Surveying on the Effective Factors of Islamic Azad University Shahreza Branch Students' Leisure Time with Emphasizing on the Social Networks

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ABSTRACT

Present research aimed to study factors affecting on leisure time of students of shahreza Islamic Azad University by emphasis on social networks. Research method was descriptive-correlation and statistical population was students of Shahreza Islamic Azad University during second term of 2013-2014 whom were 5520 persons based on Educational assistant of university. The sampling method was simple random, and 364 persons were selected as sample by the use of Cochran's formula. Data collection instrument was a seven dimensional questionnaire (personal, environmental-social, cultural, economical, peers, religious and family) of rate of using social networks and passing leisure time. By using Cronbach's alpha the questionnaire constancy was 0.82 and .93 respectively. Pearson correlation coefficient and stepwise regression and multi-way variance were used for data analysis and by using SPSS-19 software. Results showed that there is positive and significant relationship between passing leisure time and rate of using social networks($r < 0.143$, $p < 0.035$). Rate of using social networks in the students was less than average (t= -5/559) but it was higher than average for passing leisure time (t= 45/926). Given to obtained results friend had an effective role in personality development and passing leisure time and rate of using social networks, so it merits that authorities and families pay more attention to this issue.

Keywords Social Networks; Leisure Time; Students.

INTRODUCTION

Speed industrial changing come with most of social & economical results & the most important effects was on the level & ways of leisure times, such as; mechanized industry & providing the welfare facilities (amenities) & … caused to changing people's lifestyle; minimizing the family dimensions, changing the familiar relationship, while in the past, solidarity & family relations has important role in people's leisure time. Moreover, mechanized the vehicles, advent of the cinema & TV invention affected the people's leisure times. Although technique development isn't the just factor, social needs, relationship between time, environment social & economy powers have more affects on the amount of free times & selection the type of leisure facilities. Another change is the special importance that authenticates in the individual & social life, as the work time & life time are separated from each other & the leisure time has intrinsic value, so the basic characteristics of leisure time is that don't belong just to the special & excellent classes in the current world & other classes have been generalized (Aghazadeh, 2006).

In fact, in the current era of great development in all areas of cultural, social & economic approach to the diverse leisure activities. Each of the people in the society tries to answers to their needs regarding to the their interests & tends because spend the health recreation due to the expansion & development of one's personality & his sense of responsibility & social participation & in addition it will be an obstacle to crime physical & mental problems (Jalali Farahani, 2011).

Ying & et al (2013) studied on the' the relationship on the motivation, partnership, satisfaction in spending the leisure time, structural equation modeling" & found that there is not significant effects between the spending motivation of leisure time & spending leisure time satisfaction, also Adolescents with greater participation in the choice of leisure activities more satisfaction from their leisure time, in order to increase the satisfaction of leisure spending suggests that youth people are involved in learning & leisure activities. Leisure planning is purposeful & systematic & it is based on the various needs of different social & cultural classes & changing in human society is so important regarding to the method of taking advantage in spending the leisure time. Leisure time is as basic needs in youths' lives & due to the mental & psychological comfort & then caused to the youth's personality development (Ghaem & et al, 2008).

Social networks are a word that used to call a group of people that they have fast & continuous communication & included a coherent ring of communication. Today, development the ITC affected on the different

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dimensions of human life (political, cultural, social, security & economical). Social network is considered as most important examples for different persons' presence in the society especially among youth & the society is the place of exchange ideas & thoughts & has become   change according to the needs of young people in public life. In addition, online social networks are the reference of social & cultural needs of its members, this makes it possible to provide at the same time members of other social activities via computer or mobile phone, pursue its activities in these virtual communities (Sedigh Banaie, 2008).

In another dimension, one of the negative dimensions of social networks is that persons who wants to do some works & tends to be hidden others or hope to have view imaginary. These persons are often socially isolated rated & place & makes for members that they can do other social activities via computer or mobile phone, pursue its activities in these virtual communities (Eslami, 2008).

In the other h&, one of the negative dimensions is that people who want to do something but don't want know any one, or aspire to have a person with a fictitious profile. These people are often socially isolated & are trying to portray the great & powerful in the in the virtual environment or don't be satisfied in the rank & level of social or family place & tried to that secretly satisfy their gaps. Despite the pervasiveness of virtual social networks these people warmly welcome these networks & even willing to payment to have an account of these networks. These persons have virtual character totally & based on their wishes communicate with other members of it. These people will find the virtual places in that society, after sometimes & step by step away from real & fact society. All of the persons' lives spend in the virtual society & tired to all of their needs, provided through this society (Eslami, 2012). Whereas health recreation provides some opportunities that the persons state their internal excitement, while because of the some limitations; environment of lesson & work, there is not any way of drains. Healthy recreation is a suitable & appropriate adjective for obtaining calm & free from some daily stress & tensions of life. Psychologists believe that all of the needs can be provided by health recreation. One of the health recreation are participation in the games, sports, matches & other activates outer the home (Mohammadi, 2005).

So regarding to the stated documents, doing this recognized research & tried to clear the functional effects & quality of students' plans of leisure times in Islamic Azad University by emphasizing the on the social networks & surveying on the effective factors of socio-cultural on their leisure times for productive leisure times & reduce the waste of time & removed misusing of social networks & enhance their quality of life.

METHODOLOGY

The recent research is practical in term of goal, & it is correlation in term of nature & in term of collation is surveying ones. For data collection was used questionnaire. The researcher studied on the different spending dimensions of leisure times & social networks as real form without any intervention. According to statistics provided by the Department of University students were 5520 persons in 2015. The sampling method of research was r&omly & classified as sample volume based on Cochran & Sharp table & they were 359 persons who were selected as sample. The measurement tools were questionnaires of level of leisure time in 61 questions & social networks questionnaire with 12 questions. For determining the value of questionnaire of leisure time & social networks were done by physical-education & sport science experts that had PHD in the management & planning to state their ideas & offers. Also the researcher distributed 30 questionnaires in society & then calculating the variance of sample for determining the durability of questionnaire, based on Cronbach alpha correlation of level of leisure time questionnaire was 0.82 & the durability of social networks questionnaire was 0.93. For analyzing the data collection was used descriptive statistic (mean, st&ard deviation). In the deductive statistic level was used Level test for the homogeneity of data variance, Kolomogrov Smirnov test was used for nature distribution of data, univariate t-test was used for hypothesis mean comparison & test of Pearson correlation coefficient test was used for relationship between variables. The above static methods were done by SPSS software version 22 in the 0.5 level.

FINDINGS

Based on findings of table (1) the mean of students' spending leisure time level was 4.22, since calculated t was higher than t table. So the level of leisure time spending was higher than average level.

Table (1): comparison among mean level of spending leisure time & 3 hypothesis mean

Component	Mean	SD	Mean Deviation	T	Freedom rate	P-value
Spend the time leisure	4.22	0.41	0.026	45.926	235	0.001

Based on findings of table (2), the mean of level of students' using social networks Was 2.78, since the ob-

tained absolute t-value was higher than t-table, so the

level of using social networks is lower than average.

Table (2): comparison among mean level of students' using social networks & 3 hypothesis mean

Component	Mean	SD	Mean Devia-tion	T	Freedom rate	P-value
Spend the time leisure	2.78	0.69	0.039	-5.559	310	0.001

Findings of table (3) showed that the correlation coefficient is significant between leisure time & level of using social networks. It means that there was meaningful relationship between spend leisure time & level of using social networks (r=0.143). Based on deter

mined correlation (r2) 2% of variance of spend leisure time was common with the level of using social network, so main question was determined main based that there was relationship between leisure time & using social networks.

Table (3): The correlation coefficient between the level of spending leisure time & social networks

Critical variable	The level of using social networks		
Static index Prediction changes	Correlation coeffi-cient	Correlation coefficient square	P-value
Spend leisure time	0.143*	0.020	0.035

DISCUSSION & CONCLUSION

Findings of table (1) showed that the mean of spending the leisure time was 4.22, since calculated t was higher than t table. So the level of leisure time spending was higher than average level. For explanation the hypothesis can be said that leisure time adopt the informal way, & it is a condition in what some activities were done because of themselves & there wasn't any goal. Since today the time of high youth unemployment, there is the aim of raising the level of intellectual leisure; education is in the form of entertainment, since that time, youth unemployment is high, there is the aim of raising the level of intellectual leisure & education is in the form of entertainment.

The findings of table (2) showed that the mean of level of using social networks was 2.78. Since the obtained absolute t-value was higher than t-table, so the level of using social networks is lower than average. In explaining this assumption can be said today, technology & communications industries in same time, everything is changed in every time & the use of social networks & virtual epidemic are exp&ing day by day. Leisure & unemployment could be a reason to fill the leisure time of young people in these kinds of networks. Society, friend, family & specially his/her self can be have most important role in method of using correct social networks in free time (leisure time) for development in life to youth are not drawn to Internet detours & fill

their leisure time profitably & less waste their time & spending in the virtual society.

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The obtained results of this hypothesis are same as results of Akbari & Hezar Jiribi's researches (2011), Hold (2003) based on the most effects & virtual social networks multi-dimensions on the youth lives & the methods of leisure time & time allocation.

In explaining of hypothesis can be said that leisure time & the manner of spending it is considered as main indexes of lifestyle & leisure time is a style of life & can be changed in four capital (social, economical, symbolic & cultural), thus, those affected by family-specific databases, networks of economic, social & cultural rights their leisure time are affected by these factors, so if a community leisure areas be provided for girls & boys will not harm the population of the capital.

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