

網路同儕型塑及對青少年社會化影響之探討

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摘要

本文主要觀點的提出，認為傳統同儕團體重要性的彰顯是因為環境（情境）因素使然。青少年受限於地理環境限制（學校、鄰居），迫使自己融入到某一團體中，為的就是希望能夠適應外在條件，以求同儕團體的認同與接受，滿足其人際基本需求及安全感。然而近年來，網路成為青少年心目中「資訊取得」與「人際交往」的新興管道，因為它滿足了青少年「休閒活動」和「同儕團體支持」兩大需求，所以 N 世代更加沉迷於線上活動中，故而促成了「網路同儕」的產生。由於網路同儕的結識與開展相當多元化，再加上其限制少、選擇性多，因此網路同儕的形成，有機會取代傳統同儕所無法給予的支持力量。因為網路空間涉入的門檻低，所以幾乎所有青少年都能夠透過網路，進入到一個擬似成人化的社會裡。這是以往傳統社會中所不曾發生的一大轉變。青少年在這過程中，可以提早學習，並體驗不同的社會化經歷。過去青少年經常是在一個受保護、隔離的特殊校園文化中學習、成長。所以當他們離開校園之後，都得進行再社會化，才能夠適切的融入到大社會環境中。但是到了網路時代，青少年都能夠透過和網路同儕的人際互動與交往，藉由線上角色模擬與嚐試，提早認識並體驗到真實社會的面貌。

關鍵字：網路同儕、社會化、虛擬社群、網路人際關係

[收稿]2002/6/14; [初審]2002/6/27; [接受刊登]2002/7/4

The Formation of Cyberpeer and its Impacts on Youth Socialization

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Abstract

Describes a study which aimed to the effect of the N generation's socialization from cyberpeer. The traditional view believes that the environment is the most important factor to influence the peers. Due to the geographical limit, teenagers force themselves to participate in some groups for adapting the external condition, such as, environment; moreover, to seek the acceptance of their peers for social requirement and safety.

However, recently, the Internet becomes the new way to obtain information and socialize with people. It provides the demands of social activity and supporting from peers; therefore, the N generation indulges in the Internet. As a result, "cyberpeer" is produced. In virtue of the Internet diversification, less limitation and more choice, the cyberpeers can replace the traditional peers to supply the supportability. Conversion of socialization from traditional to the Internet is a huge change. In this newly socialization process, teenagers can learn not only earlier, but also can undergo a different socialized experience. In the past, the teenagers frequently learn and grow up in a protected, distinctive and separate campus culture. After leaving the school life, they need to proceed re-socialized to get into the real social environment properly. Unlike the traditional socialization, in the Internet ages, teenagers can interact and socialize with people through cyberpeer in the Internet. They can realize and experience the real society by imitating the role played on the Internet.

**Keywords : Cyperpeer, Socialization, Virtual Community,
Internet relationship**