Virtual and Speech Aspects in Youth Communication Space

Romanenko Inna B.

Herzen State Pedagogical
University of Russia
Saint Petersburg, Russian Federation
in_romanenko@rambler.ru

Puyu Yuliya V.

Herzen State Pedagogical
University of Russia
Saint Petersburg, Russian Federation
dgudi-spb@yandex.ru

Romanenko Nikolai V.

Herzen State Pedagogical
University of Russia
Saint Petersburg, Russian Federation
fil-kafedra@yandex.ru

Tyukhova Irina S.

The Herzen State Pedagogical
University of Russia
Saint Petersburg, Russian Federation
tyukhova96@mail.ru

Iskra Olesya A.

Herzen State Pedagogical
University of Russia
Saint Petersburg, Russian Federation
atlantidacandie@gmail.com

Abstract—**Youth communication is analyzed in the article in terms of the social, virtual and speech interaction aspects of its implementation. The article focuses on the characteristics of generations passing through a modern multi-stage educational system and preparing to enter adult professional life in a few years. Virtual reality is analyzed as hyperreality, the product of interaction of its creators and the activity of its consumers (conscious or unconscious) who are involved in the virtual process. The introduction of virtual reality into human consciousness has led to the fact that it has taken a significant place in the life of young people giving rise to a number of addictions and personal transformations. The reason for the spread of youth jargon from the point of view of the authors is the desire of young people to stand out from the society of adults, to assert and identify themselves. Youth slang is becoming one of the means of language isolation, a way of "marking" young people, thus providing the illusory independence of its world.**

Keywords: *communication space; virtual reality; youth jargon.*

I. Introduction

Humanitarian knowledge tends to comprehend the personal principle in man's studies. The effectiveness of interaction with young people in the sphere of education depends largely on our ability to understand the peculiarity of the young people generation who are preparing to enter the adult professional life in a few years. In this article we will analyze the youth communication in terms of social, virtual and speech interaction during its implementation.

So what distinguishing features of modern young people passing through a multi-stage educational system can we point out? Specialists in the field of youth communications distinguish the following features of the Y and Z generations [1]: focus on the present day, the prevailing interest in the present (literally "living here and now"), and as a result - the reluctance to build long-term plans and identify one's connection with the past. Another consequence of the weakly expressed concern for the future is the orientation toward quick-reach goals, egocentricity (a special interest in what concerns one personally and one's inner circle). Social networks play a significant role in the life of a modern young people and teenagers. They fully accept new opportunities and limitations of network communications (their mood and willingness for parallel communicative acts, readiness to engage in dialogue with several respondents at once through correspondence, which is testifying about their multitasking ability, etc). Huge interest in digital technologies, computer games, life in virtual reality also implies the building of complicated relationships in the gaming community (setting goals at different levels, focusing on their achievement, readiness to take risks, visible encouragement at various levels, social recognition, etc.) [2]. In this respect, the inclination of young people to the practice of "start-ups", a venture business associated with significant risks and a willingness to take risks at the initial stage of the project implementation is quite understandable [3]. Strong sympathy to the image of a "business angel" flying around the world (widely used in modern cinematography and literature) essentially demonstrates a lack of attachment to a place and environment and a desire to work everywhere where it is comfortable and to get the well paid work at a given time. Along with it, the prospects of self-perfection, professional and education development are hardly taken into account.

II. PROBLEM STATEMENT

Among the urgent tasks of the modern society, we can point out the understanding of a young man life in the virtual reality. But first of all it is important for us to clarify that virtual reality is also a reality, but it has some specific features. Virtual reality is a hyperreality, the product of interaction of its creators and the activity of its consumers (conscious or unconscious) who are involved in the virtual process. The introduction of virtual reality into human consciousness has led to the fact that it has occupied a significant place in a person's life (especially in the life of young people and teenagers) giving rise to a number of addictions and personal transformations [4] [5]. Vital activity moving into a virtual environment has a number of consequences (that modern young people need to be aware of) leading to the development of computer addiction.

Modern medical research on the health status of young people confirms the conclusion about the harmful effects of computer addiction on their physical and mental health: disorder of the day, physical activities, nutrition, blurred vision, posture, increased nervousness in the event of equipment failures, bad relationships with parents and adults, etc. [6]. The psychological state of addicts is characterized by the following states: frustration, depression, apathy, anxiety, depression, irritability, boredom, dissatisfaction with the current state and the immediate environment, unwillingness to follow the rules, regulations, etc.

III. PURPOSE OF THE STUDY AND RESEARCH METHODS

Among various types of computer addiction of this age group, the most common types are: computer games, virtual acquaintances, wandering around search sites and databases related to intrusive information retrieval, etc [7]. So, what illusions are generated by virtual reality? What illusory advantages and benefits does a young man receive in the virtual world? We shall attribute the following to the newly acquired illusory possibilities of a teenager: permissiveness, the illusion that he himself sets the rules of the game, the regulations, the principles of interaction; the possibility of anonymous relations and acquaintances without feedbacks, building a system of trust and responsibility, etc. There is also a possibility to try on different social roles, life scenarios, identifications, the possibility of realizing fantasies; virtual espionage (the ability to collect information about friends and other people); implementation of the strategy of finding the ideal friend, partner, comrade, companion, etc.; comfortable communication without the need to keep the attention of the companion; a sense of the availability of any information, etc. [8].

Psychologists confirm that teenage addicts are poorly adapted in society, they have problems in school, family, life with peers and representatives of the opposite sex group. They represent the real world as boring, uninteresting, dangerous. So it is quite understandable that they dream to live in another world where everything is available, where the rules are acceptable to them (or established by them), where one should not be held responsible for anything. One can replay one's mistakes, start everything all over again, change one's environment, relationships, affections.

The formation of an idea about the addictive continuum among teenagers and young people is a productive methodological approach to solving the above problems. This phenomenon involves a young person existing in virtual life with an endless desire for positive emotions, acting out incomplete emotional states and experiences, trying to achieve satisfaction, etc. In fact, the young man receives the illusion of pleasure, a substitute and pseudo-reality. Representatives of the younger generation often seek strong negative experiences, activating aggression, tension, fear, etc., thus trying to defuse the accumulated internal stress, dissatisfaction through playing certain traumatic situations from the past. Both cases described are "escape from reality" methods.

In this situation, it is necessary to help a teenager to understand his true desires and the stereotypes of obtaining pseudo-pleasure he has previously used. Psychologists and teachers in this situation should help the teenager to determine the natural ways of realizing desires. Specialists should help the young man to realize the fact that the previously used stereotypes of obtaining surrogate pleasure were only ways of pseudo-discharge and distancing from his internal conflict. In this situation, a productive step is also an attempt to work out jointly an internal conflict that is not recognized by the teenager. A young person should be taught to set goals that are significant for his age group, to develop his reflexive abilities, acquire skills to achieve goals (concentration, phasing and sequence of steps, forming feedback, etc.).

We especially want to emphasize that computer technologies create tremendous opportunities for education, professional development of a young person, his self-identification and implementation, creative, intellectual and spiritual development. Every teenager passes through the temptation of virtual freedom in modern society in the process of his growing up, socialization, inculturation as well as many other life temptations he has to go through in other life periods (power, fame, money, trust, status, etc.) But in the face of temptations and trials, it is important even in adolescence to develop internal resilience which is formed gradually based on the development of reflexive-analytical abilities, criticism, intellectual mobility, systematic reading, acquaintance with the achievements of culture, the necessary socialization of a teenager in a circle of peers and adults, building trust relationships in the family, etc.

Another important problem of the existence of a teenager in the information society is its manipulative susceptibility and vulnerability. Manipulation is a psychological interaction aimed at implicitly encouraging another person to perform the action necessary for the manipulator. Experts identify the following features of the manipulative impact: the use of information as the main means of influence, its focus on the individual characteristics (needs, interests, habits, inclinations, skills, etc.), the hidden nature of the impact (of the subject of manipulation on the object). The sphere of frequently used manipulative practices in relation to young people is an advertising institution aimed at encouraging the desired audience to perform certain actions and making certain decisions, etc. For this age group, well-developed manipulative technologies are generally used for political and commercial purposes: labeling, the principle of a slogan, the formation of

an image (of a product or candidate for an electoral race), etc. We especially emphasize the fact that the mechanism of manipulative influence in modern political practices implies the next sequence of steps: focus on target audiences, use of various methods of psychological influence and channels of distribution of advertising information, consolidation of certain stereotypes, attitudes, ideas in the public consciousness, etc.

Another important aspect of building youth communications and at the same time a way of self-identification of this age group is slang. Slang terms are defined as words whose use is limited by social factors: by people who belong to the same social sphere, profession, their joint pastime, common interests, etc. Jargon can occur in any fairly stable team. There are so-called social dialects, one of which can be considered as a youth jargon. It does not only exists but it is constantly replenished.

It is advisable in the study of the above problems to use the methods of structural-typological, comparative, phenomenological analysis, etc. which allow us to summarize, specify the subject area indicated in the title and point out possible scenarios for the development of communication processes.

IV. FINDINGS

It is a usual fact that the speech of modern youth leads to the indignation of teachers, parents, representatives of the older generation who are keenly reacting to unusual forms. Youth speech reflects the unstable cultural and linguistic state of society which is balancing on the verge of literary language and jargon. This understated style of speech becomes familiar not only in everyday communication but also appears in the media and official communications. Young people, being mainly a carrier of jargon, makes it a prestigious element necessary for self-expression. The reason for this phenomenon is the desire of young people to stand out from the society of adults, to assert or self-identify themselves [9]. Thus jargon becomes one of the means of language isolation. It marks out young people ensuring the illusory independence of their world. Due to certain reasons, many representatives of adult generations are not able to speak fluently in foreign languages. Therefore, borrowed words become a way to make their speech incomprehensible to the older generation. In this case, there is another confirmation of their independence.

Jargon may arise as a result of the desire for a speech-specific expression of a particular group or to express a special (often ironic) attitude to the phenomena of reality. It is this element of the language game, the emotional-gaming aspect are characteristics of youth slang. Due to their value system, young people often try to shock others. Teenagers are attracted by the things which are condemned by the official adult world; they are looking for freedom of speech behavior which is not regulated by adults. New expressive, outrageous words and terms, non-standard phrases are becoming the expression of such freedom for young people [10] [11]. The borrowed vocabulary seems especially attractive to young people. Thus, teenagers satisfy their interest in word creation with the aim of rejecting generally accepted norms.

It is no secret that contacts are very important for a young person and are often difficult to establish. Loneliness is an incredibly difficult psychological state for the young man; therefore, the search for a friend, a close understanding person is very important for this age. When a young man begins to speak a certain jargon, he does not only come into contact, reports any information, but he demonstrates his belonging to the group with which he identifies himself [12]. Therefore, from the point of view of a young man, slang is very important for him to establish contacts.

In some cases the jargon can turn into a real aim of a young man. Slang words are often used from imitation for the sake of a peculiar fashion. But when protest against verbal clichés, monotony of everyday speech is mixed with this, it transforms into active linguistic nihilism.

Among the reasons for the survivability of young people language jargon, there are the following: a desire to feel and preserve their particular world which is different from the adult and official or a desire for language creation, critical attitude helping to maintain optimism and resist parental authority. In general the reasons for the existence of jargon can be divided into two groups: 1) social, extra-language; 2) intra-linguistic, proper linguistic.

The vocabulary of youth slang is usually limited by the interests of young people, that is study, fashion, music, communication with friends, computers, etc. And therefore the whole mass of slang words can be divided into four main groups from the point of view of its semantics:

1. Household jargon. The most common and most widely used among young people because it covers all areas of life. It is available to all young people, because it does not require special knowledge. Most of the youth slang is formed by transliteration. This way of generating words is an often used method to the adaptation of foreign words to our language.

2. Musical jargon. Since a lot of musical directions came to our culture from abroad it is quite reasonable that they had preserved their original names in a foreign language. In this case it is impossible to avoid the use of foreign words denoting directions in music, the names of groups, etc. And such words are often found in the spoken youth language [13].

3. Sports jargon. We will not dwell on the professional sports jargon which has its own specifics among adults. As for sports youth jargon it is associated with extreme sports that are especially popular among young people.

4. Computer jargon. The situation with this subspecies of speech interaction is the same as with the previous one. That is the separate jargon of computer scientists cannot be considered as belonging to young people. And yet computer slang penetrates the live speech of teenagers and it is usually accompanied by morphological changes that adapt specific terms to a dynamic youth language [14].

V. CONCLUSION

The linguocultural and communicative difference between the generations has always existed. But basically the stratification of society into "fathers" and "children" is

acquiring a different coloring today than many years ago. Filling the language with alien elements (barbarization) and alienation from reality becomes widespread [15]. The excitement of people thinking about the future is quite understandable, since the massive penetration of foreign words into our speech in the situation when there are Russian equivalents is now perceived by the youth as an absolutely necessary phenomenon. However, excessive and completely unjustified use of foreign language vocabulary, so preferred by young people life in virtual reality, significantly reduces the effectiveness of communication. The struggle for the purity and correctness of the Russian language and for the culture of young generations (manner of life and speech) is very actual for the modern Russia.

Of course, it is necessary to think about the problem what resources the modern educational system has in order to counter this situation. What can be opposed to the impact of manipulative technologies or speech (slang) stereotypes on the emerging mind of a teenager? How to arm a young man with unformed cultural and spiritual values, moral ideals, life guides, etc? — It's a well-known fact that the development of worldview and culture is a long process, where temptations and trials are also present, but at the same time the ability to withstand the destructive influences of society is formed. The relatively long involvement of a young person in the educational process is also an effective defense. The themes of the life world of a young person and the dangers that oppose his maturation and socialization should be actualized as a part of the study of social and humanitarian disciplines. The development of soft methods and techniques for developing the worldview of teenagers, cultivating reading, developing criticism, reflexive abilities, and caution (in providing excessive personal information), etc. is equally relevant in the modern educational system. In order to counter the manipulative effects of commercial and political advertising in the framework of the educational process it is extremely appropriate to conduct role-playing games, organize thematic trainings, prepare teaching materials for university students, as well as methodological materials relevant to this topic for teachers and university professors.

In this context, humanitarian sciences are understood as a school of freedom and independence, «high state of mind». It is the sphere of recognizing the self-worth of the subject as a unity of creativity, vocation and responsibility, where quantitative assessment of professionalism, vocation, talent is inappropriate. For the young people with "unspent forces and unfulfilled potencies", the study of humanitarian disciplines is a mean of overcoming ontological fear (not finding oneself, not being realized, not taking place, etc.). For a young person, the problem of realization and consistency is essentially the problem of realizing and transforming one's own abilities into "one's own talent, one's exclusiveness" against the background of the love for the very products of culture and Spirit. In this sense, humanities are understood as the cultivation of love [14, p.152]. Humanitarian knowledge seeks to comprehend the personal principle in man. The humanism of modern education consists not in declaring abstract values, but in creating humane conditions and ways of transferring knowledge from teacher to student [11]. This is one of the results of the development of European civilization.

Acknowledgment

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