Structural Modeling of Internet addiction based on social competence and sensation seeking (Case study girl student first grade second daughter of Ilam 2015)

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Abstract

Despite the widespread benefits of the Internet, legislators and education officials, creation of negative effects especially the excessive use of the Internet, issues and problems, physical and psychological and its harmful effects on people warned have.
Method: The present study in terms of time, retrospective, and the control variables, previous studies and the study were Correlational. The statistical population this study included all female students first year of high school studying in 2015-2016 years in Ilam which 110 of them using simple random sampling, the subjects been chosen. The instrument used for data collection, questionnaires Young's Internet Addiction, Social Maturity Scale RAO (RSMS) and Zuckerman's Sensation Seeking Scale. Data were analyzed using the statistical software SPSS/win version 21 SPSS and Amos (Amos) or the structural equation modeling.
Discussion: Results showed that social competence, internet addiction have direct indirect and inversely. Results as well as the direct effect of sensation seeking as indicated on Internet addiction.
Conclusion: The results of structural equation modeling issue suggests, that measurement components validity and reliability are acceptable and can to some extent mechanism of Internet addiction among girls first year explained. This model shows the components of sensation seeking and social competence can include the predictors of Internet addiction among female students in the first year secondary school.
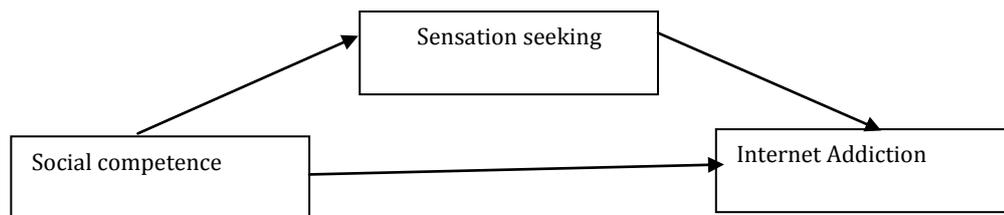**Key words**: Internet addiction, sensation seeking, social competence.

Introduction

The Internet recent the most advanced achievements of mankind which extensive network and countless consist of multiple bonds and the history of its emergence to end of the decade 1960 early 1970s opens. Nowadays many of the daily social interaction through the Internet, which has a charming atmosphere, wonderful and full of emotion such as chat rooms, e-mail, and virtual environments with multiple user large audience, are attracted [1]. Nowadays this technology has an important role in the lives of children and youth plays and this quickly rising. Propagation speed Internet was 9 times faster than the radio, 4 times faster than PCs and three times faster than the TV [2]. In Iran too according to the Ministry of Communications and Information Technology number of internet users constantly is increasing [3]. Research shows that Internet use among youth and young adults than other age groups it is common [4]. Despite the widespread benefits of the Internet, legislators and education officials, creation of negative effects especially the excessive use of the Internet issues and problems physical and psychological and its harmful effects on people warned have [5]. Internet addiction is a broad term which is a wide variety of behaviors and control problems obsession and it takes motivation. Like all other types of addictions Internet addiction a disorder and psychosocial disorder with specifications such action (the need to increase the time required to obtain the utility, the first time use) withdrawal symptoms (especially anxiety, bored) affective disorders (depression, irritability, moodiness) and rupture of relations and social relations (reduction or loss of social relationships in terms of quantitative or qualitative) is [6]. Internet addiction a wide range of behavioral problems, control and incentives, internet usage refers. Internet addiction as a compulsive behavior or wish to establish a link perhaps the main transmission or reflection object relationships or needs considered [7]. Goldberg internet addiction disorder a behavioral disorder as the exposure mechanism used and the criteria for substance dependence DSM-IV is he knows [8]. It seems that one of the factors that can in dependence on the Internet play a role is sensation seeking. Results show that people who do computer games, playing excited and perhaps to find these incentives and more stimulation this play repeat. Also Sensation one of the prominent characteristics of youth [9], which is more risky behaviors and exciting, such as the use of [10], drunk driving, diving and free fall is relevant [11]. Search in Internet online activities and more widely as the experience of modern technology is evaluated. Therefore may as a sensation seeking by the way. For trait of sensation seeking, the four elements or components have been determined these factors include: A- errantry: Willingness to engage in physical activities including elements of speed, danger, freshness and escape from gravity. B- Seeking experience: Search for new experiences through travel, music, art and spontaneous lifestyle and coordination, despite comparison, people tend to them. C- Retention of poverty: The need for freedom social activities, are not inhibited by the use of alcohol or without it. D- weariness sense: Avoid repeated experience, regular work or uniform, predictable person and if the mandatory subject to such experiences, reactions of dissatisfaction without show, biologically, sensation seeking, the activity of monoamine oxidation (MAO) the platelet count is related in

turn its association with alcohol, anti-social behavior and crime, smoking and drug abuse and deviancy been proven [12]. LAVINE et al (2000) in this study 342 people undergraduate students or different cultures were studied in the United States according to their results, dependence on the Internet low scores the adventure and sensation seeking than those independent gained [13]. KAV and Su (2006) demonstrated that the use of the Internet was 88% and the incidence of addiction 2/4 percent. Internet addicts high scores on the neuroticism scale and had a mental leap. This group of control scale compared to the value of time, time, time efficiency, achieved lower scores. Compared with control group, group with Internet addiction a high score on coping strategies, hyperactivity, difficulty speaking, and social behavior respectively. Hand digging and research has shown that Internet addiction among Chinese adolescents is high [14]. KAV, Su, Liu and Zhao (2006), co-Yen Chen, Chen, Wu and Yen (2006) [15] found that high school students, Internet addiction a novelty seeking, harm avoidance, high scores and reward dependence received lower scores. Among these variables the search for new stronger predictor for Internet addiction[16]. In another study was conducted on Chinese high school students showed that they were prone to fatigue and sensation seeking, positive relationship with Internet addiction showed [17]. Another of the variables studied in relation to Internet addiction in this research was changing social maturity. Social maturity emotional maturity after the last stage which is not that over time lead to problems in the relationship between the individual and the community. Nowadays, the rule of man by machine, and the gigantic industrial development and technology with their hands, himself has succumbed to technology on the other hand, population growth, and social relationships become more complex leading to its alienation and increase mental disorders and behavioral problems have been. Consequently search for true knowledge of self more than ever have been indispensable to human beings in this way as desired and builder able to the world within, and outside relationship reasonably establish. Meanwhile based on a true understanding and thoughtful, personal issues and social encounters, social maturity this feature in the development while For their rights and the rights that are granted to others be accorded the same rights so that in addition to the satisfaction of being together ups and downs of life what can a person do to help, adaptability and his dealing with issues as a mature adult [18].

Model 1: conceptual model

    The practical usefulness of research it is present which canto prevention and intervention of internet addiction, commensurate with the level of social competence and sensation seeking individuals lead. If it is established between Internet addiction, social competence and sensation seeking are related may be used to prevent addiction in susceptible individuals (those with psychological traits prepared for addiction to the Internet encourage them to participate in counseling sessions and the creation of a vision than a fitness personality and emotional addiction to the Internet and they are made aware of the hazards and recommendations based on the limited use of the Internet as needed. In this context this study also aimed at finding structural model role-based Internet addiction, social competence and sensation seeking among girl students in the first year of secondary school (girls) ILAM was performed.

Method
Present study applied research in nature in time retrospective and the control variable is previous studies. The research population consisted of all high school freshman students city of ILAM was 2015-2016 school year. Sample size using Cochran formula equal to n=110 persons was calculated. This number the random sampling of between statistical populations were selected. Measuring this study was include the following questionnaire: **Young's Internet Addiction Scale:** Internet addiction questionnaire, by Kimberly Young, was built in 1998 and consists of 20 items with a five-point LIKERT scale from rare (1) to always (5) was. The information gained from the questionnaire was between 20 and 100. Member State based on a score of 20 to 39 (normal user), 40 to 69 (mild addiction) and 70 to 100 (severe addiction) to Internet is identified. **Social Maturity Scale RAO (RSMS):** This scale which by NALINI RAO was developed in 1986 and consists of three dimensions of personal competence, interpersonal competence and social competence which in the present study questions related to the social competence (30 questions) to measure and measure the desired option is used. **Zuckerman Sensation Seeking Scale:** Questionnaire form Fifth Zuckerman Sensation seeking by AZADFALAH after removal of irrelevant questions and reduced inventory questions 40 questions 30 questions made up of two parts A and B where the participants will be asked, after reading each question part that is (a or B) which tend to choose. The highest score in this case 40 and the lowest score is zero. Scores greater than 20 indicating a high sensation seeking. The test has four major thrill and adventure seeking, experience retention aids and sensitivity is to blame. Data were analyzed using the statistical software SPSS/win version 21 SPSS and Amos (Amos) or the structural equation modeling.

Finding
The results can be seen in the following tables.

Table1. Descriptive characteristics of frequency and percentage status of addiction users on the Internet

Variables Indicators	Natural user	Mild of addiction	Severe of addiction
Frequency	52	37	21
Percent	47/2	33/6	19/2

Table 2: Matrix of correlation coefficients between social competence, sensation seeking, and the dependent variable of Internet addiction

	Social competence	Sensation seeking
Social competence	1	
Sensation seeking	-0/186*	1
Internet Addiction	-0/225**	0/324**

(** Significant at 0/01, * significant at 5/05)
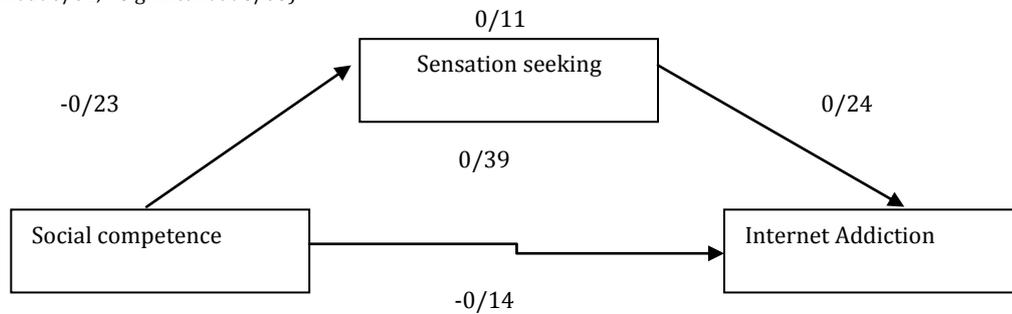
Model (2): a path analysis model (SEM) of a direct, indirect, social competence of the independent variable on the dependent variable of Internet addiction

Table 3: Estimates of Model 2

Independent variable	Dependent	Standardized regression weights	P	Variables	Squared multiple correlation
Social competence	Internet Addiction	-0/14	0/003	Sensation seeking	0/11
Social competence	Sensation seeking	-0/23	0/000	Internet Addiction	0/24
Sensation seeking	Internet Addiction	0/39	0/000		

Table 4: Overall effects direct and indirect variables in model Dependent variable of Internet addiction

Variable	Direct effect	Indirect effect	General effect
Social competence	0/14-	-0/08	-0/22
Sensation seeking	0/39	-	0/39

Table 5: Indicators Research Assistant fit

Index	Acceptable level.	Desirable criteria	Value reported
Comparative fit index (CFI)	Zero (no fit) to 1 (perfect fit)	0/95 closely reflect value of a good fit	1
Normalized fit index (NFI)	Zero (no fit) to 1 (perfect fit)	0/95 closely reflect value of a good fit	0/92
The root mean square error of estimate (RMSEA)	Smaller than 0/08	Smaller than 0/05	0/038

Discussion
According to a survey conducted by three variables (Internet addiction, excitement-seeking and social competence) together and their relationship has not been examined. Thus expression of the problem lack of research on the subject of research was facing. Also many studies have been published in the field of Internet

addiction lack of a theoretical model associated because research on Internet addiction yet at is located beginning of the path. These studies have generally been descriptive and to evaluate the predictors and antecedents of Internet addiction paid. Therefore in this research, the relationship between these three variables in the framework of a model (Model 1) will be examined. In Table 1 frequency and percentage status respondents, according to Internet addiction is given. Most of the people which are the normal, natural, have been using the Internet (47/2 percent). Also the contents of the table shows 33/6 percent a slight level of Internet addiction and 19.2% of them have a severe addiction to the Internet. Study of the correlation matrix of variables in Table (2) shows that changing social competence mediator sensation seeking and the dependent variable of Internet addiction has a significant negative correlation. Also relationship between sensation seeking and changing Internet addiction is also positive and significant. Relationship between the variables of the model number (2) suggests that social competence between the independent variables and the dependent variable of Internet addiction there was a significant inverse relationship (p=0/003, β=-0/14). Besides that this variable affects the sensation seeking (p=0/000, β=-0/23) also indirectly dependent on Internet addiction affects. Mediator of the relationship between sensation seeking too with the dependent variable of Internet addiction also was significant (p=0/000, β=0/39). Also squared multiple correlation coefficients, sensation seeking and Internet addiction respectively 0/11 and 0/25 was. In other words we can say that in this model variance 0/11 sensation seeking by changing social competence and 0/24 variance Internet addiction variable with both variables sensation seeking and social competence variables explained. According to the information given in the first row table estimates of model 2 (Table 3), we can say that between Internet addiction and features of social competence in children there is reverse causality relation (p=0/003, β=-0/14). According to the Table of Contents (3) estimates of the number two we can say that the relationship between each independent variable and the dependent variable was significant for Internet addiction. Thus first hypothesis is confirmed. Based on the contents of the table (4) can be said that changing social competence mediator sensation seeking (β=-0/08) an indirect effect on the dependent variable of Internet addiction and in addition to its direct effect (β=-0/14) a total of (β=-0/22) have been the overall effect. In other words when the independent variable is the standard deviation of social competence a unit increase in the standard deviation of the dependent variable of Internet addiction will reduce the size of 0/22. Table (5) Assistant index model number (2) shows. With respect to the model parameters NFI and CFI was desirable representing a very good fit their model as well as the root mean square error of estimate (RMSEA) too have been equal to 0/038 and this shows a good fit and model verification. So we can say that the model's data is graceful.

Conclusion

The analysis results showed that social competence, internet addiction effects of direct and indirect and inversely. Young and youth who have higher levels of social competence less will have Internet addiction. In other words user much less sufficient more likely will suffer from Internet addiction. Results as well as the direct effect of sensation seeking as showed on Internet addiction. These findings together with the results of the investigation including the ISI and colleagues [17] and Shi (2005) [15] is consistent. Also the risk of violent behavior is also associated with Internet addiction. Because those who excitement atmosphere and are more risk compared with those who are less excitement-seeking Internet and communication style find it more exciting and more willing to explore the unknown. They are probably internet find a way which can not satisfy to their arousal level. On the one hand because unknown are the possible implications of it are protected. Other findings from Present study the effects of direct and inverse social competence excitement will be though Internet with many spaces can meet the needs of many people but it is high addiction potential which unfortunately statistics show a higher prevalence in Iran that it would need more planning, prevention and treatment by specialists, managers and planners more than ever makes clear. Among the limitations of this study it is possible to take into account the role of cultural factors on the variables noted. Because of culture in addition to the impact on the level of sensation seeking individuals on their social competence is also effective. Also to generalize the results due to the nature of society are not generalize able to other Iranian cities and finally study sample first year of high school girls were selected, the generalize ability of the results to boys or other basis education is limited.

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