

An Investigation on the Network Psychology of College Students in the Mobile Internet

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Abstract: In 2014, with mobile terminals replacing the computer to become the network's largest terminal, China has been fully access to the mobile Internet era. In the era of mobile Internet, the psychology of college students is the content that social and university workers urgently need to understand. In this paper, inquirers want to understand the network psychology of college students under the mobile Internet era through the questionnaire survey, SPSS software correlation analysis.

Keywords: new media network awareness of college students

In order to understand the current situation of college students' network psychology in the era of mobile Internet, the questionnaire of college students' network use and college students' network psychology were distributed. Investigating the college students in some local colleges and universities in Hubei, 2300 questionnaires were issued and 2188 of them were collected. With the help of statistical software SPSS, the relationship between network usage and college students' network psychology was analyzed to understand the influence of network usage on college students' network psychology. Through the study and analysis of the relationship between network use and college students' network psychology, this paper provides the basis and guideline for conducting students to use the network rationally and cultivate healthy network psychology.

1、 The relationship between the use of the network and the network self-awareness of college students

From the Internet sitespoint of view, the respondents who surf the Internet in dormitoryare of strong self-awareness and self-will, (the correlation coefficient of 0.057). From the main use of the Internet point of view, the respondentswho mainly use Internet for gamesare of strong self-awareness and self-intention, (the correlation coefficient of 0.122). From the recent visit to the network application point of view, the respondentswho use QQ and game software most are of strong self-awareness and self-intention, (correlation coefficient of 0.082,0.066). It is obvious that college students who are ofstrong self-awareness and self-willow, mainly use Internet for playing games, surf the Internet in dormitory, and the most frequently visited network applications are QQ and game software.

2、 The use of the network and the relationship between college students network barriers

From the Internet sites point of view, the respondents who surf the Internet inInternetcafes are more inclined to network communication rather than real social, (correlation coefficient of 0.104). From the main use of the Internet, the respondentswho mainly use Internet for games are more inclined to network communication rather than real social, (correlation coefficient of 0.094). From the purpose of Internet usage point of view, the respondentswho mainly use Internet for playing different role from the real life are more

inclined to network communication rather than real social, (the correlation coefficient of 0.178). From the most frequently visited web applications, respondents using Email are more likely to be network communication rather than social reality (the correlation coefficient is 0.059). From the most frequently visited sites, visitors to the novel site are more likely to communicate with the Internet rather than the real social (the correlation coefficient is 0.064,0.101). It is visible that college student who prefer network communication rather than the reality of social activity, mainly use Internet for playing games and playing different role from the real life, surf the Internet in Internet cafes, the most frequently visited network applications is Email and the most frequently visited network site is novel web.

3、 The relationship between the use of the network and the network blindness of college students

From the Internet sites point of view, the respondents who surf the Internet in Internet cafes are more easily blindly impulsive irrational, (correlation coefficient of 0.089). From the main use of the Internet point of view, the respondents who mainly use Internet for games are more likely to be blindly impulsive irrational, (correlation coefficient of 0.062). From the purpose of Internet usage point of view, the respondents who mainly use Internet for playing different role from the real life are more likely to be blindly impulsive irrational, (correlation coefficient of 0.205). From the most recent visit to the network application, respondents using Email more are easily blindly impulsive irrational, (correlation coefficient of 0.086). Visitors from the most frequently visited sites are more likely to be blindly impulsive, with a correlation coefficient of 0.092. It is visible that college student who are easily blindly impulsive irrational, mainly use Internet for playing games and playing different role from the real life, surf the Internet in Internet cafes, the most frequently visited network applications is Email and the most frequently visited network site. From the Internet point of view, Internet cafes in the respondents more easily be blindly impulsive irrational, (correlation coefficient of 0.089). From the main use of the Internet point of view, the Internet is mainly used to play the game respondents are more likely to be blindly impulsive irrational, (correlation coefficient of 0.062). From the Internet point of view, the respondents who mainly use Internet for playing different role from the real life are more likely to be blindly impulsive irrational, (correlation coefficient of 0.205). From the most recent visit to the network application, respondents using Email are more easily blindly impulsive irrational, (correlation coefficient of 0.086). Visitors from the most frequently visited recreational sites are more likely to be blindly impulsive, with a correlation coefficient of 0.092. Visible to the network of public opinion blind impulsive irrational college students online use is mainly used for playing games, the main purpose of the Internet is to play different from the real life role, the Internet is mainly Internet cafes, the most frequently visited network applications for Email, the most frequently visited sites is recreational website.

4、 The relationship between the use of the network and the out of control of college students' networks

From the Internet sites point of view, the respondents who surf the Internet in Internet cafes are less self-binding, and their network behavior is more standardized, the correlation coefficient of 0.104). From the purpose of Internet usage point of view, the purpose of the Internet to play different from the real life of the role and shopping are less self-binding, (correlation coefficient of 0.249,0.066). From the most recent visit to the network application, the respondents using Email are less self-binding (correlation coefficient of 0.154). Visitors from the most frequently visited recreational website are more likely to be blindly impulsive, with a correlation coefficient of 0.130. We can see that self-binding is low, the network behavior is not standardized college students aim to play is mainly different from the real life role, the Internet is

mainly Internet cafes, the most frequently visited network applications for Email, the most frequently visited site is the leisure and entertainment site.

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