

THE IMPACTS OF SOCIAL NETWORKING SITES ON STUDENTS' SOCIAL LIFE

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Social networking site is a website that enables users to create their own profiles and form relationships with other users in an online setting. This site interactivity and multifunction such as creating profiles, updating status, posting comments and private messages attracted people to use the site and the usage had increased from year to year. However, social networking sites are affecting user's social life when users spent most of the time on the site and affect the user's time with family and friends. Hence, users became isolated, depress, lonely and less talkative. This happens when users start ignoring their surrounding and spent most of their time on the site. Therefore, this study aims to explain the impacts of social networking sites on user's social life. This study aims to provide the discussion on the above impacts by reviewing the past literatures and suggestions will be made for future improvements.

Keywords: Social networking sites, communication, social life, isolation, depression, and loneliness.

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CHAPTER 1

INTRODUCTION

1.1 INTRODUCTION

Nowadays, social networking sites are known mostly by the people in the world. People use social networking sites for many purposes such as communication, socialization, entertainment and information. Facebook, Twitter, Myspace, Friendster and others are examples of social networking sites that are commonly used by the people. However, extensive usage of social networking sites can lead to various impacts. There are several problems related to the social networking site that give negative impacts among them such as social isolation, depression, loneliness and lack of face to face communication. Studies conducted on the impacts of social networking site shows that the more youth engage in the use of the social networking sites, the less time they will have for leisure activities (Mensch, 2001). Thus, social networking sites might replace these social activities that youth used to enjoy and spend time on.

1.2 PROBLEM STATEMENT

The rise of the Internet had allowed people to do almost everything through “online”. The internet has connected family and friends all over the world. Thus within the past couple of years, there has been a great rise in the use of social networking sites. Social networking sites create a social community that encourages its users to interact with one another in an online setting. Such sites that encourage online communication are Yahoo, Facebook, Twitter, Google,

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Blogger and Myspace. According to Grey Review report on population of Facebook users in Malaysia, almost 18 percent of Malaysia citizens are Facebook users and most of them are youth age between 18 to 24 years old (Hui, 2010).

People use social networking sites for many purposes and most of them use this site for socializing, communicating, information searching and entertainment. Features like chat, messages and comments encourage users in maintaining and establishing new relationship and friendship with users in the same network. Through this features also, users are able to communicate and interact effectively with others users. In addition, information also can be sought through these sites. Most social networking sites' users use this site in searching for information. Other than that, social networking sites also capable in entertain the users. Social networking sites are equipped with many applications such as online games, quizzes, and music and video sharing. This capabilities attract teenagers and others social networking sites users to use this site.

Facebook is a famous social networking site that becoming an addiction for many people especially among the youths. Whatever youth's motives may be, social networking sites are affecting the user's social life when user spent most of the time on the site and affects the user's time with family and friends. Hence, users became isolated, depress, lonely and less talkative. This happen when users start to ignore their surrounding and spent most of their time on the site (The Star Online, 2012). It is supposed to be a very important part of life but the excessive use and addiction of the social networking sites like Yahoo, Facebook, Twitter, Blogger and Myspace may have damaging consequences.

As youths spent most of their time on this site, they became addicted and obsessed until they start to ignore peoples around them. Hence, from time to time they became isolated, less connected and has less direct interaction with peoples around them. As all these happen, youths tend to feel lonely and depressed (Renganayar, 2010). When teenagers spent more time online, they will spent less time with their families. Thus, their relationship with others became weak and this causes them to be in depression as they do not have feeling of attachment with peoples around them. Therefore, this study aims to explain the impacts of social networking sites on students' social life.

1.3 RESEARCH QUESTIONS

- 1) What are the purposes of using social networking sites among students'?
- 2) What are the types of social networking sites commonly used by students'?
- 3) How social networking sites have impact on students' social life?

1.4 RESEARCH OBJECTIVES

- 1) To explain the purposes of using social networking sites among students'.
- 2) To determine the types of social networking sites commonly used by students'.
- 3) To discuss the impacts of social networking sites on students' social life.

1.5 SCOPE OF THE STUDY

This part explained on the level of the respondents involved, the area where the study is conducted, the time scope and the limitation in this study.

1.5.1 Level

The research conducted among part 1 students of Bachelor Degree in Universiti Teknologi Mara, Kedah. This study refers this group of students as a newbie. Newbie refers to newcomers, an inexperienced user of computers, especially one who is not familiar with the rules of the Internet (Farlex Dictionary, 2012). Part One students' from all Bachelor Degree courses in Universiti Teknologi Mara, Kedah became respondents as they are new to social networking sites who have high possibility to experience addiction and time pressure after being exposed to this site (Kraut, et. al., 1998; LaRose, et.al., 2001).

1.5.2 Territory

This study is limited in Universiti Teknologi MARA (UiTM), Kedah only. Part One students from UiTM, Kedah are chosen as the respondents.

1.5.3 Time

Questionnaires will be distributed during Mac-July 2012 Bachelor Degree Academic Session.

1.6 SIGNIFICANCES OF THE STUDY

This research aimed to be a starting point of research conducted on the impact of social networking site towards user's social life. Social networking sites have become the major communication method for peoples, thus it is important to examine the potential effects on user's social life. Past studies reported that excessive social networking use has the potential of carrying bad impact to user's social life such as isolated, depression, loneliness and lack of face to face communication. It is vital to examine the relationship between social networking and impacts on social life. If a relationship between these two variables is demonstrated, awareness on its impacts can be created through education of the potential negative impact of social networking use.

1.7 LIMITATIONS OF THE STUDY

Another limitation is the research only covers on several numbers of independent variables. If more independent variables were use, the finding of this research would be more meaningful as it covers all possible impacts of social networking site use.

Furthermore, this research only covers Universiti Teknologi MARA students. Hence, the findings of this research only represent the impact of social networking on this group of student and the findings might not be similar to students in others universities.

1.8 DEFINITION OF TERMS/ CONCEPT

1.8.1 Social networking sites

Tong (2008) defined social networking sites as that provide online social networking allows users or members to form a perception or impression, maintain, and acquire new relationship. In this study, social networking sites can be defined as a website that allows online community members to read the profile pages of other members and possibly even contacting them through various communication tools such as photo, blogging or video sharing. In this study, social networking sites can be referring to Yahoo, Facebook, Twitter, Google, You Tube and Blog.

1.8.2 Communication

Communication process refers to the means of sending and receiving information. It is a process where a message, encoded by a sender, is transmitted through a medium to a receiver, who encodes the message and provides feedback (Conner, 2010). Communication can be done verbally or non-verbally. In this study, communication is defined as interaction that happens through online medium such as communication through social networking sites. People communicate with others people through online in many ways, for instance are chat messages, comments, posts and email.

1.8.3 Socialization

Socialization refers to process by which individuals acquire knowledge, language, social skills, and value to conform to the norms and roles required for integration into a group or community (Parker, 2007). In this study, socialization is defined as process where social networking sites users use this site to communicate and establish relationship with others users in the same network. Users are actively communicated and interact through online medium and having connection with members in the same online network.

1.8.4 Information

Information is any data and knowledge that can be transformed and transmitted from one party to another parties (Jansen, 2010). In this study, information refers to any information distributed through online and being discussed by the social networking sites users. Information in this study can be any updates made by the group members that may be related to user's personal life or updates on some events.

1.8.5 Entertainment

Entertainment is an activity designed to give pleasure or relaxation to an audience, no matter whether the audience participates passively as in watching opera or a movie, or actively as in games (BrainyQuote, 2012). In this study, entertainment refers to applications and features that available in social networking sites that help in reducing users' depression and loneliness. For instance are online games, comments, chatting, messaging, and video and pictures sharing. Through this applications and features, more people are engaging in this site as to alleviate their stress and depression.

1.8.6 Social life

Social life can be defined as interaction of organisms with other organisms and to their collective co-existence, irrespective of whether they are aware of it or not, and irrespective of whether the interaction is voluntary or involuntary (Partington, 2011). In this study, social life refer to the time that you spent enjoying yourself with friends and the opportunity to do enjoyable things that exists in a particular place. In this study also, students' social life is measured through personal relationship by looking at the way they interact and socialize with people around them.

In study conducted by Kraut et al (2002), personal relationship is defined as individual adjustment and involvement with family, friends and community. In this study, personal relationship refers to a relation between people. It can be varied in term of context such as family relationship, friendship and community involvement.

1.8.7 Social isolation

Social isolation is a tendency to withdraw from social contacts and responsibilities (Sue, 2003). While according to The National Academies Press (2012), social isolation can be defined structurally as the absence of social interactions, contacts, and relationships with family and friends, with neighbors on an individual level, and with "society at large" on a broader level. In this study, social isolation can be defined as feelings of boredoms, apartness or aloneness as peoples became separated from their environment and do not feel any feeling of attachment with peoples around them.

1.8.8 Loneliness

Loneliness is a feeling of desperation, boredom, self-deprecation, and depression experienced when individuals feel their personal relationships are too few or too unsatisfying (Forsyth, 2006). While according to Austin (1989), loneliness is alienation of the self and is sometimes seen as global, generalized, disagreeable, uncomfortable, and more terrible than anxiety. In this study, loneliness can be defined as feeling of apartness as people do not have any one that he or she can talk to.

1.8.9 Depression

Depression is a situation where individuals find themselves in deep sadness and tend to withdraw from functioning in the social environment (Psyweb, 2007). In this study, depression is a situation where people experienced mood, loss of interest or pleasure, feeling of guilty or low self-worth, disturbed sleep or appetite, low energy, and poor concentration.

1.8.10 Face to face communication

According to Nie (2001), face to face communication refers to eye contact, body language, facial expression, vocalization, hugs, pats on the back, cries, embraces, kisses and giggles. In this study, face to face communication can be defined as direct communication process where sender and receiver can show their emotion and exchange information more efficiently.

CHAPTER II

THE IMPACTS OF SOCIAL NETWORKING SITES ON STUDENTS' SOCIAL LIFE

2.1 INTRODUCTION

This chapter will discuss on past literatures regarding how social networking sites have an impacts on users' social life. In addition, the explanation will be given on the use of social networking sites among the users. The relationship between each variable had been demonstrated.

2.2 USES OF SOCIAL NETWORKING SITES

Internet nowadays are widely use and almost all peoples have experienced on it. Internet plays important roles, not only in everyday life but also in core activities and dominant social group all over the world (Castells, 2002). Internet had created new tools for communication through the establishment of social networking sites. This site formed new type of community which is online community. According to Owston (1998), online community is a group of people who regularly interact online, actively share common goals, ideas, and value, and thus further the concept of community to the reality realm. Interactivity and rich capabilities of Internet had establishes various kinds of social networking sites such as Facebook, Myspace, Twitter, Yahoo, Youtube and Google. These sites became hugely popular in the past few years and occupied five of the fifteen visited websites in 2007 (Joinson, 2008).

Social networking sites can be defined as member-based internet communities that allow users to post profile information and communicate with others in more innovative ways such as sending or sharing photos online (Pempek et. al, 2009). Most of the people use these web applications to interact in hyper-aware ways with their friends, and nowadays the scale of this mass communication phenomenon is slightly significant (Ahn, 2010). Peoples became more attracted to these kinds of websites as it contain interactivity and allow users to connect with their friends and peoples in the same network (Bargh et al., 2004). Some of the ways are through Wall Post, Status Update, Activity Feeds, Thumb Ups, Facebook Quizzes and Profiles (Ahn, 2010). Through profile pages, users are allowed to update regularly their information such as individual personalities, and share with the world on their intimate details of their life. Even photographs of the user and the user's friends can be uploaded to profile pages. This kind of interactivity has expanded the use of social networking sites among teenager recently as this group of peoples are in stage of building ties.

One of the most popular social networking sites is Facebook. Valenzuela et al. (2008) defined Facebook as a formatted web page into which each user can enter personal information, including gender, birthday, hometown, political and religious views, e-mail and physical addresses, relationship status, activities, interests, favorite music and movies, educational background and a main personal picture. Through Facebook, user can interact with their members or "friends" who are online by sending messages, poke, sharing information and playing online games. Twitter is also social networking sites which are newly emerging tool for online communication. It is micro blogging services that command more than 41 million users as of July 2009 and it is growing fast. It is services that allows users to follow others or are

followed. Moreover, Twitter is quite different from Facebook as the relationship of following and being followed in Twitter requires no reciprocation, which means that a user can follow any user and the user being followed need not follow back. Be followed or being follower refers to the activities where user will directly receives any messages or tweet from those the user follows (Kwak, Lee, Park and Moon, 2010).

Nowadays, social networking sites have become current tools for teenagers to communicate with each others. Social networking sites are sites that let all users to better communicate, interact, share, create, and publish information (Lackie, 2006). Recent surveys found that 70% of teenagers have online social networking profiles and used it to communicate and socialize with their friends on a daily basis (Lenhart, 2009). Ahn (2010) also found that teenagers spend nearly 10 hours per day using some form of technology, with socially networked media playing a large role in their daily life. Social networking sites have changing the ways of communication by establishing new ways or tools for communication which is through online medium (Pate, 2006). This facilitated communication process by allowing users to regularly communicate with their family and friends that live far away from them.

Social networking sites also allow users to set up friendship oriented group or particular education institution can create a group to develop an online colleague's community (Collins, 2009). Through this kind of group, members of the group can regularly communicate among themselves and shares with others members on their ideas and views regards to their life or study matters. Establishment of this group motivates users to use social networking sites as they want to be connected with their members from the same group. Updates made by members of the

group will be appeared in others members' Wall thus notifies them on any updates made by their members. Communication were initiated when others members also commenting on the status update. People also use social networking sites for socializing. Research shows that young people are motivated to join these sites as to keep strong ties with their friends, to strengthen ties with new acquaintances, and, to a lesser degree, to meet new people online (Valenzuela et al., 2008). Simpson (2005) also identified that teen are motivated to access social networking sites are for their friendship maintenance and friendship formation. These sites allow it users to connect and establish relationship with others users in the same network. Study also shows that social networking sites allow users connect to both friends they already know online and offline (Boyd and Ellison, 2007). In addition, users are also able to add new friends they discover on the site to their "friend list". Users are using social networking sites for socializing through relationship maintenance which is keeping in touch and up to date with friends, making new friends, keeping in touch with friends and companionship (Raacke, 2008). Hence, relationship maintenance and formation became motivator for online communication among children, teens and college students.

Facebook had introduced new feature which facilitate socialization among Facebook users, called "People You May Know". This feature will recommend uses to connect with people that they might know through "friend-of-a-friend" approach (Facebook Official Website, 2010). This helps users in getting more friends and widens their friendship network. Other research has shown relationships between online communication and the high quality of existing real-world friendships, showing that among surveyed respondents aged 10 to 17 adolescents reported that friendships were enhanced by communicating with each other online (Valkenburg & Peter,

2007). In addition, email among family and friends could encourage more socializing with them offline, increase exchanges of concrete social support, and increase competence and self-esteem. These online activities could increase closeness and the sense of belonging to strong ties (Baumeister and Leary, 1985).

Third uses of social networking sites are information searching. Research conducted by McDonald (2003) shows that users also used social networking sites for information gathering. Users find relevant information by connecting to official pages of an expert or knowledgeable person. This directly updating user's information on some matters as any updates made by the expert will come out in users "New Feed". Ehrlich et. al (2007) also found that social networking sites support users who are searching for experts in their social network by using email and chat messages. Through these features, users are able to communicate with their friends in getting and exchanging information. Moreover, people who wish to seek for information may use the social networking sites such as Google and Yahoo as their medium of choice as they know their needs will be fulfilled (Katz, Blumler and Gurevitch, 1974).

People also became attracted on social networking sites as it helps users in searching and getting for information. It is easier to acquire information through this site as users are directly connected to others users through online network thus they are able to communicate effectively. Users can call anyone at any time, text in seconds, chat on Facebook, send messages in Myspace, tweet, and conduct research all on their cell phone, all while they are in class (Collins, 2009). Social networking such as Facebook also encourages teachers and students to collaborate and post links and ideas. In addition, blogs also allow teachers to share their thoughts, ideas and

feelings, while receiving feedback from colleagues around the world. Email and instant chat breaks down barriers and allows for quick and easy responses to questions. These features facilitate the expansion and dispersion of knowledge and information among social networking sites users.

Other than that, people also use social networking sites for entertainment purposes. Weiser (2001) found that users are motivated to use this site as it offers pleasurable and mood altering services and products such as multi-player online games and online chat rooms. For example, Youtube is primarily a video sharing service offers latest music video for its users and allow users to add others as their friends or subscribe to a member's collection of videos. Social networking sites now are equipped with variety of features which enrich the site capabilities such as email, messaging, website creation, diaries, photo albums and music or video uploading and downloading (Livingstone, 2008). This attracted users' attention to keep on using this site.

Engaging with this site make users feel better because it helps users who are stressed seek escape, those who are bored seek exciting activities, and those who are depressed seek pleasure (Russell, 2003). Study also found that, people who are depressed, bored or anxious may use internet and social networking sites for entertainment as to satisfy their impulses and needs, distracting them from everyday life, reducing stress, and increasing their fun (Kraut et. al., 2002). Most of Facebook users play online games that available in this site such as Farmville, Poker Texas, Castleville and Rollercoaster Mania. Depressed users tend to play these games frequently compared to non-depressed users. Moreover, this application had enriched the function of social networking sites. The online games are becoming more competitive because most applications

send updates on the status and level of performance of the users. Through these observations, friendly competitions may arise as users will compete with others users in playing the games (Leonardo, 2012).

2.3 THE IMPACTS OF SOCIAL NETWORKING SITES

Past literature identifies several impacts of social networking sites have on students' social life. Among the impacts are social isolation, depression, loneliness and lack of face to face communication. Early researches conducted on social networking sites reported its negative impacts on users' social life and social capital. These studies stressed that social networking sites will decrease sociability, face-to-face communication and loosen social networks (Kraut et al., 1998; Nie and Erbring, 2000; Putnam, 2000).

However, recent researches show contradictory result. Some researchers showed that social networking sites and Internet use might improve individual's relationship and strengthen social networks (Wellman, 2001; Hampton and Wellman, 1999; Cole, 2000). From the findings, researchers claim that information distributed online make society more effective and connected. Moreover, social networking also allows people at different region in the world to stay connected with each others. Therefore it produces positive outcomes to people social life as they actively connected with each others. People who regularly use chat rooms to communicate may facing low intimacy and companionship with their friend. This happens as communication through chat rooms or online may displaces the time that individual should spend with their friends or doing something that enjoyable with their friends. This will cause people to fall into deep depression

and loneliness. Online communication is not rich as face to face communication, when peoples communicate without personal contact they will feel less connected.

Social networking use might lead to user's social isolation. According to study conducted by Hodkinson (2008), the most popular criticism against social networking sites is on its impact which caused users to be isolated.

Users became isolated when they start ignoring their surrounding and spent most of their time on the site. Less time with families and friends caused them to be depress and loneliness as they feel no attachment with people around them (Valkenburg, et. al, 2006; Sanders et al., 2000). Recently, social networking sites are found to serve as a replacement for personal socialization based on study found that 58 % of American adults reported that computer cause them to spend less time with friends and family (Rosembaum, 2000). This reduces the intimacy and companionship in their relation thus causes social connectedness as they are rarely together with their friends and family.

His findings also can be supported by research conducted by Sander (2000), which also found that low Internet users, when compared with high Internet users, had significantly better relationship with their mothers and friends. This happen as because low Internet users usually have more time to spend with their friends and family thus they became less isolated from peoples around them. In addition, study conducted by Mensch (2001) also found that people who spend most of their time on the Internet will also limit the amount of time for their leisure and social activities. In others word, the Internet became the replacement for those activities. This will cause them to be separated as time they supposed to spend with their friend being replaced

by online activities. Hence, this affects their social life as social networking might replace their social activities and cause users to be isolated in their life.

Furthermore, Brenner's (1997) study also reported that young Internet users who spent an average of 19 hours per week online found that they feel more isolated from society at the point of testing than before using the Internet. Young internet user who became addicted will spent more time online rather than communicate or be with their family. Thus this bring negative impacts to their social life as they became isolated and keep staying in their room without socially interact with their friends and family. Social networking cause weaker social ties because people will be less socialized in the real world as they do not hang out to have direct interaction with their friend. Once people feels easier to sit at home and do their everyday tasks without interacting with others, those people may end up not making social connections with those around them thus isolating themselves in their homes.

On the contrary, high level of community involvement is associated with the use of social networking sites for interpersonal and group community activities (Kavanaugh and Patterson, 2001). This show that information distributed in social network had increase online user awareness on community activities. It is not necessary for user who spent more time on online to be isolated and less participative in community activities but they can be more active than non-user. Wellman et al. (2001) stressed that, users who highly socially connected, and likely within that set of connections to maintain higher degree of stronger ties and relationship.

Another impact of social networking sites is loneliness. Social networking sites user tend to be lonely as they became isolated in their own life. Researchers are concerned on social networking impacts as it might intrude time that user should spent with their family and close

friend thus left many feeling lonelier (Nie, 2001; Nie and Erbring, 2002). User's precious time such as watching television with family and hang out with friends might be intruded as users are more interested to spend their time on social networking sites and pay less attention on their surroundings. This lead to deep loneliness and depression as user cannot have a life interaction and there is no person to talk to.

Study by Seepersad (2004) also shows that Internet may increase person's level of loneliness by taking time away from social activities thus fostering social isolation. People exhibits loneliness will use social networking site or Internet as a way to avoid engaging in social activities with others. As people keep using social networking sites as way to cope with loneliness, it will only lead to more loneliness and avoidance. Internet seems to be benefit to who are well adjusted but not who are lonely. This is because who are lonely are not capable to fully utilize the Internet as meaningful communication tools compared to those who are not lonely. Moreover, another research found that using Internet to communicate with others and for entertainment reduces romantic's relationships and best friendship quality (Blais, Craig, Pepler, and Connolly, 2007). Alienation, conflict, decreased in intimacy and companionship within best friendship may relate to the activities in chat rooms.

On the contrary, some studies found that social networking sites helps to reduces loneliness and depression by enhancing intimacy and family ties (Katz and Aspden, 1997; McKenna et al., 1999; Robinson et al., 2000). Social networking helps to enhance intimacy and ties by connecting users with other user and friends. Users can post comment on their friend wall and have online chatting. Katz and Aspden also agree that placing Internet at home does not

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cause people to ignore their real life but it helps to improve their involvement in traditional family's activities. Other than the above impacts, depression is also found to be another impact of social networking sites have on user's social life. Study shows that adolescents who are more depressed have more online communication through the instant messenger (Knippels, 2009). This causes their depression to be more worst as online communication is not rich and have high tendency to weaken the ties exist. According to Gross (2002), people who involved in online communication has higher potential to be depressed and lack of social support compared to who had a real life interaction.

Study conducted by Kraut (2002) found that those who used the social networking sites more were spending less time with family members, had less offline world social contact, and felt increased loneliness and depressive affect. Online relationship is not rich as offline relationship, having no one to talk would cause users to be in deep depression as they are alone and just communicating with their friend through online medium which is poor in expressing human emotions and feelings.

Online communication is not rich as face to face communication, because it doesn't involve eye contact, body language, facial expressions, vocalization, hugs, and pats on the back, cries, embraces, kisses and giggles. All these are the fundamentals element of socioemotional well-being (Nie, 2001). All these criteria enrich the real life interaction which helps to reduce people's depression. Be involved in online communication caused great depression as people do not able to create trust, thus cause them to be depressed as they need someone to hear or keep their secret.

On contrary, some study reported that the use of social networking sites would helps in reducing loneliness and depression among users. Active involvement in this site will connect users in local social network that will inform users on activities conducted around them. As users are updated with that kind of information, they will actively involve in community activities. Being involved in those activities will let them to interact and socialize with people around them and reduces their depression level.

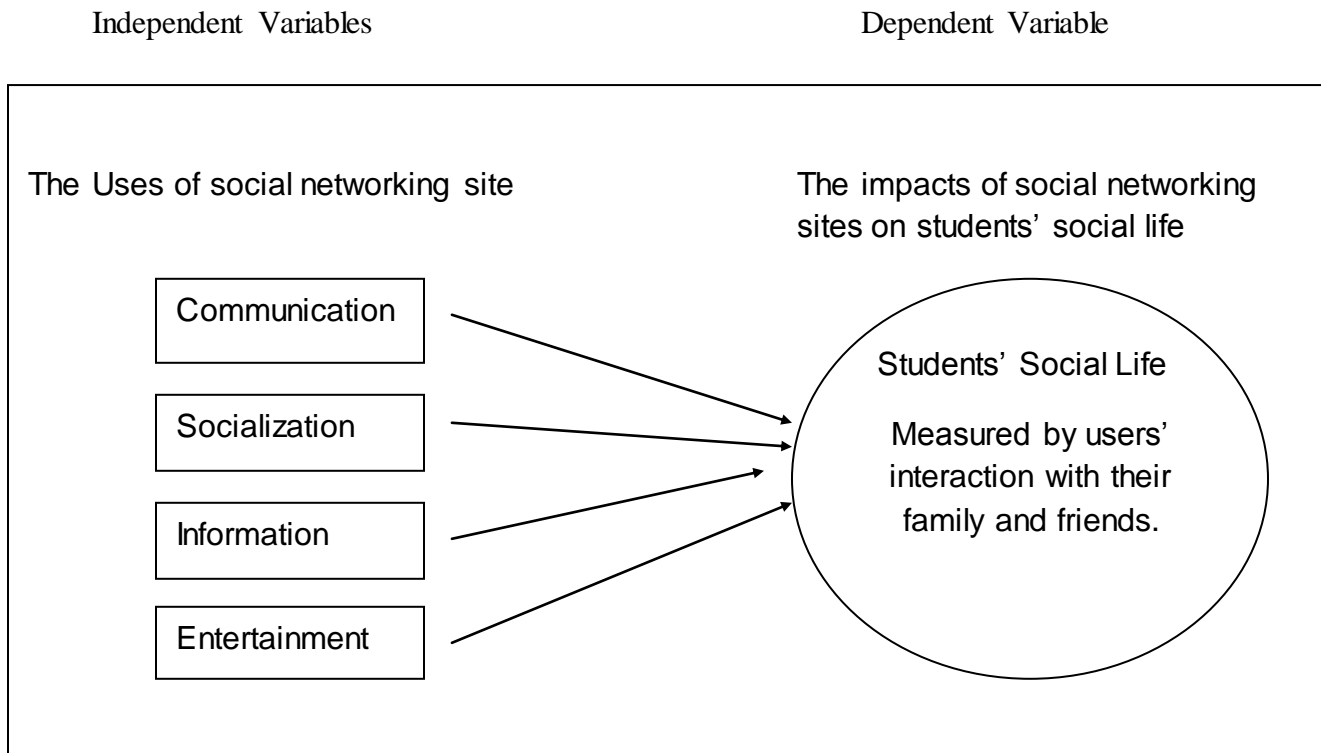
Moreover, social networking also leads to user's communication problem. People who involves in social networking sites has higher tendency to sit at home as they have less reasons to go out. Staying at home make them to be less connected to others people, thus affecting their physical interaction (Marquez, n.d). From time to time, they became more introvert as they limit their interaction with peoples around them especially through face-to face communication. Social networking sites might cause user to be active in online communication but not in real world communication. This finding relates to the study conducted by Gross (2002), which found that people who engaged in online interaction, shows high rate of depression and less social support. This happens as online communication is lack of emotional well-being, thus cause user to be depressed.

In contrast, social networking sites also can helps to enhance user social life by fills communication gaps between face-to face meetings. Users can still interact with their friends, families and relatives, who live far away from them. They just have to be active in online network then they can be connected (Wellman, 2000). Internet and social networking sites not

only afford face-to-face communication but it also stimulates network member to be aware of each other's and encourage more frequent contact (Homan, 1961).

2.4 CONCEPTUAL FRAMEWORK

Figure 2.4.1 Conceptual Framework on The Impacts of Social Networking Sites
on student's Social Life



Sources: Asilo, J.M.C, Manlapig, J.A.P, & Rementilla, J.J.R. (2010). *The influence of social networking sites on the interpersonal relationships of rogationist college students*. Retrieved May 13, 2012 from Scribd Database.

The above framework shows that how the use of social networking sites have an impacts on students' social life.

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