Surveying the Factors Affecting on Youth Participation in Cyberspace (Case of Study: Tehran Province)

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Abstract: *The main purpose of this research is identifying socio - economic factors that influence participation of young people in virtual space. The research method in this research is Survey and in terms of aim is applied and extensive level, Statistical population consists of all 20 to 34-year-old youth in Tehran that according to the results of the general census of population and housing in 2011 have been equal to 2,647,282 people. The sample size based on estimation formula of Cochran sample size were 384 that selected by using multi-stage cluster sampling method. Data collection tool was researcher made questionnaire that its validity confirmed by using face and content validity and its reliability calculated by using Cronbach's alpha. Data analyses have been performed by using the spss21software. The results of research showed that there was a significant relationship between Communication literacy, Lifestyle, Trust to services, Satisfaction of cyberspace, Social and cultural identification and the level of participation of youth in cyberspace and all relationships were confirmed in 99 percent confidence level, As well as between participation in cyberspace ,Significant differences was observed by gender. Results of regression analysis show that 69% of the changes of participation variable in cyberspace have been explained through Lifestyle, Trust to services, satisfaction of cyberspace, identification and media literacy.*

Keywords: *Lifestyle, satisfaction of cyberspace, media literacy, social networks, identification.*

Introduction

With the development of information technology in the world and its rapid entry into everyday life, new issues and necessity have been created. Nowadays modern man is someone who should have access to information that is not a necessity which is considered strength (Mirzaee, Sarvkolaiy, 2009: 17). Nowadays methods of communication with others have been increased through the Internet. E-mail, SMS, Chat rooms, Web sites and Games, has become ways to develop and maintain social relationships. Daily near to four hundred million people around the world use the Internet and one of the main uses of the Internet, is Social communication with the others. Perhaps the main disadvantage of Internet connection is that communication in cyberspace, is based primarily on text and less benefit visual and aural signs in face to face interactions (Shekarbeigy, 2012: 23). Cyberspace in fact is a kind of meta-space and mind space (Castells, 2001), and space that is everywhere but is not nowhere, and is space that in light of access to the broad and rapid information, and give more and greater symbolic power and psychological security to person but at the same time make him more dependent, powerless and anxious than before, but as simple as that is created, destroyed and fades (Zokaee and khatibi, 2006: 41). Internet is one of the manifestations of modern arena technology that has brought development of new media. Internet is as a universal phenomenon that provides possibilities and opportunities for users that can receive all the information and services of their requirements, anytime and anywhere and at any level

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that they want. So, in today's world Culture media with internet media dominance is most comprehensive and most dominant influence culture in society. The center of gravity of this impact is on the growing generation, i.e., teenagers and young people .In other words, significant portion of today's young people forms with Internet connections, that can lead to different learning skills; Skills that make young people familiar and compatible with the new world order and the necessity of globalization (Ameli 2005: 13).

Being public access to virtual social network and an exponential increase of internet penetration rate in Iran along with increasing the number of sites, blogs and information sites on this World Wide and special attention of young users along with other users to it, is one of the reasons to surveying the factors affecting on participation of youth in cyberspace. As well as Internet and cyberspace, in terms of Survey function, is multi-dimensional space that can at the same time have different effects in the field of psychological, educational, ethical and various aspects of people's lives. For this reason, knowing the effective characteristics of this technological phenomenon causes expansion planning for reducing the adverse effects and enhances the operation of its positive features. Adolescents and Youth for their age position, Firstly show greater willingness to modern technology; Secondly will be affected earlier and more of phenomena around them, especially modern phenomenon; and thirdly change their behavior according to the situations that placed in it. Undoubtedly, Millions of young people are now using the Internet and every year, millions of others are added to their collection. In the global network, there are many sites that their aim is to attract the attention of children and adolescents to educational issues and entertainment. The crisis of identity begins from teenage years and large part of high school students are in this age group. According to a concern that is observed in the field of interests and attitudes and behaviors of them and because of an important part of characters' forms their identity and also personal and social life of them are affected by this problem, they are searching for identity and the ambiguous position of them, in contemporary society and culture, has this result that gives opportunity to examine ways of different life, to decide what patterns of behavior, values and attitudes can better provide their needs. According to aforementioned subject, in this study we are trying to find a scientific answer to this fundamental question that what are the most important effective factors on youth participation in cyberspace? Or in other words what is the main reasons for young people to use the Internet?

Literature Review

- Fotoreh Chi (2015) to examining the satisfaction of using Internet and measuring amount of Iranian and French users' dependency, compare student's users of Tehran University and the University of Lorraine, France. The results show that only one-third of Iranian and French students have a high satisfaction from the Internet; While French respondents' satisfaction rate is slightly higher than Iranian counterparts and the number of addicted to internet users in two population was less than 23% and Iranian respondents show more dependent on the Internet with little difference. Also French respondents slightly refer to the Internet more than their Iranian counterparts in order to educational purposes.

- Mou'id far and Ganji and Sabeti (2010) paid to examine the social factors affecting on public pattern of Internet connection among adolescents and young adults in Tehran. The most important findings of the study showed that adolescents and youths have downward medium tendency to communication patterns. Also the results showed that there was a significant relationship between Internet communication patterns and each variable of satisfaction, user satisfaction, and limitation of mass communication is not a significant relationship during use of the Internet.

- Adli Pour (2012), in his master's thesis entitled with "sociological analysis of the virtual social network implications on the social identity of young users in Isfahan". By using survey method and sample size of 424 people, he reaches to this result that the level of Participation and activity of users in virtual social network and the numbers of each time connect to these networks, cause to weakening family identity of users, time spent of membership cause to weakening the religious and national identity of users, Also motive and purpose of those in use of social network sites, is cause to users weakening religious identity. In addition, presence in virtual social network causes to strengthen the modern identity and growing of young users consumer of these networks.

- Adli Poor and Mir Mohammad Tabaar (2014), paid to examine the impact of Facebook on cultural identity of Isfahan's youth. The results showed that there were inverse relationship among the membership, usage rate and level of participation and activity of users in Facebook and cultural identity of users and there were positive relationship between real treat of Facebook content and cultural identity of users. That's mean whatever that duration of membership, usage rate and activity levels and user participation will be increase by users, so cultural identity of users will be weaker.

- Research findings of Tailor (2012) showed that Virtual social network in combination with influence of Western powers, have begun homogenization of the world that This motion cause to create conflict and struggle over the world and move some nations to defeat and Weakening national identity and traditions. He also believes that by this virtual social network, people around the world are in interact with each other and face with foreign culture and beliefs and feel the danger for loss of their national identity and religion.

- Ellison et al. (2006), Studied her presentation strategies of participants in virtual meetings .In this study, they were looking for to know what strategies are used by the participants for their presentation to achieve its goal that is finding a romantic partner. To do this, telephone interview was conducted with 34 person were selected who had many activities in the field of virtual meetings and the process of data collection. Results of analysis of this qualitative data showed that contributors to find their romantic partner in virtual space use tactics to show a better self to others. They also provide evidences for being realistic of this ideal self to others.

- Long and et al (2007), quoted by Sarookhani and others (2008), paid attention to the impact of the Internet on the growth of youth identity and surveyed the effects of the Internet in personal identity formation of Chinese teenagers. Results of this study showed that use of the Internet by juveniles has affected not only on four dimensions from identity growth, but also new ways from understanding identity formation have been observed among them. In this study, was shown that the use of Internet as a way to get experience in cybernetic understood environment and Identity Growth is perceived as well as a level of commitment to a certain concept of self.

- Christofids (2009), according to a study entitled "The role of Internet use in depression and social isolation of teenagers", shows that excessive use of Internet is associated with poor social linkage. These results do not show special orientation but interactions of age and use of Internet represents different positive effects for adolescents and adults. This results show that using Internet by teens is more through effect on quality of their interactions with local close ties family and close friends that provide social support ,while effect on adults is more through local and distant interactions with colleagues, friends and relatives.

Theoretical Framework

Giddens believes that Highly advanced technology and efficient communication is caused to separate location from time and space and provide this possibility that Social life form in very broad space and the ability to place is much reduced in limit and constrain social relationships and range social life. Cyberspace by creating high capacity for interaction with other people and receive information across time and space, allow to users that immediate and without any restrictions familiar with the knowledge and cultural heritage of other countries. In fact, offer them a source of information and cultural knowledge. With increasing usage of the Internet and virtual social network that provides possibility of immediate communication with low cost, to be sure, this new information technologies and communications are considered as an important source of identity that have influence in cultural identity of the people. Theoretical Framework of this research is combination of usage and pleasure theory, based on Hagerman's theory of communicative action, cultivation theory, highlighting theory, theory of identity Burger, Jakinz, and Hull. History has shown that new media is often caused of pleasure and new impetus (Angel man, 2000). Theories of Usage and pleasure like other approaches are used for assessing the humanitarian consequences of modern communications technologies. This approach by the reason of its nature that is Contact - axis is considered as one of the most successful communication approaches in cyberspace. Due to the increasing diversity and also Increasing power audience of choice might be this approach will be divided into several branches to describe different aspects of human cyberspace. Gernberg s research (2008) has been designed based on to measure the level of satisfaction

that people obtain from the media. National research of Press and Dan showed that among Internet users, a small amount of activities devote to educational affairs. Many people use the Internet for recreation, spending time; forget all the problems, overcome feelings, loneliness and fun. (Quoted from Severin and Tankard, 2001). Use –Impact's Model puts difference between the expectations (demanded satisfactions) and satisfactions (obtained satisfactions) and hence, identifies a kind of increasing benefit from the use of media over time. So, when Satisfactions asked is more, this probability increase that audience satisfaction is higher and increases interest rate and their impact (Mac Kevil, 2001). Klutz (2009) believes that audience selects of media content. Nowadays on the basis of theoretical perspectives receive that audience's ability is more than that has been previously thought. Also according to theory of structuration, human factor and construction are placed associated with each other; repeat of the person's behavior, reproduces structure that due to this reproduces by human activity, structures are created limitations to human action (Giddens, 2007).

Based on the planting theory, the importance of the media is not based on forming masses but in the creation of common way of selection and looking at the events that be practical by using message systems based on technology and ends to common way of seeing and understanding the world. Really, media especially has tendency toward offer common and consensus narratives from social realities and make acculturation their audiences also compatible with it (Mac Koil, 1994: 99). Based on the highlighting theory, peer groups usually use of limited and confidence resources to earn news. Yutz (1998) tested this hypothesis in cyberspace to see if students who are more exposed to the Internet newspapers, more than those use less, have tend to reproduce media priority as their priority or not? The results of this study showed that there was a positive correlation between exposure to media messages and put the media priorities as their priority.

Based on the Habermas's theory by title of communicative action, the public sphere is the sphere in which People come together for participatation in open and public discussions and Communicative action is achieved through speech and conversation (Azad Armaki and Imami, 2006: 65). The space of interactive environments of internet intended by Habermas that can be stated this way: Habermas believes that there are basic needs that all of completely free people have them and these needs necessarily have to be explored by anyone who sincerely enter an applied discourse (Steven, 2001: 7). Considering that in the Internet environment certainly in an interactive internet environment, people can easily raise their needs and this raise of needs has been caused forms a space of dialogue and debate and new ideas form in this debate. Also based on Hemans's theory, whatever one type of Internet usage that have most satisfaction for individuals be more, people also use far more than it (Ritzier, 2008). Berger believes that Modern identity is clearly open, categorized, individuated and thinking. These features can be found in theories of Giddens, Jenkins, Hall and partly Castells. Another common point of these theories is attention to constructed main elements of identity including everyday life. Burger by the concept of life planning, Giddens by autobiography and Jenkins by items such as the embodiment orientation of identity endorse the importance of this. So it can be said that macro-social and the micro-individual elements play a role in the construction of identity, through indoor- outdoor dialectic. Berger's theory of multiple life-worlds, as Jenkins says social identities are variable and flexible. In addition, the use of plural of Identities word instead of the singular "identity" itself as Stuart Hall imply that period of subject identity enlightenment integration and sociological past. So it's not an identity but multiple identities and it is not fixed and static, but is fluid and dynamic.

Research Methodology
Since the present study pay to examine influence social factors on participation of young people in cyberspace, so has descriptive structure and the type of research, is survey. Also, since the results of this research can be practically used by all students and researches related disciplines with sociology, and cultural organizations. So in terms of aim is also considered as an applied research. In this research, statistical population includes all youths 20 to 34 years old in Tehran that have lived in one of the 22 districts of Tehran in 2014. Their number according to the results of the general census of population and housing is equal 2642282 people. (General Population and Housing Census results, 2011). The sample size has been calculated 384 people by using estimation formula of Cochran Sample size.

Sampling method in this research is a multi-stage cluster sampling, researcher made questionnaire tool has been used in this research. whole five-item LIKERT have been used to design questions of this questionnaire which is one of the most common measurement scales, So that the whole of proposition are awarded very much with items score 3 and very little with items 1 score. The current validity of the questionnaire is content. So a certain number of questionnaires were puts to instructors and experts in the field of sociology and final questionnaire was determined after collecting their views. Cronbach's alpha coefficient has been used to determine the reliability of the questionnaire that obtained alpha value equal to 0.872 for trusts to services, equal to 0.75 for membership in social network and 0.830 for participation in cyberspace. For surveying the association between variables with dependent variable was used to Pearson correlation coefficient, multiple regression and path analysis investigate. After collecting data, those were analyzed by SPSS software.

Research Findings

Results of the analysis data showed that the total respondents (384 people), 47.4 percent have been men (Males) and 52.6 percent have been women (Girls). 52.1 percent younger than 24, 15.6% between 25 and 28 years, 17.7% between 29 and 33 years and 14.6% of age have been higher than 34 years. Level of education of 18% of them has been diploma and lower, 27% Associate Degree, 35% of experts and 19.3% masters and higher. 63 percent of them have never married (i.e. single) and 37% have been married. 21 percent use of the Internet amount daily less than 2 hours, 62 percent for 3 to 5 hours, 6.5 percent 5 to 7 hours and 9.6 percent to 7 hours and more have used the Internet daily. 16 percent also access to the Internet at work, 14 percent at home, 22 percent at university, 9.6 percent in Internet cafe and 38% of mobile phones have access to the Internet.

Table (1): Investigate demographic characteristics of respondents

Percent	Frequency			Variables
47.4	182	•	Man	Gender
52.6	202	•	Female	
52.1	200	▪	Less than 24	Age groups
15.6	60	▪	25 to 28	
17.7	68	▪	29 to 33 years	
14.6	56	▪	34 years and older	
18.0	69	•	Diploma and lower	Level of education;
27.1	104	•	Associate Degree	
35.7	137	•	BS	
19.3	74	•	Masters	
63.0	242	▪	Single	marital status
37.0	142	▪	Married	
21.4	82	•	Less than 2 hours	amount daily use of the Internet
62.5	240	•	3 to 5 hours	
6.5	25	•	5 to 7 hours	
9.6	37	•	7 hours and more	
15.9	61	▪	Workplace	Location of Internet access
14.3	55	▪	House	
22.1	85	▪	University	
9.6	37	▪	Internet cafe	
38.0	146	▪	Using mobile phone	

Testing Hypotheses
- ✓ There is significant relationship between life-style and youth participation in cyberspace.

Table (2): the correlation between life style (traditional and modern) in cyberspace and youth participation in cyberspace

Pearson correlation coefficient	0.705
Sig.	0.000

According to Table 2, there is positive correlation coefficient with severe intensity (0.705) between the two variables of life style (traditional and modern) and youth participation in cyberspace. Due to obtained significant amount (sig) is 0.000 and is smaller than 0.01, so this hypothesis with 99 percent confidence accepted H1 hypothesis and H0 reject hypothesis. Thus the first hypothesis is confirmed on the relationship between lifestyle and space of youth participation in cyberspace.

✓ There is significant relationship between Trust to Services and youth participation in cyberspace.

Table (3): the correlation between Trust to Services and youth participation in cyberspace

Pearson correlation coefficient	0.765
Sig.	0.000

According to Table 3, there is positive correlation coefficient (By increasing trust in the services, will increases young people's use from cyberspace and by reducing trust in services, will decreases young people's use from cyberspace) with severe intensity (0.376) between the two variables of Trust to Services and youth participation in cyberspace. Due to obtained significant amount (sig) is 0.000 and this amount is smaller than 0.01, with 99percent confidence accepted H1 hypothesis and H0 hypothesis is rejected. Thus the second hypothesis is confirmed on the relationship between Trust to Services and youth participation in cyberspace.

The third hypothesis: there is significant relationship between satisfaction of cyberspace and youth participation in cyberspace.

Table (4): The correlation between satisfaction of cyberspace and youth participation in cyberspace

Pearson correlation coefficient	0.681
Sig.	0.000

According to Table 4, there is positive correlation coefficient (By increasing satisfaction of cyberspace, will increases youth participation in cyberspace and by reducing satisfaction of cyberspace, will decreases youth participation in cyberspace) with severe intensity (0.681) between the two variables of satisfaction of cyberspace and youth participation in cyberspace. Due to obtained significant amount (sig) is 0.000 and this amount is smaller than 0.01, with 99 percent confidence accepted H1 hypothesis and H0 hypothesis is rejected. Thus the third hypothesis is confirmed on the relationship between satisfaction of cyberspace and youth participation in cyberspace.

✓ There is significant relationship between social and cultural identification and youth participation in cyberspace.

Table (5): the correlation between social and cultural identification and youth participation in cyberspace

Pearson correlation coefficient	-0.355
Sig.	0.000

According to Table 5, there is Negative correlation coefficient (By increasing social and cultural identification, will decreases youth participation in cyberspace and by decrease social and cultural identification, will increase youth participation in cyberspace) with severe intensity (0.355) between the two variables of satisfaction of cyberspace and youth participation in cyberspace. Due to obtained significant amount (sig) is 0.000 and this amount is smaller than 0.01, with 99 percent confidence accepted H1 hypothesis and H0 hypothesis is rejected. Thus the fourth hypothesis is confirmed on the relationship between social and cultural identification and youth participation in cyberspace.

✓ There is significant relationship between communication literacy (the ability to use the Internet and mobile phones) and youth participation in cyberspace.

Table (6): the correlation between communication literacy and youth participation in cyberspace

Pearson correlation coefficient	0.631
Sig.	0.000

According to Table 6, there is positive correlation coefficient (By increasing communication literacy, will increases youth participation in cyberspace and by reducing communication literacy, will decreases youth participation in cyberspace) with severe intensity (0.631) between the two variables of communication literacy and youth participation in cyberspace. Due to obtained significant amount (sig) is 0.000 and this amount is smaller than 0.01, with 99 percent confidence accepted H1 hypothesis and H0 hypothesis is rejected. Thus the fifth hypothesis is confirmed on the relationship between communication literacy and youth participation in cyberspace.

Regression Analysis
Correlation coefficients, coefficient of determination, modified coefficient and standard error have been shown in Table 6. According to this table, it can be stated that amount of correlation between variables participation in cyberspace with communication literacy, lifestyle, accustomed to the Internet, the satisfaction of cyberspace, social and cultural identification, the type of Internet use is equal to 0.836. also coefficient of determination is equal to 0.698 and adjusted coefficient of determination in accordance with entered variable in the analysis is equal to 0.695, or have been achieved about 69%; that's mean 69 percent of variable changes participation in cyberspace has been explained through this variable and other changes of this amount (31%) is belong to other variables. Also significance test coefficient of determination (F) indicates that is it obtains correlation coefficients statistically significant or not? Accordingly, the amount F is equal to 219.46 and has significance level of 0.000, which was significant at 99%. So obtained adjusted coefficient of determination is statistically significant, In other words, more than 69 percent of dependent variable changes (participation in cyberspace) has been explained through lifestyle, satisfaction of cyberspace, identification and media literacy variables.

Table (7): multiple Correlation coefficients, coefficient of determination, modified coefficient and standard estimate error

S.E	R adjusted coefficient of determination	R	Sig	F	The average sum of squares	DF	Sum of squares	Indicators MODEL
2.10	0.695	0.836	0.000	219.46	976.524	4	3906.036	regression
					4.450	379	1689.394	Remaining

The obtained results show that Lifestyle regression coefficient is equal to 0.373. Standardized regression coefficient for this variable has been estimated equal 0.481 and estimated amount for t-test equal to 15.15 and due to its significant amount (0.001) is significant at the 99 percent confidence level. Satisfaction of cyberspace regression coefficient is equal to 0.378. Standardized regression coefficient for this variable has been estimated equal 0.358 and estimated amount for t-test equal to 17.8 and due to its significant amount (0.001) is significant at the 99 percent confidence level. Identification regression coefficient is equal to -0.048. Standardized regression coefficient for this variable has been estimated equal -0.099 and estimated amount for t-test equal to 3.30 and due to its significant amount (0.001) is significant at the 99 percent confidence level.

Communication literacy variables regression coefficient is equal to 0.190 Standardized regression coefficient for this variable has been estimated equal 0.128 and estimated amount for t-test equal to 2.90 and due to its significant amount (0.004) is significant at the 99 percent confidence level. The obtained results show that trust to Services regression coefficient is equal to 0.394. Standardized regression coefficient for this variable has been estimated equal 0.374 and estimated amount for t-test equal to 9.53 and due to its significant amount (0.001) is significant at the 99 percent confidence level.

Table (8): Standardized coefficients and unstandardized coefficient regression of effective variables on participation in cyberspace

Significant level	T test	Standardized coefficients	Unstandardized coefficient		Model
		The amount of (beta)β	Standard deviation	B	
.156	1.421		1.001	1.422	Constant
.000	15.154	.481	.025	.373	life style
.000	8.171	.358	.046	.378	Satisfaction of cyberspace
.001	-3.301	-.099	.015	-.048	identification
.004	2.906	.128	.066	.190	Communication literacy
.000	9.531	.374	.041	.394	Trust to Services

The Regression Equation
r = 0/771 + 0.394 (trust to service) + 0.316 (communication literacy) + 0.219 (lifestyle) + 0.172 (satisfaction of cyberspace) + (-0.038) (identification)

Standardized Regression Equation
$r = \alpha + \beta x_1 + \beta x_2 + \dots \beta x_n$

r = 0/771 + 0.374 (trust to service) + 0.212 (communication literacy) + 0.282 (lifestyle) + 0.163 (satisfaction of cyberspace) + (-0.077) (identification)

According to the standardized regression equation becomes clear that trust to services variable has greatest impact on participation in cyberspace variables, and the variable identification has the least effect.

Path Analysis
Since in regression analysis use from only one equation to show the relationship between dependent variable with independent variables and only measure direct relationships with the dependent variable, Therefore, to determine the indirect and direct relationship of independent variables with dependent variable we use path analysis in which relationships between variables in a causal model (relationships cause - effect) i.e. traced along with the path coefficients that is the same βi.
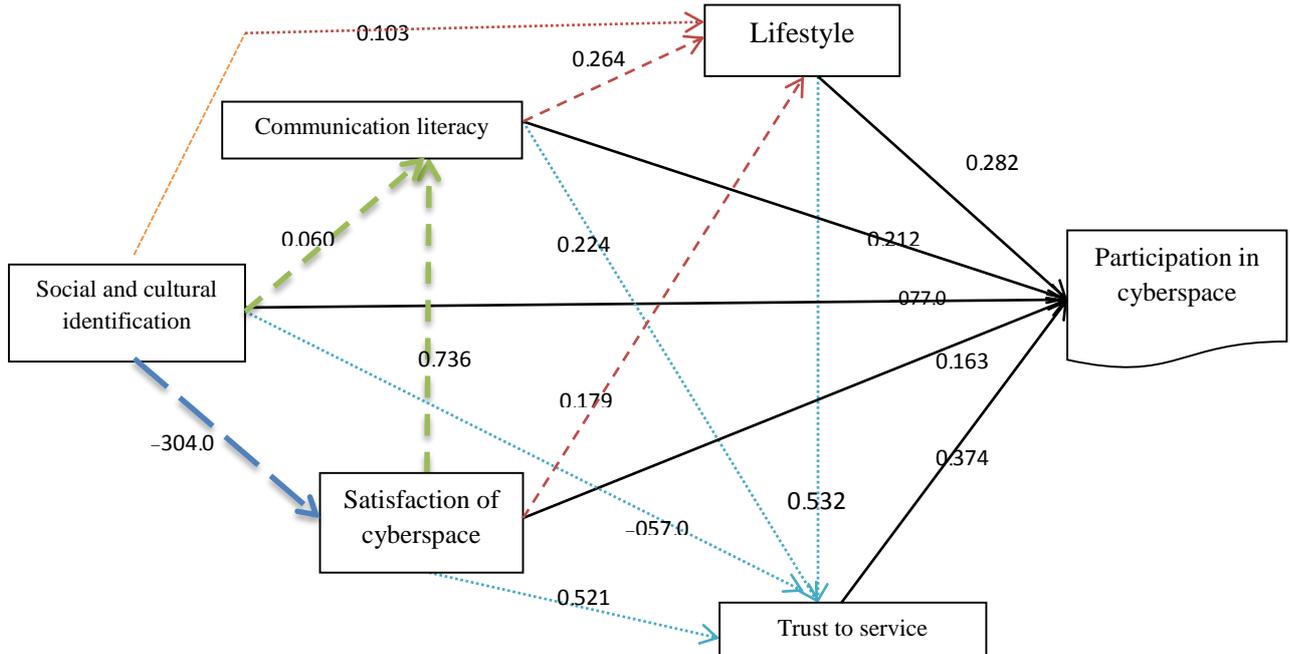

Figure (1): Chart of path analysis of independent variables on participation in cyberspace

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By using the figure 1 can calculated direct and indirect effects of independent variables on the dependent variable, For example, indirect and direct effects of communication literacy on participation in cyberspace is calculated as follows:

- o Indirect Effects = (Communication Literacy* Trust to Services) + (Literacy Communication * lifestyle)
- o Indirect Effects = 0.083+ 0.074 = 0.157
- o Direct Impact = 0.212
- o Total Impact = 0.157+ 0,212 = 0,369

Also direct and indirect effects of life-style on participation in cyberspace is calculated as follows:

- o Indirect Effects = Lifestyle * Trust to Services
- o Indirect Effects = 0.532* 0.374= 0.198
- o Direct Impact = 0.282
- o Total Impact = 0.198+ 0.282= 0.480

Conclusion

The first hypothesis test showed there was a significant relationship between lifestyle and youth participation in cyberspace. This finding is consistent with results Kia and Nory Moradabad (2011), Fatoreh Chi (2014), Rasouli and Moradi (2012). To explain these findings can be said people are optimistic to develop new technologies in various aspects of everyday life, Predict new opportunities for social and democratic participation, creativity, assertiveness and play, dramatic expansion of available knowledge that support from diversity, difference and discussion. The potential impact of new forms of information and communication technology associated with all aspects of society, from home to work, education to active recreation, citizenship to consumerism and from the local to the global level. Given that the present age is Virtual communication and information age and the loss time and place constraints through social networks, Social networks play a major role in changing lifestyles, attitudes, opinions, beliefs and Youth identity. By using theory of Structuration, Giddens can be deduced that whatever users pay to reflexively and cooperative activities in the social network, are more involved in the production of meaning and thus their influence possibility be greater, but whatever passive users and non-cooperative to be present in social networks, were less involved in reproduction and their influence possibility were less.

The second hypothesis test showed that there was a significant relationship between trust in the services in cyberspace and youth participation in cyberspace, the result is consistent with the findings Aghanouri (2011), Hashemi, Dindar Farkosh, Ahmadi Maroly (2011). Aghanouri believes that there is a significant difference between social capital of Social network users, with amount use of it and this correlation is so high, also there is relationship between use of the Internet (social networks) and social capital and it is average. In approaches of trust in the media whatever people's trust in the media ne greater, Media influence in the face of the audience, and continue communication is more. When the audience loses his confidence in the news of government media, especially in the field of local news, distrust of the system is increased. In this case the audiences bring on to other media such as satellite and internet news channels, such as social networking.

The third hypothesis test results showed there is a significant relationship between satisfaction of cyberspace and youth participation in cyberspace, Katz, Belamr and Gurevich offer functional understanding from use and satisfaction theory that this approach is related to social origins and social psychology demands that expectations create from the mass media and leads to different patterns of exposure to media that its result is Satisfaction related to the need and other consequences that is most unwanted (Soerin, 2001: 423). According to theoretical principles can be interpreted as follows: If people have satisfaction and fulfillment of different services that are offered through the Internet and virtual networks and can meet their needs without spends a lot of time and huge sums using the internet,

naturally, will be used more cyberspace and its features, this finding is consistent with results Mu'id far, Ganji and Sabeti (2010).

The fourth hypothesis test results showed that there is a significant relationship between social and cultural identification and youth participation in cyberspace. This finding has been consistent with results of Adli Poor (2012), Almasi (2008), Rafat Jah and Shakoori (2008), Adlipoor and Mir Mohamad tabar (2014), Tailor (2012), Ren et al. (2007), But has been contrary to findings Khalili (2005), Lee and others (2010). Interact in cyberspace has dual effect on the youth identity dimensions; So that by increasing access and utilization from new information and communication channels, Increasing duration of use and type of consumption due to soften mental and vision horizons and upgrade and expand cognitive, emotional and practical orientation, on the one hand, reduce severity of consequences and experimental dimensions and On the other hand Youth identity is enhanced in the cognitive dimension. In fact above information refers to this fact that youth use Internet and virtual social networks according to their needs and in the same way the use of social networking sites effects on the style and method of their identity.

Fifth hypothesis test results showed there is a significant relationship between Communication literacy (the ability to use from Internet and mobile phones) and youth participation in cyberspace. To explain these findings, we can say that Media literacy is a skill that is necessary youth to be equipped besides using media and especially the Internet, as an interactive media. Using the media without media literacy, can be associated with adverse effects. In particular, the distance information and skills between young people and parents on the one hand and diversity and specialization of new media, the need to promote media literacy skills will be double. Media literacy as an intelligent and internalized observer can be set up youth media consumption regime. Also, according to Elizabeth Thoman (2012) media literacy is a general term that contains three continuums stages that lead to empowering Knowledge Media. Media literacy is so important that Hobbes remembers from it as a higher level of understanding. According to Hobbes this aspect of media literacy, provide a strong predictor power for identifying the needs and expectations of Audiences (Hobbs, Renee and Richard Frost, 2013). This finding has been consistent with results Hashemi, Dindar Farkosh and Meroily (2011), Soltani (2008), and Oskoee (2006). Internet is including modern manifestation of the field of entertainment that has brought new media evolution. Being media and domestic have been increasingly describing spending much of the range leisure of youth. Development of new information and communication technologies and the Internet, fueled individualization of youth lifestyles and has put forward Iranian youth new frontiers in the formation of values and identity, especially values related to romantic familiarity and friendships, on the other hand, Features of cyberspace such as anonymity, fluid and the possibility of keep identity hidden, leaves broad implications on gender relations, power relations and communication patterns of Internet users.

The function of most Internet chats in Iranian youth is aspects of leisure and fun that form the first priority of users with far distance. The results indicate that the prevailing atmosphere in the chat rooms for visiting the youth is friendly conversation of heterosexual youth that turn to it with intention to satisfy the curiosity, acquaintances and entertainment, and sometimes mischief and adventure. Incentives and how use of user of Internet chats also shows gender differences and more boys willing to use their superior gender position in society , for entertainment choice and the search relations and freely friendly. Thus, even though cyberspace may be considered empowering and liberating experience for some young girls. However, relations between the sexes somehow continue their relationship in the real world. Overall, chats have provided a new era for leisure spectrum the rise of the youth and formation different retail cultures with backgrounds and interests varied although the prevailing view to this "field" is New and benefiting from it generally is limited to familiar and casual conversation, curiosity and habit, However, for a minority has provided an opportunity to reflect on the "political life", play with identity and rethinking in project of accumulation and expression of identity. These minority uses from potential of cyberspace for strengthen their symbolic and cultural capital in establishing Communication and coordination relationships with themselves and their immediate community. On the negative side, virtual entertainment can affect youth interest to community involvement and civic activities with different motives and may has negative impact of their social skills In preparation for mass leisure and

recreation and non-virtual game. Also long vicinity with cyberspace can resulted to one-way acculturation and the excessive influence from norms and values in different fields of communication and social and with strengthening of cosmopolitanism affect national and traditional belonging of users.

Research Limitations

Despite earnest efforts to right and principled do current study, this Research like other previous studies in the area of human issues faced with problems and limitations. Trying to resolve them in future studies can be confirmed on obtained results in this research.
These limitations include:

1. This research has been conducted on youth among 20 to 34 years old; therefore caution should be exercised in generalizing the results to other age groups.
2. Unwillingness of some people to answer questionnaires and to participate in the research.
3. The nature of time and place has been another basic limitation of this research.
4. Another limitation of this research was selecting all districts of Tehran as the statistical population that take hard sampling problem and achieve the respondents to complete questionnaires.

Research Recommendations

- Increase media literacy in teenagers, young people and families in dealing with the content of virtual social networks.
- Must be used properly and in accordance with the values of society from Group and collaborative media or new media such as internet and satellite dishes done in the community.
- It is suggested that the trustees and managers of cultural, with complete pathologic of Social networks and away from emotional and cross-sectional conflicts towards teach families through national media have long-term planning.
- Set up internal social networking with the necessary features and attractions, can be effective in order to produce local content and positive impact on the audience and user.
- Officials and planners countries try to provide integrated programs to attract youth participation in cyberspace in order to produce appropriate content with values of Iranian -Islam.
- Identifying mechanisms of social institutions should with help of tools that have in their disposal (Such as family, education, universities and local media) to pay correct transfer cultural heritage, historical and social to community members and especially the younger generation. This is possible with proper planning and management.

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