



Investigating the Amount and Goals of Using Social Networks Among Students of Bamyan University: A Historical Analysis

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ABSTRACT

The study of social networks, which have been around for a relatively short time, is a topic of interest to many students and researchers. The use of these emerging networks spans a wide spectrum from personal relationships to global relationships. This phenomenon has become a full-fledged subject in social and media research. The present study aims to investigate the extent and purposes of using social networks among students of Bamyan University. The research method is descriptive and survey-based. The statistical population of the study is made up of students of Bamyan University, and from the statistical population of 8,100, 367 people were selected as a statistical sample. The researcher created a questionnaire as a data collection tool. The research findings showed that 36.5 percent of Bamyan University students use social networks to a large extent. The results also show that 32.7% of them always use social networks to communicate with their family, 17.2% always use them for entertainment and fun, and 33% use them to follow vacancies and find jobs. According to the statistics, we can say that the main purposes of students using social networks are: Spending time and entertainment, keeping in touch with family and friends, finding a job, and registering for vacancies are among the goals of social media users among Bamyan University students. In addition to the aforementioned goals, secondary uses such as keeping in touch with the university, finding scholarships, getting informed about news, staying up to date, and being featured are also among the goals of social media users among Bamyan University students. In addition, it was found that there is a relationship between the variables of the amount of use and the purposes of using social networks, and the gender and marital status of students.

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INTRODUCTION

Peoples need and entered the collection of oral and spoken with different dialect that began from ancient world In the different area and countries of spoken and thought were more attention to has been paid for the contents of idea and collection of data that know his/ her five senses to communicate with each other, but the dominant sense has been the sense of hearing, which was more appropriate in linguistic communication between humans and people with other to enhance their knowledge and senses (Akbari & Samimi, 2021).

The history of social media was considered the third most important source of ideas and knowledge after religious scripture and jurisprudence. Therefore, the study and writing of the history of the Bamyan people for using social media were accorded great importance after the establishment of communication (Forogh & Samimi, 2021).

Also in Bamiyan that was and is a historical, cultural and social province the "Youths and teenagers of backward countries including Afghanistan are trapped into cultural invasions and cultural misidentification; specific programs like: globalization, media materials and announcements according to alien cultures, information materials and technological devices, and the consuming materials which are imported in powerless countries by industrial countries gives this invasion an increasing power which results in more metamorphosis of cultural identity and separation of youths and teenagers from their culture and national dignity" (Kohi & Samimi, 2020).

Afghanistan is a country whose history is full of uprisings and falling, full of stories, victories, and defeats (Elham & Samimi, 2023). The development and Culture has a wide concept and it consider that all of habitants, customs, beliefs, ethics, and tools that are effective in it are included in the category of culture and develop the cyberspace and social media in Afghanistan especially in Bamyan province which Language, literature, and art of several period like Greece, Buddhism and Sassanian with all their dimensions, beliefs, and political and religious ideas are included in the category of culture and every people has special cultural reserves, but not so in the case of the people of Afghanistan and Iran, but the two countries have many historical and cultural commonalities for developing in cyberspace and social media (Elham & Samimi, 2023).

We live in the age of networks. An era in which the formation of various online social networks has introduced new communication and information methods to the vast field of social communications. In the contemporary world, which is called the "age of information and communication," the media have conquered everything; the function and importance of these media are not hidden from anyone. One of the special functions of the media, especially virtual social networks, is information and news coverage. By providing complete news coverage in various fields, including social, political, and economic, these networks are trying to direct public opinion towards their goals. Therefore, it seems necessary and essential to understand how virtual social networks provide information about global events and developments.

Today, under the influence of media and information technology, we are living in a new era of human relations. The emergence of cyberspace and the possibilities that information technology has brought with it have brought hopes, dreams, and nightmares. In this era, the use of virtual social networks is becoming more and more popular. Social networking sites have now become the most widely used Internet services, after large portals like Yahoo, or MRN, or search engines like Google. As Manuel Castells puts it, new information technologies connect distant parts of the world in global networks. Computer communications create a set of virtual societies that, as a result, transform all of humanity's material and spiritual structures and processes. Cyberspace is a vast and complex world where different groups and individuals with different tendencies, beliefs, and convictions live. The term "living" in this space is not used incorrectly, because it affects a person's existence and beliefs simultaneously and in sync with the real world, and perhaps more so, Cyberspace is a place where one can bring their real-world spatial activities into it. The distinctive characteristics of this space are its timelessness and placelessness. The disappearance of spatial distance and the unprecedented increase in human capacity to exchange and interact with each other have transformed the process of collective identification of individuals. The main issue here is that, despite all the advantages and disadvantages of using social networks, it must be acknowledged that many aspects of the virtual social networking space and the platforms that operate in the form of social media remain unknown and hidden.

METHOD

The rule and Methodical system of this research is descriptive-analytical, and the system of collecting the data for social media is a library and field method. The current research focuses about social media for solving of human problem and using of positive and negative role for study and communication between student and lecturer in Afghanistan during several period and also historical aspect that the based on historical books and field monitoring, and its descriptive aspect is with references to historical-descriptive books and their comparison with existing and surviving works (Samimi, 2025).

RESULTS AND DISCUSSION

The main goals of this article are to unravel the multifaceted aspects of cyberspace and social media in Bamyán province between students and other populations. Key inquiries include understanding the intricate religious, political, and economic factors that propelled Afghanistan into peace and development (Nazari et al., 2024).

Humans and the population, for the continuation of their lives, have to respect the social values of the situation, so they need to save the social order and

not be disturbed by it to find a job in the modern era. The position of youth and women in this essay is clear that the status of people in relation to the inferiority of the world population, which is known as ancient history, and the Manuscript Code that has many warnings about the legal deprivation of economic growth in the modern era (Rahmani & Samimi, 2022).

Considering the importance of new social media, which play an integral role in the development of a communicative society, there are different perspectives on access and management of social networks. Therefore, it seems that understanding the nature and scope of new social media and virtual networks can be effective in utilizing tools whose positive and negative effects depend on the training and level of awareness of users. From this perspective, understanding and recognizing social networks is one of the most important steps for maximum use. The potential of social media for the benefit of society can be seen. Despite the extensive capabilities of the networks, this important issue and new phenomenon are neglected in our country, and active domestic social networks managed by the private sector are not seriously supported. Also, despite the current political situation in Afghanistan and the blocking of some networks, virtual social networks are considered a space in which Afghan users actively participate and through which they exchange information and communicate in various fields, such as religious, social, political, etc. Membership in these groups and use of programs on these social networks indicate their interests and preferences in various fields. These findings, which demonstrate the prevalence of this phenomenon in Afghanistan, reinforce the need for study and research in this area. Meanwhile, considering the importance of virtual social networks in advancing the goals of young people, it is necessary to investigate the extent and goals of using social networks among Bamiyan University students. The Bamiyan province is concentrated within the mountain and conglomerate rock in Afghanistan, one north and one south, between two big mountains, Hindokush and Baba range, at an above sea level height of 2500 m (Samimi, 2020).

The population of this province is predominantly Hazara ethnic during puberty and the beginning of the youth season, significant changes occur in human life. Sexual talents are awakened and flourish as the physical and psychological powers of the individual grow with cyberspace and develop from social media that are surrounded by other ethnic groups (Zaki & Samimi, 2025).

People of Bamiyan know several arts from the ancient kingdom and are independent, like all our endeavors, which are influenced by the material conditions of existence as an aspect of knowledge; it contains reality and at the same time serves a specific purpose. Of course, they share our politics, religion, and other reactions to other populations and other ethnic groups. But it is a general distinct reaction and is involved in the process that we call civilization or culture with independence (Mehran & Samimi, 2022).

Virtual space

Occupying a position entails a civic responsibility and a moral duty that the government assigns to individuals in key government positions. These individuals play a crucial role in carrying out administrative and official tasks, as well as serving the public to ensure security, social well-being, and facilitate economic activities (Roshangar et al., 2024).

Aesthetics, a branch of philosophy, is essential for every reader, especially for artists and those working in the field of art. This necessity becomes most apparent when one engages in activities such as writing a story, creating a book, producing artwork, designing architecture or carpentry, decorating a home, or even combing one's hair (Noori & Samimi, 2023).

Cyberspace cannot be considered synonymous with the Internet, but the Internet is a means of entering cyberspace; the Internet is a global system of interconnected computer networks that use the "Internet Protocol Suite" to communicate with each other; in other words, the Internet is a network of networks that consists of millions of private networks. It is composed of public, academic, commercial, and governmental networks ranging from local and small to global and very large, interconnected by a wide range of electronic and optical technologies (Habermas, 2004). If we want to introduce what constitutes the Internet, we must point to three dimensions:

Infrastructure: This term refers to the physical devices that enable connection and access to cyberspace, including the method of connecting to the Internet, including the use of telephone lines (dial-up), broadband land lines (via coaxial cable, fiber optic or copper wire), WiFi, satellite, 3G and 4G mobile technology, etc., as well as internet connection devices such as smartphones, tablets, computers, etc.

Services: Services refer to software that is provided on the infrastructure of cyberspace and establishes the conditions for establishing internet communication.

Content: refers to the type and amount of data and information transmitted through cyberspace software, which can be in the form of text, audio, image, video, or application files, and in terms of subject matter, it can include economic, political, cultural, social, religious, educational, and entertainment. Of these three, the one that is most important and useful is cyberspace services; cyberspace has so many diverse services in terms of content that it is difficult to provide a classification, but the existing services can be roughly represented in the following inductive categories: Basic services: Search engines and Services based on information dissemination: Including news and information websites and specialized databases on various scientific, cultural, religious, economic, etc. topics.

Message transfer: such as email, instant messengers (Telegram, WhatsApp), and voice and video call providers (Imo, Skype). Sharing: such as file hosting services (4Share), text, audio, photos (Instagram), videos (Youtube, Aparat), etc.

Education and training: including online universities and course-based websites.
Citizen services between people and government: including e-government, judicial affairs, registration of applications, permits, etc.

Business: E-commerce, including buying and selling goods, financial transactions, stock and securities trading, etc. Entertainment: Including all kinds of computer games, intellectual sports, etc. (Taheri, 2016).

Characteristics of Cyberspace

First of all, it should be noted that cyberspace is a continuum of real space, although it also has some differences from physical space. Cyberspace can be considered a space that is real because human actions in this space have a real effect; for example, money moves in it, Taxes are paid, management activities are carried out remotely, people become attached to each other and grow scientifically and morally, etc. Therefore, the virtual environment we are dealing with is completely objective and has a real function and effect (Sayah-Taheri, 2016).

In the precise words of Ayatollah Javadi Amoli, "What is known today as cyberspace is essentially the truth, because the permissible can be set aside, but the truth cannot. Therefore, cyberspace is essentially the truth itself. This wire and television are not the truth, but rather that which is knowledge and recognition is the truth." In other words, "what is related to thought and conveys the message to the mind is truth; whether sensory or extrasensory means are used." However, this space has characteristics that more or less distinguish it from physical and objective space, some of which are mentioned below.

The dynamics of time

The first characteristic of cyberspace is that time has become dynamic in it. Unlike the real world, which has past and future time, this simultaneity in cyberspace has created a kind of dynamism in the work. There is no day or night in cyberspace, and whenever you connect to the Internet, you see thousands of people online and busy with work; in other words, work in cyberspace is never-ending; that is, production and distribution continue continuously and are unfinished (Sayah-Taheri, 2016).

Space Compression

The second characteristic of cyberspace is space compression. In ancient times, geographical distance was considered a limitation, whereas in this space, this problem has disappeared, and in this environment, the whole world has become neighbors. People can communicate with each other without having to travel a physical distance. Friends, colleagues, communities, and cultures get to know each other and establish long-term interactions. News becomes easily accessible to people and quickly causes reactions (Siyah-Taheri, 2016).

Numeric Plurality and Diversity

The virtual world has a plural, numerical, decentralized, and interconnected environment. This third characteristic causes the virtual space to be layered, which greatly speeds up the classification of information and access to it. Information related to people, sciences, religions, arts, objects, and places is all easily accessible in cyberspace. In fact, cyberspace is a different type of virtual and digital reality, known as "computer-generated reality," a reality that is therefore virtual or artificial. It does not occupy a place in the real world and the material environment, but has been created in the minds of users as a result of electronic interaction, and can help people experience a new life (Sayah-Taheri, 2016).

Continuity and Integration

The interconnectedness and integration of cyberspace have led to the provision of complementary Internet services. Internet services have different and diverse layers depending on the infrastructure, application, and content. In integration, services are transferred from the micro to the macro level and from the partial image to the complete image. As a result, it creates a kind of integration of services; for example, anyone can apply for a visa, view hotel rooms, and buy plane tickets at the same time (Sayah-Taheri, 2016).

Identity Anonymity

The fifth characteristic of cyberspace is the anonymity and fluidity of users' identities. Throughout history, individuals' identities have always been fixed, static, and based on a specific definition supported by the society and legal systems in which they were born, but in cyberspace, this is possible. Where a person introduces their age, gender, class, and other social and cultural characteristics as they wish, and after a while, they can change these characteristics. The possibility of anonymity and being unknown, the possibility of hiding aspects of their personality, searching for like-minded people, friendship with friends, absolute authority and freedom, and the feeling of not belonging to a specific place are among the most important effects of this space.

Individualism

Finally, the last characteristic of cyberspace is its increasing "individualism". In cyberspace, the limitations of membership in a family, group, and specific communities are eliminated, and an individual does not need to consider anyone and shape his or her behavior in accordance with the norms and approval of others. Therefore, it can easily connect or disconnect with anyone it wants. While this feature gives people a great sense of freedom, it also causes people to become self-centered and individualistic, only caring about themselves and their own

desires, and gradually they prefer to communicate with neutral computers rather than other humans.

The scope of cyberspace

Cyberspace is very vast, especially since it has moved to mobile phones and is available anytime and anywhere. The following table is a reliable statistic from 2016:

Table 1. Statistics on the extent of cyberspace

Percentage of world population	Growth rate	Title
Activity in cyberspace	+10	46
Presence in social media	+10	31
Mobile phone owners	+4	51
Mobile social network users	+17	27

(Source: Sayah Taheri, 2016)

It is predicted that the number of cyberspace users will reach more than 8 billion people in the world by 2030, which is even more than the total number of people in the world who have access to electricity and safe drinking water.

In the past, the Internet was considered to be a second life, next to real life. It was a parallel world, but now cyberspace is becoming the first world. The future wave of the Internet will create an explosive leap in communication between people, processes, objects, and devices; this revolution is known as the “Internet of Things” (Akbari-Tabar, 2011).

The Internet of Things is a computer concept to describe a future in which physical objects are connected to the Internet one after another and communicate with other objects. Many real-world activities have now been transferred to the virtual space; for example, shopping for goods, online business, online university, and even some activities related to treatment and surgery. But scientists predict that there will come a day when everything will be connected to the Internet, which is called the Internet of Everything or the Internet of Things. In the Internet of Things, there will be no need for "human-to-human" or "human-to-computer" interaction for the process of sending data. And the data is sent automatically and based on the settings made, and at specific times (usually permanently and instantaneously). For example, a person allows his bank to deduct monthly water, electricity, telephone, and gas bills from his account without contacting him, or a system that, when installed on a building, automatically controls, turns on and off heating, cooling, energy consumption, electricity, and water, etc., and reports to the individual online. The individual can make the desired changes, turn the lights on and off, start the washing machine, or increase or decrease the temperature of the refrigerator, etc., via their mobile. The Internet of Things even helps doctors remotely monitor all health symptoms related to the condition of a preschool child or a pregnant woman

through smart sensors connected to their wristwatch, and transmits the warning message to the doctor, hospital, or family head before the person notices. You might find it interesting that when you are out of the house, and guests suddenly arrive from out of town, you can do some or all of the party-related tasks before you get home; for example, you can wash the fruits and vegetables you bought online via the Internet. Mix food in an electric mixer, adjust the microwave temperature, and turn on the automatic vacuum cleaner to clean your home, but all of these things will not be far from reach. Of course, the use of the Internet of Things in the office and industry sectors is much more than what has been said; factory sensors automatically notify of any leaks from gaseous materials and tanks; they automatically turn off air conditioners when employees are not present; Drones intelligently extinguish fires, and complex devices fertilize and irrigate agricultural fields at the appointed time, according to the characteristics of the soil, humidity, and air temperature; traffic lights and urban roads are adjusted according to traffic, and so on (Akbari-Tabar, 2011).

Another interesting part of the Internet of Things is the transfer of the five senses to the virtual space to create a more realistic feeling of this space; for example, the senses of sight and hearing have now been transferred to the virtual space, but one day, all five senses, such as touch, smell, and taste, will be possible through computers. For example, when you buy a shirt or pants, you would like to feel the quality of the fabric and material of the garment by touching it. Is this feeling possible by touching the screen of a laptop or tablet? The answer is "currently," and "now" is negative, but interestingly, scientists are working on a project. Not only can they convey feelings such as sweetness, stench, and roughness, but they can also create virtually any pleasant or unpleasant human emotion they like (including love, hate, pleasure, etc.) by stimulating the brain.

There is room for debate about how realistic and how imaginative this project is, but it should not be forgotten that many of today's inventions and technologies were once poetic fantasies (ibid).

Social Networks

The increasing spread of new communication technologies in recent years has challenged all aspects of culture and social life. Cyberspace is a new generation of social relations that, although not very old, has managed to make a good place in people's lives. Therefore, there is a two-way relationship between globalization and cyberspace; on the one hand, globalization can be considered the cause of the emergence of cyberspace, and the collapse of human borders can be attributed to it, and on the other hand, the widespread nature of virtual communications and its placelessness, timelessness, and pervasiveness. And also, he considered it an untimely intellectual burden that caused the breaking of traditional and tribal

boundaries and the unification of human values. In this way, the world has gradually moved away from a state of dialogue and towards a monologue, because one person persuades everyone to accept his discourse. Many people of different ages and from different social groups have come together in cyberspace and communicate with each other from great distances in the real world. Today, the ways of communicating with others through the Internet have increased. Email, text messages, chat rooms, websites, and games have become ways to expand and maintain social relationships. Behind the scenes of this incident are people who may not know each other at all and sometimes give each other wrong addresses so as not to leave a trace of themselves, and therefore all these issues have presented serious challenges to the health and mental health of individuals (Habermas, 2006).

Nearly four hundred million people worldwide use the Internet every day, and one of its main uses is to communicate socially with others. Perhaps the main disadvantage of Internet communication is that communication in cyberspace is primarily text-based and therefore lacks the visual and auditory cues of face-to-face interactions. The increase in technology resulting from cyberspace, such as the Internet, satellites, and mobile phones, can be both an opportunity and a threat. If we use these technologies correctly and plan appropriately, they will become an opportunity; they will be a serious threat. Speed, attractiveness, diversity of dissemination scope, high volume, neutrality, and concealment are among the characteristics of cyberspaces that can be considered a threat to our youth and are increasingly affecting them. Today, the Afghan family is faced with satellite networks, cyberspace, Modern media, etc., each of which in turn targets a part of the process of influencing the family. Some satellite networks that have specialized in focusing on the family category, and the common message of these networks' programs is: "Promoting disordered and unbridled families in contrast to the family structure, Normalizing cheating on each other, normalizing premarital sex, promoting a culture of cohabitation instead of marriage, and normalizing abortion for girls, reducing feelings and emotions, breaking up families, and distancing young people from talking to friends and acquaintances, among other negative consequences of The virtual spaces that our youth are involved in. Providing false and false identities, false promises and characters, emotional and moral fraud in connection with online marriages, defeating the sanctity of marriage, invading privacy, abuse and blackmail, exposing modesty and chastity, and internet addiction are among the emerging social harms that young people are involved in membership in corruption networks, running away from home, family breakdown, influencing public opinion, espionage, attracting users to enemy information networks, threatening cultural identity, spreading financial, moral, political crimes, fraud, etc. are other harmful effects of emerging harms caused by cyberspace. The expansion of cyberspace has also brought about changes in the relationship between children and parents, including a decrease in the role of the family as a reference, a decrease

in the relationship between parents and children, a generational gap due to the growth of technology, the loss of privacy between children and parents, and standing up to one or both parents. In the discussion of marriages, issues such as the instability of marriages, changing patterns of spouse selection, lack of skills for marriage, parents' inability to educate their children, increased relationships between girls and boys during engagement without marriage, the tendency to receive heavy dowries, the rising age of marriage, and the increase in men's desire for sexual diversity can be mentioned. In addition to satellite networks and DVD collections, the Afghan audience is also exposed to modern media such as the Internet and mobile phones equipped with SMS and Bluetooth capabilities. The cultural portfolio of the Afghan family has undergone many changes, all of which promote a modern lifestyle that originated in Western civilization, and the promotion of this lifestyle is inevitable. Life inevitably makes all the epistemological components of Western civilization prevalent and causes disorganization in the culture of sexual issues to increase in the country (Sayah-Taheri, 2016).

In today's world, social networks play a very important role in the relationships of people around the world. They have become an inseparable part of most people's lives. The basis of the emergence of these networks is considered to be facilitating and shortening the communication path between people in society. In Afghanistan, this not-so-new phenomenon is also increasing its number of enthusiasts day by day. Many people are against them, considering their existence to be a cause of social harm and moral corruption for the classes of society, and want to close, shut down, and filter them; in return, others consider them manifestations of a new civilization and consider their existence useful, even necessary, for social cohesion. With the advent of the Internet and its widespread use by more people around the world, it has created connections between people of different cultures and languages. Social networks are at the forefront of using the web for communication and entertainment, and the 21st century has been called the age of communication. For various reasons, the use of social networks is very high in the world today, and especially in Afghanistan, and Afghanistan ranks high in the rankings of the use of different social networks, perhaps because of the attractiveness of such environments. Social networks cause changes in behavior, performance, and attitudes towards various issues and have a direct impact on many things, including education, identity, etc. In general, according to experts, sociologists, and psychologists, the use of social networks by students should be managed. Because it causes a waste of time and a sense of emptiness among young people (ibid).

In the aforementioned network, users communicate with others by sending images and use this tool more than anything else to convey their goals. "Instagram" and "Flickr" are among these networks (McLuhan, 2008).

Facebook is an online social networking service that was founded in 2004 by Mark Zuckerberg and his friends Eduardo Sori, Andrew McCollum, Dustin Mescott, and Chris Hughes at Harvard University. Facebook currently has more than 1.9 billion members. According to Facebook itself, 8.7% of them are fake users. Facebook is ranked second among the top 10 websites in Alexa ranking (Puri, 2010)

Twitter is a social networking and microblogging service that allows users to send 140-character text messages called Tweets. This identifier was so new that it quickly became popular among Internet users, and it later added the ability to send videos and photos. Currently, Twitter is ranked eighth in the top 10 websites in Alexa's ranking (Montzarghaem, 2002).

Roya Hakimi (2010) conducted a study titled "Investigating the Role of Social Networks on Identity." This study examines the impact of social networks (especially Facebook) on Kurdish culture and identity and examines how Facebook creates a sense of shared identity among Kurdish people. The theory used is Robertson's global localization theory, which has become more prevalent with the expansion of cyberspace and the formation of social networks. The purpose of linking Kurdish identity with globalization is to show that Kurdish identity is a global-local identity in the era of globalization and has received more attention than ever before (Hakimi, 2010).

Zohreh Rajabi's research (2010) entitled "Investigating the Representation of Iranian Users' Political Tendencies in Virtual Social Networks, a Case Study of Facebook," was conducted using a survey method. The results of the research findings indicate that the reasons for individuals' self-disclosure in various fields, especially in the field of politics, On the social networking website Facebook, the free atmosphere that was created on Facebook and also the real atmosphere in the streets in the days leading up to the election led to users expressing themselves and openly expressing their interests and opinions (Rajabi, 2010).

Behzad Doran (2004) also presented an article titled "Investigating the Impact of Cyberspace on Social Identity": New communication and information technologies, by enabling the emergence of a network society that has given individuals and societies new identities, in addition to the rules governing communication and interaction between humans, have changed their attitude towards themselves, others, and the world. The effects of new communication media transform the hierarchy of group boundaries among individuals and thus change their identities (Doran, 2004).

We recognize from different books and articles from many scholars that may have researched and worked hard for the mentioned purpose and collected from Persian and any other source about social media that students and lecturers of Bamiyan University use to improve their knowledge (Samimi & Hekmat, 2022).

Also we trying to find public data form war and peace in Europe like the news of Portugal's acquisition of India, by social media a wave of restlessness arose in the

Spanish court that Spanish government tried to overcome its political problems so that the two great states of Castile and Aragon joined each other with the marriage of Queen Isabella and Ferdinand and created an independent political, social and cultural situation by cyberspace and social media from savant and philosopher of Europe (Nazari et al., 2024).

So it is not completely clear in our own and local language for gathering data about cyberspace, and we should study a second source, in which we live in a world that something are causes of some things cause definite effects, which is the public rule of the world. Each piece of data can be interpreted according to this world knowledge rule, even though we do not know any exceptions for gathering data and sharing the development from social media (Rahyab & Samimi, 2020, P. 8).

According to the perfect beliefs of the last period in social media history, doctrine of new world for enjoying the royal privileges and getting the economy, throne of power, most of all due to the blood relations of the previous kings should know the news and data from country of their neighbors and appositive of their policy (Faiez & Samimi, 2021).

If we return to the neighboring country that can recognize the Working class and study of Labor people in India, they are very important in the context of the strategic plan and development for the rise of their economic system that started after 1950 (Samimi, 2025).

CONCLUSIONS

Given that virtual social networks are a topic of interest to many students and researchers and have not been around for long, the use of these emerging networks in a wide range of relationships, from personal to global, has turned this phenomenon into a full-fledged subject in social and media research. This study aimed to investigate the extent and purposes of using social networks among students of Bamyán University. In this study, the dependent variable was the extent of using social networks and the purposes of using social networks. The independent variable also included social networks. The findings from the study of the variable of the use of social networks indicate that this rate among Bamyán University students was high, 36.5 percent. Therefore, the rate of use of Bamyán University students is high. The variable of the purposes of using social networks indicates that 32.7% always use social networks for the purpose of communicating with friends and family, 17.2% always for the purpose of entertainment and spending time, and 33% always for the purpose of finding a vacant position. The findings from testing the research hypotheses indicate a significant effect between the contextual variables. (Users' gender, marital status, and type of network used) and dependent variables (amount of use and purposes of use). Therefore, there is a significant relationship between the research hypotheses, and the strength of the correlation varies in

different hypotheses. The results of this study are consistent with the results of studies and research by Masoumeh Danesh (2016). In general, it can be said that the advancement of Internet tools and technologies has transformed social networks from a form of entertainment and everyday use into a tool for mutual interactions. Some research conducted in this field has pointed to the roles that social networks play in today's world, especially their role in the structure of social interactions.

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