet?
  - 0.5-1 h: 51%
  - 2-3 h: 22%
  - 4-5 h: 18%
  - 6 and more h: 9%

- How often are you using the Internet?
  - Everyday: 90%
  - Few times per week: 8%
  - Once per week: 2%
  - Few times per month: 1%
  - Once per month: 1%
  - Less frequently than once per month: 0%

- What are you doing in your spare time?
  - Meeting with friends: 70%
  - Spending time with family: 60%
  - Surfing on the Internet: 50%
  - Playing games in the Internet: 40%
  - Watching TV: 30%
  - Reading book / magazine: 20%
  - Other: 10%

118 women & 73 men aged 15-30 were asked:

**How often you...**

<table>
<thead>
<tr>
<th>Activity</th>
<th>Never</th>
<th>Once per year</th>
<th>Few times per year</th>
<th>Few times per month</th>
<th>Once per week or more often</th>
</tr>
</thead>
<tbody>
<tr>
<td>Club</td>
<td>26.18%</td>
<td>6.81%</td>
<td>31.94%</td>
<td>25.13%</td>
<td>9.9%</td>
</tr>
<tr>
<td>Coffee / restaurant</td>
<td>7.85%</td>
<td>4.19%</td>
<td>41.36%</td>
<td>38.7%</td>
<td>7.85%</td>
</tr>
<tr>
<td>Cinema</td>
<td>7.33%</td>
<td>10.47%</td>
<td>60.73%</td>
<td>19.37%</td>
<td>2.09%</td>
</tr>
<tr>
<td>Concert</td>
<td>17.28%</td>
<td>24.61%</td>
<td>43.46%</td>
<td>12.04%</td>
<td>2.62%</td>
</tr>
<tr>
<td>Exhibition</td>
<td>59.69%</td>
<td>23.04%</td>
<td>14.14%</td>
<td>2.09%</td>
<td>1.05%</td>
</tr>
<tr>
<td>Museum</td>
<td>54.45%</td>
<td>31.41%</td>
<td>11.52%</td>
<td>1.57%</td>
<td>1.05%</td>
</tr>
<tr>
<td>Theatre</td>
<td>46.07%</td>
<td>34.03%</td>
<td>17.28%</td>
<td>1.57%</td>
<td>1.05%</td>
</tr>
<tr>
<td>Meeting with friends</td>
<td>1.05%</td>
<td>0.52%</td>
<td>6.28%</td>
<td>20.94%</td>
<td>71.02%</td>
</tr>
<tr>
<td>Activity clubs</td>
<td>54.45%</td>
<td>6.28%</td>
<td>15.18%</td>
<td>11.52%</td>
<td>12.57%</td>
</tr>
</tbody>
</table>

What impact has the Internet on your relation with family and friends?

59% 21% 16% 8% 2% 6% 51% 33%

How of the Internet on your relation with family and friends?

The (Polish) Public Opinion Research Centre: Polish youth 1994 & 2013
Impact of technology on relationships, by age and relationship length

Among internet users in committed relationships, the % within each group who say technology has had a major vs. minor impact on their relationship, by length of relationship.

Impact of technology on relationships, by cell phone, social media, and online dating status

Among those in committed relationships, the % within each group who say technology has had a major vs. minor impact on their relationship, by length of relationship.

Negative technology experiences in relationships

Among internet users in a committed relationship, the % who have experienced the following, by length of relationship.

Positive technology experiences in relationships

Among internet users or cell phone owners in a committed relationship, the % who have experienced the following, by length of relationship.
Almost 20% of adolescents between 11 and 16 do not eat or sleep as a result of over-usage of the Internet.

Almost every 3rd adolescent in Poland between 11 and 16 feel have been vainly attempted to limit his/her time spending in the Internet.

Almost every 7th adolescent in Poland between 11 and 16 received message with sexual content via Internet.

Almost every 5th adolescent in Poland between 11 and 16 have been sexual abused in the Internet.

More than 1/3 of adolescents between 11 and 16 are neglecting their friends, hobbies, school or family as a result of the time spent on the Internet.

Almost 40% of Polish adolescents between 11 and 16 feel much more “theirself” online than in interactions with people in “real world.”

Gambling Problem Solving Fund & National Bureau for Drug Prevention, Republic of Poland.
What can be done?

Foundation for Social Changes “Kreatywni”

Logout to life
And here’s how you do it

Pedagogical and Psychological Counselling Centre “Razem”
Upbringing to life in a modern, information-driven society

The main objective of the project is to develop and pilot implementation of innovative solutions (prototype services and IT product), responding to the needs of the local community to actively and effectively in the digital society. The innovative project combines the leader and two research partners, will be directed to the local community: disadvantaged backgrounds, which on that day of work (leader). In our common idea, we combine the knowledge of the dangers in the digital world (acquired directly during interactions with socially excluded groups) with professional knowledge: scientific – research and digital – technology of the employees, students and graduated at Polish – Japanese Academy of Information Technology and University of Social Sciences and Humanities. The work includes research, create a product based on the work of human beings, the pilot product, implementation, evaluations. The strong point of action is the inclusion of people in the creation of modern tools.
NOPE, NO WIFI.

This is a place for talking, reading, and drinking coffee. Please leave your laptops in your bag and take a break. Say hi to your neighbor. Emails can wait.
Acknowledged

All pictures, charts and information used in these presentation were found in the Internet.

As at least some of us have been traveling within last weeks when workshop agenda and presentations have been prepared all information were exchanged electronically.

Final version of following (and others) presentation was (were) sent to Diane and Penny…

…also via e-mail.

BUT is (are) presented in person at Middlesex University during a one-day workshop on ethics and social accountability for ICT the implications of social accountability and professional ethics” “The challenges of virtuality and the cloud: the implications of social accountability and professional ethics”

Thank you for a chance to meet you today and looking forward to see you soon… somewhere in the real world.