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## Remote model of socialization (psychological analysis)

**Abstract.** *The article substantiates the theoretical aspects of the remote model of socialization. Based on the psychological analysis of the theoretical provisions of socialization, the essence of the concept of the "remote model of socialization" is clarified. In the process of analysis, the relationship between the growing popularity of the virtual online space and the emergence of new types of social activities and forms of social interaction of individuals on the network is revealed, which in turn confirms that the virtual online space has become a dynamic new environment for the socialization of the individual. This theoretical approach allowed the authors of the article to substantiate the dynamic new environment of personality socialization as a remote model of socialization. The authors of the article theoretically substantiate the position that the remote model of socialization creates the conditions for a developing personality to manifest its social activity about social action or inaction, or a social act using the mechanism of social self-expression. This remote mechanism is also present in the real social space, but in the remote model of socialization, in a network, it acquires dominant relevance, prevails, and takes center stage. The authors of the article believe that in the conditions of the remote model of socialization, this mechanism will become the basis for constructing the virtual personality of the individual and its network social space and be the basis for the process of expanding the social experience of the individual in the real social space. The results of the theoretical study are recommended for practical use in educational institutions, and orphanages in the socialization process of orphans.*

**Keywords:** *remote, model, socialization, virtual personality, virtual reality, social space, individual.*

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### Introduction

It should be noted that among the large number of works devoted to the problems of the virtual online space, virtual reality, there are works that consider virtual reality directly from the point of view of its participation in the process of human socialization and the formation of society. However, the range of such works is small (Kensinger, (2021) [1]; Nezhebetskaya, (2017) [2]; Rajeswari, et al. (2021) [3]; Sakenov, Mambetalina, et al. (2022) [4], and is predominantly theoretical and/ or descriptive. Virtual reality is really understood as a socialization environment but still has an artificial technological nature. Pronchev, et al. (2020) [5]; Sakenov, Shnaider, et al. (2012) [6] study the virtualization of the moral values, political, and social life. Bryła, et al. (2021) [7]; Leal, et al. (2022) [8]; Luchinkina, (2019) [9] study human-media interactions and explore their psychological and social consequences. Yu, et al. (2021) [10] study human vulnerability to computer technology. Zagalo, et al. (2021) [11]; Suler, (1996) [12] interpret the human breakthrough into virtual reality as a unique opportunity to create a new artificial environment and a way of life for a new person – *Homo Virtualis*. Sun, et al. (2021) [13]; Nikšić, et al. (2021) [14]; Shukurov, (2021) [15]; Volobuyev, (2021) [16] subjected to a deeply conceptual and semantic analysis of the phenomenon of virtual

reality and tries to identify the influence of virtual reality on the functioning and development of education, society, and a man. In the collective work of *Virtual Social Interactions During the COVID-19 Pandemic (2022)* [17], the authors substantiate the influence of interpersonal motor synchrony on social interactions in the virtual space. *Khazieva, (2014)* [18]; *Lothary, et al. (2021)* [19] explore virtual reality in the socio-philosophical aspect as a socialization space.

However, there is no common understanding of virtual reality within the framework of socialization. The importance of the very problem of human socialization in the virtual space suggests the need to study virtual reality precisely as a space of socialization. Virtual social reality can be created by people themselves at a distance.

Since this prevents a holistic consideration of the process, there is a need to introduce the definition of the "remote model of socialization", which would determine the socialization of the individual in virtual reality. As a working definition of virtual socialization, we propose a *remote model of socialization*. This is the process of expanding the user's social experience when entering the socio-cultural environment of virtual reality, which occurs through the assimilation of information technologies, and information culture.

We singled out the following contradiction as the leading one:

- between the high level of society's requirements for a socialized personality and the insufficient effectiveness of socialization in a real social space;
- between the need to create new remote, virtual models, programs, and certain means of socialization, human-human interaction in the online space, and the absence of such in the traditional system of socialization.

The identified contradictions and the resulting research problem determined the choice of the research goal to substantiate theoretically the remote model of socialization as the basis for constructing the virtual personality of the individual in the process of expanding the social experience of the individual in the real social space.

### Materials and methods

The authors used theoretical and scientific research methods. Theoretical one: analysis of the literature on the problem under study. Identification and theoretical justification of the remote model of socialization, as the basis for constructing the network personality of the individual in the process of expanding the social experience of the individual in the real social space. This chosen method was a way of accumulating, and systematizing scientific material that characterizes the process under study, its comprehension, choosing the direction of research, determining the goal, development of methodology, and methods of research. The method of developing the theoretical provisions of the study was chosen as a way to systematize the problem of identifying, theoretically substantiating the remote model of socialization, as the basis for constructing an individual's network personality. The methodological basis of this study is made up of both general scientific and philosophical methods. Among the scientific methods were used the method of unity of historical and logical; methods of analysis, synthesis and comparison; the method of ascent from the abstract to the concrete; the system method.

### Results

The remote model of socialization is a construction, an ideal space built on top of the real one, but which has become an integral factor in human existence. It is the space of socialization produced by a person due to the presence of flaws in the actual world that do not allow a person to go through the traditional process of socialization. Staying in virtual worlds, as well as the very movement from the actual world to the virtual and vice versa, human-human interaction in the online space, can give a person the opportunity to achieve their own fullness of life. Personality, as a product of such complex socializing interactions, often balances between life positions embodied in active social transformations or neglect of actual reality in favor of virtual reality.

We have determined that the remote model of socialization, in its essence, is an ideal education, a kind of socializing structure that has become an integral factor in human development. The value aspect of virtual and actual realities arises when a person evaluates the existing and virtual realities and forms an idea of what should be. This is how the remote model of socialization is launched. A person begins to live in this virtual space and begins to socialize, and acquire their social essence. The remote model of socialization based on virtual social space absorbs social reality, transforms it, and then, reflecting it, gives a person a different perspective, and a different vision of the real world around. Virtual social reality can be created by people themselves at a distance, due to the imperfection of a real society, and the presence of deep social flaws in it, because of which a person has to resort to the help of virtual worlds in the processes of socialization and self-identification.

We believe that in the remote model of socialization, on its virtual platform, in contrast to socialization in real space, personal activity as an internal subjective factor of socialization is of particular importance. However, among the main psychological mechanisms of personality socialization (copying, identification, imitation, social facilitation, conformity), there are none that fully take into account the internal activity of the personality. From our point of view, in the remote model of socialization, a person shows activity in relation to an action or deed using the mechanism of self-expression. This mechanism is also present in real space. However, in the remote model of socialization, it acquires the greatest relevance and takes center stage. We believe that this mechanism underlies the construction of a virtual personality by the user and its social space. The users imagine themselves in the online space, establish their connections with the virtual environment, choose activities in it, create their own history, and choose names. The subjectivity of the user grows, contributes to the formation of a personal system of personal meanings and social identity of the individual and expands the boundaries of the user's social experience. We believe that entry into the social environment in the remote model of socialization occurs due to the mechanism of inclusion, in particular its subjective component, which is realized in the active involvement of the individual in the Internet.

Three groups of motives characterize the motivational component of the distance model of socialization as motives inherent in the real and online space, for example: business, cognitive, self-realization, recreational; motives that are difficult to satisfy outside the online space; motives inherent in personality only in the online space.

In the remote model of socialization, a person acts not only as a consumer, but also as a producer of information, entertainment, services, and here the user forms a virtual personality. We tend to believe that the emergence of a virtual personality occurs because of the motivation to replicate oneself in new images and the need to live not one life, but several. There are multiplicity effects. For example, a person can be in many places at the same time, have different images, while creating different virtual personalities. This point of view allows us to consider a virtual personality as such, which not only has its own activity, but also initiates the user's activity, takes it outside the object. Considering that, people on the Internet have a multivariate choice for constructing not only personal space, but also themselves. We define a virtual personality as a desired image of a subject that does not have a physical representation, but is a self-presentation of people in the Internet space, with the help of which they establish their connections with the virtual environment and spreads their social experience. In our opinion, the signs of a virtual personality are the priorities of the virtual over the real, the desire to replicate the image on the Internet or incarnate in a role, a sense of belonging to a network subculture.

In the remote model of socialization, the expansion of the social experience of the individual in the course of Internet socialization is facilitated by cognitive attitudes, the image of the world, and the essence of the individual, which are the basis of the worldview. The possibility of virtual death and a new virtual birth lead to a change in the user's perception of the value of human life.

Thus, in the remote model of socialization, there is a process of expanding the social experience of the individual in the socio-cultural space of the Internet, leading to the construction of social space by the subject, and in some cases to the formation of a virtual personality.

## Discussion

The novelty and originality of our work is evident in that, unlike the studies of *Ardeshiri, (2021) [20]; Boccio, et al. (2022) [21]; Sangwan, et al. (2011) [22]* we substantiated the remote model of socialization in the following provisions:

– the socializing foundations of virtual reality as a space of socialization have been identified, which makes it possible to present this phenomenon as a remote model of socialization along with actual reality;

– it has been established that a person in the distance model of socialization as a result of social movement from actual reality to virtual reality and vice versa can be represented as an active subject of social relations. A person who realizes the values of virtual reality against all odds; a person who neglected the actual reality in favor of the virtual one;

– in the remote model of socialization, motivational foundations are laid that allow us to distinguish between virtual reality, in which a person turns only into a representative of a certain subculture, and virtual reality, which forms an active subject of social transformations. The latter is possible only with a value approach to reality;

– the remote model of socialization creates the conditions for a developing personality to manifest its social activity in relation to social action or inaction, or a social act using the mechanism of social self-expression. This remote mechanism is also present in the real social space, but in the remote model of socialization, in a network, it acquires dominant relevance, prevails and becomes the leader.

The remote model of socialization is a process of qualitative changes in the need-motivational sphere of the individual, as well as the structure of the individual's self-consciousness, occurring under the influence and as a result of the use of virtual reality by a person in the context of life.

## Conclusion

1. Virtual reality, along with actual reality, is one of the worlds where a person lives. Due to its subject limitations, science is not able to give a full description of this scientific reality. Only within the framework of scientific analysis is it possible to adequately understand the socializing status of the phenomenon of virtual reality.

2. Virtual reality, one way or another, always affects socialization processes. The remote model of socialization states that being only in virtual reality does not provide full-fledged socialization. Socialization is the result of a person's permanent movement from the actual world to the virtual worlds and back.

3. In the remote model of socialization, virtual reality is considered as a process of expanding the user's social experience when entering the socio-cultural environment of the Internet, which is part of the process of socialization of the individual as a whole. Socialization impacts on a person from virtual reality in relation to the influences of other socialization institutions can be balanced, which contributes to the formation of new forms of interaction between subjects in the Internet environment.

4. The use of the remote model of socialization as part of the process of socialization of the individual ensures the assimilation and acquisition of social experience, knowledge, skills and abilities, which greatly facilitates the process of real social adaptation of the individual. The use of information dissemination modeling makes it possible to understand the mechanisms for the dissemination of socializing information in social networks.

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### **Әлеуметтенудің қашықтағы моделі (психологиялық талдау)**

**Аңдапта.** Мақалада әлеуметтенудің қашықтағы моделінің теориялық аспектілері негізделеді. Әлеуметтенудің теориялық ережелерін психологиялық талдау негізінде «әлеуметтенудің қашықтағы моделі» түсінігінің мәні нақтыланады. Талдау барысында виртуалды онлайн-кеңістіктің танымалдылығының артуы мен әлеуметтік қызметтің жаңа түрлерінің және жеке тұлғалардың желідегі әлеуметтік өзара әрекеттесу формаларының пайда болуы арасындағы байланыс анықталды, бұл өз кезегінде виртуалды онлайн-кеңістіктің танымалдыққа тұлғаның әлеуметтенуінің динамикалық жаңа ортасына айналғанын растайды. Бұл теориялық көзқарас мақала авторларына әлеуметтенудің қашықтағы моделі ретінде тұлғаның әлеуметтенуінің динамикалық жаңа ортасын негіздеуге мүмкіндік берді. Мақала авторлары әлеуметтенудің қашықтағы моделі дамып келе жатқан тұлғаның әлеуметтік әрекет немесе әрекетсіздік немесе әлеуметтік өзін-өзі көрсету механизмін пайдалана отырып, әлеуметтік әрекет туралы өзінің әлеуметтік белсенділігін көрсетуге жағдай жасайды деген ұстанымды теориялық тұрғыдан негіздейді. Бұл қашықтағы механизм нақты әлеуметтік кеңістікте де бар, бірақ әлеуметтенудің қашықтағы моделінде, желіде ол басым өзектілікке ие болады, басым болады және орталық орын алады. Мақала авторлары әлеуметтенудің қашықтағы моделі жағдайында бұл механизм жеке тұлғаның виртуалды тұлғасын және оның желілік әлеуметтік кеңістігін құруға негіз болады және әлеуметтік тәжірибені кеңейту үдерісіне нақты әлеуметтік кеңістіктегі жеке тұлға негізі болады деп есептейді. Теориялық зерттеу нәтижелері білім беру мекемелерінде және жетім балаларды әлеуметтендіру процесінде балалар үйінде практикалық пайдалануға ұсынылады.

**Түйін сөздер:** қашықтағы, модель, әлеуметтену, виртуалды тұлға, виртуалды шындық, әлеуметтік кеңістік, жеке тұлға.

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### **Дистанционная модель социализации (психологический анализ)**

**Аннотация.** В статье обосновываются теоретические аспекты дистанционной модели социализации. На основе психологического анализа теоретических положений социализации уточняется сущность понятия «дистанционная модель социализации». В процессе анализа выявляется взаимосвязь между ростом популярности виртуального онлайн-пространства и появлением новых видов социальной деятельности и форм социального взаимодействия индивидов в сети, что в свою очередь подтверждает, что виртуальное онлайн-пространство может стать динамичной новой средой для социализации личности. Такой теоретический подход позволил авторам статьи обосновать динамичную новую среду социализации личности как дистанционную модель социализации. Авторы статьи теоретически обосновывают положение о том, что дистанционная модель социализации создает условия для проявления социальной активности развивающейся личности по поводу социального действия или бездействия, либо социального акта с использованием механизма социального самовыражения. Этот дистанционный механизм присутствует и в реальном социальном пространстве, но в дистанционной модели социализации, в сети, он приобретает доминирующее значение, преобладает, занимает центральное место. Авторы статьи считают, что в условиях дистанционной модели социализации этот механизм станет основой конструирования виртуальной личности индивида и его сетевого социального пространства и станет основой процесса расширения социального опыта личности человека в реальном социальном пространстве.

Результаты теоретического исследования рекомендованы для практического использования в образовательных учреждениях и детских домах в процессе социализации детей-сирот.

**Ключевые слова:** дистанционное, модель, социализация, виртуальная личность, виртуальная реальность, социальное пространство, индивид.

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