

## **Digital culture contributes to the integration of young people through digital entertainment The role of youth**

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### **Abstract**

This study aims to determine the nature of the role played by digital culture, which has become an essential matter in the youth and sports sector, similar to other government sectors, in order to upgrade its services and reach the stage of remote management, as the Youth and Sports Directorate of the state of Batna moved towards an innovative work model based on... On digital transformation in managing its various affairs through activities based on digital entertainment, given the importance of digital culture in improving and developing youth role activities that help in the social integration of young people and thus protect them from the clutches of deviance.

**key words:** Digital culture, digital entertainment, the role of youth, social inclusion, youth..

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## I- The problem:

Working with youth on a specialized basis has become one of the main trends that have begun to make its way in most countries and societies, aiming to refine the youth personality, provide them with skills, scientific and practical experiences, and qualify them with qualifications. Required To ensure their proper adaptation to the developments of life, and this is the role that youth centers play with this group in view of the exacerbation of the problems and crises spreading among them, such as unemployment, poor health care, low standard of living..., in order to achieve their social integration. Through digital entertainment based on digital culture, it has become necessary. Our era is working to develop the skills of young people electronically and train them well in terms of learning how to use digital media and upgrading their services. Digital culture has become of great importance for the human and behavioral element represented in the formation of frameworks specialized in digital affairs because it is an essential driver of the field of development for any sector, especially in the youth sector. And sports that change Digital culture A new concept that has become a feature of development and sophistication in Bador Young Through digital entertainment activities that help achieve social integration for young people and protect them from the clutches of deviance.

Therefore, through the previous cognitive frameworks, we can pose the main question of the study as follows:

To what extent does digital culture contribute to achieving the social inclusion of young people in youth homes through digital entertainment?

Under this main question are a number of sub-questions about:

- \* Digital culture, characteristics, steps, conditions, advantages<sup>6</sup>
- \* Digital entertainment, importance, characteristics, some needs of young people associated with entertainment, planning policy in the field of entertainment, the new face of digital entertainment<sup>7</sup>

### 1-1 -Importance:

The importance of this study lies in the novelty and novelty of the proposal related to the nature and role of digital culture by linking the digital space as an acquired culture imposed by international factors and variables such as the revolution in technology, media and communication, and the need for the Algerian government administration, including the youth and sports sector of the state of Batna, to keep pace with this development to facilitate and improve the provision

of its services. For engaged youth who come to its institutions with the aim of integrating them through the new face of digital entertainment activities.

## 1--2-Procedural concepts of the study:

### \*Definition of digital culture:

There are not many definitions on the subject of digital culture because it is a relatively recent term. However, digital culture has been defined as the ability to use computers for modern electronic services. The essence of digital culture lies in enabling members of society to use real digital applications to accomplish their professional and personal work. (Hussein Rashid 2008), It is not enough for individuals to have access to technological means only, but they must be taught how to use them in order to acquire skills that will benefit them in carrying out their activities.

In another definition, digital culture is a term that explains how individuals shape the interaction with information technology and the Internet and the way they use it in their practical lives so that they can perform the required tasks. The concept is also used to describe the cultural changes that result from the development and dissemination of digital technology. Mustafa Kamel, 2022, p. 34(

while Leslie Osborne(Director of the Digital Policy and Research Consortium at the Australian Media and Communications Commission) Digital literacy is defined as possessing the skills and abilities to participate in a digital economy, especially the ability to use, understand and interpret digital communications. **Mustafa Kamel, 2022, p. 34.**

It is also known as digital culture, according to what he said Mr. Najm It is that every text is formed according to the data of digital technology by employing the digital language and the programs available within the computer device so that it includes the image, sound, color, movement, word, etc. in an artistic formation that helps in the development of taste and personality and is compatible with the needs of the child's emotional and cognitive world.(Khalil 1971 page 102.

### \*The concept of the Youth House:

"Youth homes are distinguished from various other institutions by their special law and the sequential relationship between...

It is also characterized by absolute freedom in choosing activities for the participant according to his inclinations, and this is in order to express freedom of opinion and freedom in creativity. It is also considered a cultural institution that works under the supervision of the Office of Youth Institutions, and it complements the role of the family and the school. It also has great importance in preparing individuals from an educational standpoint. Through the activities provided by it, because it is open to all groups and segments, and it employs trainers graduated from the National Institutes for Youth Trainers, who manage various activities directed at young people)" **Issa Bouzghina, 2003, p. 34.**

### \*The concept of social integration of youth:

It is defined as“ the adaptation of groups and individuals in a way that leads to the formation of an organized society, such that these groups or these individuals perform aspects of the activity with the least possible amount of tension and conflict ”**Elite Egyptian and Arab Professors, 1980, p. 11.**

The reality is that in this era, we are in dire need of an accurate understanding of the personality and psychology of young people, their subconscious motives, and their repressed needs to control the integration process and the factors affecting it negatively, as well as understanding the trends, standards, different social roles, and motives through which young people can be brought up in a sound social upbringing. A sense of social belonging through integration socially and professionally.

The process of social integration can also be considered an educational, social, and economic problem that aims, in essence, to provide the individual with the principles of socially acceptable behavior, appropriate standards, trends, and values, and specific social roles that enable him to keep pace with his group, conform, and adapt to it, and give him a social character that facilitates his integration into life. Social and thus protecting him from various deviations.

**\*Entertainment:**

It is mentioned in the contemporary Arabic language dictionary as“ rafa ”and “rafa ”and“ rafa ”meaning it is“ rafa ”and“ rafa ”of living, meaning it expanded and expanded, and“ so-and-so’s comfort ”gave him comfort and comfort and comforted himself, relieved and removed his distress and fatigue. He comforted himself after hours of intellectual effort and luxury, an artificial source of the luxury of comfortable living.(Ahmed Mukhtar Omar Zakharoun, 2008, p. 329.

**\*Recreation:**

The soul is a substance of the soul. The soul is pleasure and joy, and relief from the heart’s anguish, and rest is a soul, about me, so I rested, and the man rested and rested, if his soul returned to him after fatigue and rest, like rest and he rested, he found rest. Among the meanings synonymous with rest:Fun, entertainment, and entertainment(Maher Hamid Al-Houli, 2010, p. 429.(

Based on the previous linguistic meanings that unite the two synonyms for the Arabic language, Entertainment is refreshing and rejuvenating.

\*Recreation as a term identification Romney RomneyRecreation is an activity, feelings, and emotional response. It is a behavior and a way to understand life(**Mohamed Mohamed Al-Hamamy, 2007, p. 29..**

And he knows him Madoon Rasheed It means bringing pleasure to the soul, venting it, and renewing its activity (**Madon Rasheed, 1998, p. 76..**

While he sees Wister Wester refers to the revival of man's powers and spirit after his toil and suffering from work through entertainment, amusement, or any method of play.(**Afaf Abdel Fattah Ali Abu Al-Qasim, 2013, p. 32.**

Therefore, we can reach the procedural definition of entertainment by saying: It is the fulfillment of a trilogy The skill, knowledge, and behavior to reach an individual's quality of life.

**First-1\*Characteristics of digital culture:According toSadiku & Others, 2017, p.33:**

-1Digital literacy: It is based on the use of new media and communication to evaluate and sort information.

-2Continuity and interconnectedness: Everything we do in the digital world leaves a long-term impact, and this creates the opportunity for continuous access to data and information.

-3Copyability: Information and digital products can be copied and reproduced with ease.

-4Instantaneous: It sends and receives information in an instant manner in the digital environment.

-5Identity: Digitally remixed cultural displays are used to build identity, and open room for creativity and innovation.

-6Multitasking: This means that many tasks are managed at the appropriate time.

\*2Steps to build digital cultureDigital culture: 8 steps according to :talks They are as follows:

\*Determining the organization's digital values and evaluating the organization's capabilities and technological support that leads to mastering processes, which leads to employee empowerment, which allows the development of officials for the digital age in order to reach compatibility between the organization's values and employees:

3\* Conditions for building digital culture:Digital technology requires two basic things: skills and the technical environment This need expresses the nature of the digital place and the level of use, storage, and digital memory (Khalil 1971 Page 102This can be detailed in more detail as follows:

Skills Digital culture depends entirely on knowledge of electronic work and its many tools that have penetrated within us and into everything related to us at a recent moment. Therefore, the institutions concerned with the matter should pay attention to training and education programs .that It enhances the skills of individuals in using electronic means. It is necessary to provide young people with skills and knowledge in order to have hope in the global knowledge society, especially in light of young people's tendency to go to cyberspace networks in large numbers. This is to reduce the gap between learning and society, as young people work to find alternative sources of communication and stimulate learning and social networks that It seems to reflect the characteristics of living and working in the first centurySnyder, 2007 Therefore, it is necessary to invest in this particular point in order to control the digital environment in the best way and to expand and adapt it to serve humanity in various fields, health, education, business administration, sports, digital transactions...etc.

#### -4Advantages of digital culture:

There are many advantages the culture Digital and we can see this through the following (Al-Khalil 1971, pp. 101, 105.

Digital culture contributes through digital technology represented by the Web www:world wide web in transformation Printed files are converted into digital form so that they are all available on the Internet and easy to access.

Even in the production of ideas and perceptions presented by the perceptions presented by the digital text, and the transition from the concept of feeling to collectivity, from individualism to collectivism.

Digital culture enhances the effectiveness of the cultural and educational environment and stimulates the parties concerned with this, from schools, universities, civil society organizations, institutions... etc., in order to contribute to ensuring the appropriate development of digital culture. Digital culture has helped to collect and unify everything that was dispersed in multiple media in the form of a single medium. It is shared, circulated, and easy to obtain by accessing the Internet, so that all knowledge has been collected and made available

Digital culture also encourages young people of different ages, educational and cultural levels, and intellectual perceptions to communicate and communicate with each other and exchange experiences, opinions, and positions freely until they form a pressure group capable of changing social conditions in order to promote and perpetuate the concept of true citizen dignity .

#### **Second: 1-Digital promotion :**

It is what has resulted from the developments of the times and the acceleration of events in the world, in a very terrible way, as we do not leave our phones to follow the latest news, even during work hours. Although we are aware of its dangers to our health, we cannot do without it.

Each of us has his own orientation in using technological means to access his own world. There are those who are addicted to electronic games, and there are those who are obsessed with sports matches, in addition to those who are obsessed with watching films that have captured people's minds with the development of the use of visual effects and montage programs. (Abdul Haqq Jarraf, 2019, p. 48.)

#### **:2-Recreational facilities:**

The mandate given to the Ministry of Youth since independence to fully take care of young people's problems and psychological, social and cultural needs has led the Ministry to be the face of the state to provide the necessary means and structures to contain their energies and abilities and hone their talents.

The recreational facility is defined as an organizational structure that contains all the material and human capabilities and the pedagogical, legal and administrative frameworks that contribute to achieving the recreational needs of all youth groups.

From here comes the role of recreational facilities, or what is known in some countries as entertainment institutions, in order to contain young people and ensure the discovery of their talents and creativity, given the means, cadres and stations available in these structures, which were used in their entirety to advance the youth

groups, but advancement is understood by minds according to their composition. There Among the activities are those that do not provide the youth with any knowledge and do not benefit them in terms of health, spiritual, or societal aspects. If they are of this value, it is better to replace them with a subject or activity in which the youth can invest in preparation for themselves and for the society that faces the challenges ahead. Because the basis is in

Establishing any recreational activity is to search for the outcome or extract from this young individual to know the extent of his ability to reflect on the environment in which he lives. HALL\* believes that in order to give the name“ recreational activity ”to any of the activities that people perform in their free time, it must This activity must be acceptable, and if it achieves value for the person and if the person achieves value through the activities he practices (social, psychological, physical, spiritual value...etc.) and there is nothing in those activities that contradicts the values of society, then he can call it a recreational activity (**Farhaati Rafiq: 2014, p. 130 .**

Recreational facilities are considered among the institutions that were established specifically to take care of young people in order to provide the appropriate capabilities to develop their status through practicing various recreational activities. The facility also allows them to practice activities that are consistent with the goals of citizenship, so that it aims to prepare young people morally, physically, mentally, spiritually, and socially in a balanced way. By developing talents, inclinations, and abilities, and making young people good citizens with an integrated and balanced personality (**Farhati Rafiq: 2014, p. 111.**

Among the facilities concerned with caring for youth talents in Algeria, we find:

\*Youth homes \* - Cultural centers \* - Youth institutions offices \* Neighborhood sports vehicles \* Multi-activity halls \* Scientific entertainment centers \* Youth hostels, theatrical performance halls \* Youth camps

With the world's realization of the necessity of entertainment and the people's need to satisfy it, the concept of the facility expanded to add a wider space to it, which prompted companies interested in investing in the field of entertainment to speed up time to establish recreational facilities, from giant amusement parks and amusement parks are places for amusement and entertainment that include multiple types of games that It attracts large numbers of people from all categories (entertainment industry and the digital age.

The Walt Disney Company accounts for the largest percentage of revenues estimated at about 17 billion dollars (the entertainment industry and the digital age). In addition to providing external services that are related to the movement of people to remote areas, such as paving roads, taking care of reserves, establishing resorts, and providing safety and security and the necessary services..

-3The importance of entertainment:

The importance of entertainment, according to Abd al-Haqq Jaraf in his book Modern Entertainment, lies in the following points:

\*It allows the development of societal values to serve the public interest.

\*It increases the quality of employees 'work and family life.

\*Recreation plays an important role in venting and getting rid of various daily stresses in all open and closed work environments.

\*It modifies the deviant behavior of individuals by spreading the spirit of fun, pleasure and happiness in them so that this is reflected on the individual gathered together.

\*It is used as a treatment for people with mental and muscular diseases (therapeutic recreation).

\*Introduces and renews new perspectives among recreational activities practitioners.

\*Achieving human needs through creative self-expression. (Ismail Al-Qara Ghouli, Marwan Abdel Majeed Ibrahim, 2017, p. 21)

-4Characteristics of the entertainment process:

According to Abdul Haqq Jarraf in his book Modern Entertainment, there are many characteristics that distinguish the recreational process, and this is through his work with young people in the field of recreation, which are:

\*Entertainment is based on ability. No one is forced to have fun.

\*It is conducted in informal times, far from adhering to its broad meaning (Samia **Hassan Hussein, 2017, p. 13.**

\*Entertainment will be at predetermined times according to a planned programme.

\*Entertainment is a non-random process and therefore it is purposeful and achieves a triple plan: knowledge, skill, and behavior.

\*He smiles at the profitability of some of his activities, as the beneficiary of the activity pays money for it.

\*It is limited to a time, so do not engage in the activity for more than the time specified for it, otherwise it is not considered positive entertainment and the owner enters into the circle of negative entertainment.

\*It is characterized by muscle or intellectual effort.

\*Dr. Tahani Abdel Salam also adds the characteristics of renewal and flexibility, which are two characteristics of great importance as they prevent those in charge and practitioners of the recreational process from states of boredom and lethargy, while performing the activity, and what may or may result from that in abandoning the recreational facility and entering into the spiral of negative entertainment and its consequences. (Tahani Abdel Salam 2001, p. 117)

\*5Some of the needs of young people associated with fulfillment in the entertainment process and some activities related to it:

The needs of young people are multiplying, expanding and renewing to reach the point of fulfillment with the progress of the years and the differences in generations, as the development taking place in various intellectual and scientific circles and digital technology in all its forms contribute to this, making it difficult for society and the family to meet the requirements of this young person, and among these needs that entertainment works to fulfill. It is achieved by those who practice the recreational process through the various activities available to them

within the framework of the environment in which they live. We mention the following:

\* The need for love and acceptance by others, because in love we see that we can achieve what can be achieved and deliver what can be delivered with this group and not in other ways, and we monitor the most wonderful examples of what the Messenger of God, may God bless him and grant him peace, wanted to deliver to Muadh bin Jabal when he advised him, and he said“ ,By God ”.I love you, Moaz. Here we wonder if the Prophet was forced to declare his love for Ma’ad or other companions, so that his or her words or actions would be taken into account. Rather, it was the prophetic teaching for other people, so that they would take what they wanted from others, and it would not be possible without it. So the Messenger continued his statement after he left. In my soul and in my heart, Muadh ibn Jabal took notice of his saying“ ,Do not abandon us after completing the entire prayer ”. Oh God, help me in remembering You, thanking You, and worshipping You well.

The message here is clear in that the supervisor of entertainment operations loves everyone who would raise the morale of the beneficiaries of the entertainment programs and push their desire to get more from these programs, while making good use of the means and being open to many skills in one’s abilities. Mastering the communication process would achieve many creative demands, unlike... Therefore, recreational facilities will be empty of target groups as a result of alienating behavior. The recreational leader should not play the role of a boss over the group, but rather the role of a lover of the activity.

\*The need for self-esteem and the elevation of one’s resolve. Acceptance of the individual within any group environment is a factor of strength for him. It enables him to unleash his energies and prove himself among everyone. At the age of youth, the opportunities available to the individual are like a challenge that pushes him towards imposing and developing himself, by demonstrating his ability to confront challenges and overcome them. The obstacles that become an obstacle to achieving his presence among the group of his friends and acquaintances, and the peak of joy among young people is that moment in which he finishes achieving the exceptional achievement entrusted to him.

The greater the youth’s horizon of achieving more achievements, the more this is linked to his will

The most appropriate choice for recreational activity is to achieve intellectual desires and personal life goals and achieve a state of recovery in the soul of the practitioner, thus leaving him on the path to achieving his goals.

\*Inspiration or will requires hope coupled with action. One of the specialists in youth issues says“ ,Perhaps I understand the inaction of the elders regarding the elderly and the weakness of the body, while I cannot understand this in the case of young people whose bodies are burning with tremendous energy. Perhaps this is due to a lack of inspiration ”,he wonders? Therefore, the person in charge of the entertainment process did not succeed in raising the practitioner’s concerns, so he

is required, after conducting the evaluation process, to review the reasons for this in order to remedy them quickly.

\*The urgent need for dialogue: The urgent need for dialogue means that young people need a field guide, so that the person in charge of the entertainment process, through the use of different activation techniques in working with groups, can highlight the information he possesses, the thoughts he has stored, and the needs he lacks. Therefore, if we realize These matters related to service with young people have enabled us to understand what he wants and overcome the difficulties facing him in directing his energy towards serving society and its development. And quite the opposite if we neglect the factor of dialogue. We have to imagine how to shift towards the irrational practice of the various behaviors adopted by society, which means exposing him to ostracism and exposure. Legal punishment, and this does not serve the social policy of any country.

Perhaps I would go so far as to say that today's social phenomena in societies are no longer linked to the territorial space of the state, but rather have regional and international dimensions, and the phenomenon of illegal immigration that has surfaced is one of the social phenomena shunned among families and societies that have begun to constitute today a real concern for Western societies. To changes and customs in traditions and societal structure, and this is what Western media reports have recently indicated.

It is believed that what distinguishes the stability of the relationship between the young man and the broad group to which he belongs is the clarity, transparency and honesty of this relationship. This would not have been achieved without the presence of a channel of dialogue that guarantees the integrity of the message, and the positive echo is restored, and this is what everyone is looking for. And how much the youth today are in need of this dialogue, which It enables one to control feelings of over-enthusiasm and difficult situations, which in turn brings this young man, lost in the depths of the intellectual waves surrounding him, back to the path of sound thinking and right behavior, thus containing all his enormous abilities that could go recklessly. Therefore, we find young people today looking for someone to listen to them. His worries, feelings, and preoccupations are lost in the search for a safe way out, and the necessity of dialogue requires listening to the young man, despite the difference in opinions and trends that this young man's thought carries.

The need to exploit free time. Despite the problems that our youth suffer from and the psychological and social impact they have had on them, we consider that it must remain in all cases, always directing the soul towards emotional, spiritual and mental renewal, and this will not come to the soul except with a true understanding of the meaning of entertainment or relaxation and the exploitation of time. Otherwise, the matter will turn into a complete waste, the results of which will be nothing but disastrous

Many of our youth today, as described by the great scholar Muhammad al-Ghazali in his book *Islam and Idle Energies*, are passing through a stage of ardor and adventure in their lives that calls for pity. They are in this unfortunate pattern of

determination and extinguished hope. They want to feed while sitting, and the sitting mother does not give him anything to eat, and to be happy while sleeping. And he does not encounter life without it granting prosperity. The sky does not rain gold or silver. Doesn't God do whatever He wants (**Abdul Haqq Jarraf: 2011, p. 10.**

In the midst of his comment on the results of the study he conducted on Egyptian university youth, Professor Muhammad Ali Muhammad says: Young people need advice and guidance just as children need to rely on their parents, and this is what is actually expressed by the evidence in our hands. Young people feel that free time It represents a special problem when the opportunities available to them for choice are very limited and the cost of spending this time is also very high (**Muhammad Ali Muhammad, p. 294.**

The need for creativity and ingenuity is the basis of individual and collective productive excellence in this era. Creating the appropriate atmosphere in entertainment venues, providing the necessary means for that, respecting the value of incoming thought without despising it or placing it in the lower tiers, while not discriminating against gender or class, are all factors that help creative youth to enter their own world. Each in his field, unleashing inspiring energies promising a future with multiple paths at the same time, and this is considered a timely keeping pace with various specializations.

Creativity in our time has become a characteristic associated with the state of technological acceleration at the various political, military, economic, scientific, and entertainment levels, which has enabled us to create a large gap not only between generations, but between one generation.

Innovation and creativity express themselves in many different ways, which may be represented in literature, arts, sciences, and countless fields. Young and old search for means to express their inner feelings or the feelings and emotions they feel. (Tahani Abdel Salam: 2001, p. 190.)

\* The need for recreation (Al-Hassan Abdel-Mawjoud Ibrahim: 2015, p. 75.)

These are among the needs related to satisfying hobbies, practicing activities, and spending leisure time in a healthy and useful way, which protects young people from delinquency. These needs are:

- The need to practice hobbies, sports, cultural, social and artistic activities
- The need to have different places and institutions in which young people practice their different hobbies and spend their free time, such as youth homes.
- Add to this the need to have various programs and activities that accommodate their free time, in a way that works to develop them.
- The need for professional specialists to help young people spend their free time.

\*The need for recreational leadership. A person always remains in dire need of a mentor and mentor. This is because the factors of experience, supervision, formation, and specialization are missing at a certain stage in this young man's life.

Therefore, working under the supervision of a leader is in itself a dire need for more experience, gaining experience, and contemplating the principles of The solutions given and the angles of view for these obstacles, and young people must realize that leadership work is work that accelerates the pace of achievement, and that it is work to highlight capabilities and distribute roles among members of one group, so that it becomes clear to everyone that the achieved result is not the result of a single individual and will not be completed except with concerted efforts and the presence of a supervisory and guided leadership.

Because leaders are the ones who plan and set goals and policies that are fair, sound and satisfactory. They are the ones who follow up and monitor constructive oversight and make the correct, constructive decisions, practically, behaviorally and humanely. Then they are the ones who issue instructions, directives and guidance and influence the behavior and trends of individuals and summon their energies, if they achieve responsiveness, connection, courage and trust. Mutuality. **(Medhat Abu Al-Nasr: 2009, p. 20.**

The leader, in the eyes of the followers, is the role model and inspiration in his behavior, thought, decisions taken, morals, clear vision, and the driver of teamwork. During the presence of this young man in the recreational facilities, he is most in need of the leader, given the guiding importance of selected ideas and information, and preserving the peace and purity of the mind are among the priorities of the recreational leader.

\*The need to protect against waste and face the challenge: It is known that the more a person is free of ideas, the higher levels of giving and productivity his creativity reaches. The modern person, with what technology has provided - media, communication, and digitization - has become more in need, in light of this rubble, to practice this creative behavior and feel the ability to act. Controlling reality, choosing oneself, and confronting challenges (Mustafa Hegazy, p. 214.)

This overwhelming feeling of the desire for appreciation at all levels is a very important feeling in seizing life opportunities and imposing the personal presence and youth cadre, which allows for the exploitation of community service.

What we see of the opposite values and behaviors being practiced during the entertainment process only prompts us to review this vision, in order to unify the goal, serve the nations, and prevent any deviation that would disrupt the path of improving the country's components and draining its brains for other countries to benefit from.

Young people today, more than ever before, have access to modern entertainment media, which pushes them towards the path of mastery, education, learning and training, to make the best use of skills, and to have useful leisure time, away from the distractions stuck in the minds of those who do not have any life plan or goal with which to serve their countries, peoples and families. Those who entrusted it are only protecting themselves from systematic waste under many names.

\*Leisure time activities:

We mention among the activities Exploiting leisure time, radio and television, camping and trips, social service activities, electronic games, electronic access through social media, practicing sports activity, artistic activities including theatrical performances, plastic arts, women's activities, social activities, and family relations.

-7Planning policy in the field of entertainment and how the entertainment process can be directed:

This is one of the most important elements that saves supervisors a great effort in achieving the results and goals of the recreational process, as Professor Issa Bouzghina states“ ,From this standpoint, it is taken into account that we plan and design programs to achieve three dimensions:

- Youth discovering knowledge that will benefit them in their social, cultural and political life.
- Young people discover the skills that benefit them in practical and professional life, in addition to their desires and inclinations, such as recreational sports activities.
- Discovering the psychological and behavioral trends that help him in his relationships with himself and with society.

It is clear that planning aims to achieve the trilogy of skill, knowledge, and behavior among young people. Therefore, these matters should not be left to proceed in random ways without specifying their broad frameworks, and who can oversee this other than the government, because it is required to develop its plans to protect its youth because it is intellectual protection in the first place, as we mentioned above, and protection Healthy from the waste that can destroy a youth's energy, abilities, mind and awareness.

By constitutionalizing the establishment of the Supreme Council for Youth, the state has established one of the most important bodies that takes care of programming activities directed to the youth group in order to fill their free time and realize themselves through the programs that the Ministry undertakes to implement on the ground, as this supreme body supervises the development of programs and plans through which it undertakes The Council takes care of youth and their prosperity in the fields: economic, social, cultural, and sports, in addition to promoting national values, national conscience, civic sense, and social solidarity among youth. **(Official Gazette of the Algerian Republic, 2017.**

In order to achieve this basic strategy for youth care, it is now being done through phased planning, by transforming that strategy into programs and projects that can be implemented in both its preventive and developmental aspects.

\*As for directing the entertainment process:

The question that arises is: Is it really possible to direct an individual's mind and influence him, according to those in charge of the recreational process?

The answer to this question is considered a continuation of what was raised previously in terms of the hypothesis of the danger that results from the state abandoning its role in controlling the issue of entertainment. Since the period of openness to the private audiovisual sector in Algeria, a clear trend for entertainment through satirical programs that relies on... The old style of clowning, which is based on making the viewer laugh, without any desired benefit other than laughter, as many programs with the same approach have shown, has a great weakness in the level of clowning, the features and principles of which are taught in the largest universities, so that it can be taken into account as scientific clowning that satisfies the viewer and respects it. His mind .

And his values, belief, taste and identity, given the nature of the topics raised, which the clowns did not succeed in addressing in the appropriate way.

This type of entertainment can be called from now "directed entertainment", but those in charge of the entertainment media must work on it, which is to move the viewer's mind from the traditional method to the interactive method that pushes him to look from a higher angle at the event that he is experiencing at any relaxed moment. His mind, which also moves him to interact with what is happening around him on the cultural, social, political and economic arena, and this interaction that is hoped to be achieved in the mind of the spectator and himself pushes him, under the name of the one who says "they laugh and I cry", to use the mind in finding appropriate solutions to the topic of clowning, within a framework "Citizens" means that it is related to the direct issues of citizens and does not require the intervention of state institutions to solve them as much as it needs the awareness of the simple citizen to address them hand in hand.

The change will not be limited to the infrastructure, but can go beyond it to political change altogether, by implementing programs and political outcomes by highlighting the negative aspects in them, by mobilizing people by arousing their emotions and moving their minds. Then, talking about the negatives of the entertainment process is linked to two things:

The first is related to the viewer's way of thinking and the considerations he has for the value of leisure time, the behavior that results from it, the mental recognition of these various activities, and the impact that has on behavior. Intellectually, the more consideration is given to these two important elements, the more valuable it is and its existence has a purpose and meaning in carrying out any activity with caution regarding any negative repercussions that might result from it.

As for the second, it is related to the negatives that come mainly from audiovisual production institutions and the media outlets that choose topics and programs directed at Algerian youth and families. They cannot, under any circumstances, be acquitted of the degrading media materials they broadcast that are on the surface directed to entertain and entertain, but on the inside they are directed to kill. The

values of society and the harm to its national and religious identity and its family values in order to turn the family into a respectable bar that is intended for it. Unfortunately, the killing of values takes place by crossing the zone of mental capacity among peoples and individuals.

In addition to the distortion of the basic concepts that make up the personality of the young individual and his intellectual and cultural development, not to mention the marketing of violence through soap operas, laugh programs, hidden cameras, or other satirical programs, and malicious and false propaganda, in addition to intimidation practiced in a systematic manner under many images in which titillation and laughter are predominant,

These roles, which are practiced by the production company and adopted by satellite channels and electronic channels on YouTube, are calculated roles in every field, series, variety, competitions, news, films, sports, and it is a process of distraction, as Dr. Mustafa Hegazy says, and he considers it a strategy known since ancient times to divert attention and positions from sensitive issues. And destiny is breastfeeding for entertainment **Mustafa Hegazy, 2005, p. 226.**

\*8The new face of digital entertainment:

The technological development of the media did not remain the field of transformation in various sectors in the face of coincidence, and thus new concepts were formed and ideologies were formed, and in order to keep pace with this, specializations were created whose importance has clearly emerged due to the interest it has generated among societies, and the mental possession of the minds of people at different levels and to varying degrees.

In the field of digital entertainment, there is no longer a place for the usual stereotypical thinking, so these youth ideologies have developed with the globalization of the world“ ,the small village ”,where social media and modern media have become the latest refuge for various emerging intellectual and youth trends, and even their components. In 104 countries, there are 80% of young people. Those aged between 15-24 years on the Internet (online). Developed countries represent 94% of the total specified category, while the percentage of countries on the path to growth represents 67%, and the least represented percentage remains in the percentage of least developed countries at only 30%. <https://www.itu.int/en/ITU-D/Statistics/Pages/facts/default.aspx>(.

The emergence of young people's intellectual trends was not limited to satellite channels only, but Sarah Space YouTube is its largest competitor and is funded by the content of what has become known as YouTubers, creative talents with a service offering, and media materials ready for display that drive popular fame using very modern technologies provided by the YouTube company that have contributed to reaching millions of viewers.

This is shown by the increase in the number of subscriptions to online video services around the world to 446.8 million in 2017, which represents an increase of 33% in 2016, and the viewing of online video content in the United States alone

increased in 2017 to 167.5 billion views. Transactions increased by 41% compared to 2016.

\* [https://www.mpa.org/wp-content/uploads/2018/04/MPAA-THEME-Report-2017\\_Final.pdf](https://www.mpa.org/wp-content/uploads/2018/04/MPAA-THEME-Report-2017_Final.pdf)

This huge difference in content quality is due to the wider spread of smart technological media at the global level, as well as online programs and applications. There are about 12 billion devices spread around the world connected to the network - [www.arabic.arabianbusiness.com/technology/company-news/2015/oct/14/398592](http://www.arabic.arabianbusiness.com/technology/company-news/2015/oct/14/398592).

Digital entertainment has become the new face of satisfying the needs of lost youth, in the midst of intellectual vacuum, virtual reality, energy waste, wasted time, and malicious propaganda, unaware of the rapid changes around them.

It is true that the entertainment industry is a money industry in itself as it targets the most important desire of peoples and individuals, but in return for that, the recipient or practitioner of the entertainment process has achieved psychological satisfaction by satisfying some of his needs provided by the money makers, and with the world realizing the necessity of entertainment and people's needs.

He hastened to diversify the means of digital entertainment, as companies excelled and raced to provide means and services that are more suitable and distinct for the needs of customers, in terms of taking care of the quality of the design using very modern programs, and providing a very large storage capacity on the devices while providing and exploiting the storage feature on the electronic cloud, in addition to ensuring Improving and upgrading the content to attract the largest number of subscribers **Abdul Haqq Jarraf: 2019, p. 103.**

## II- Conclusion:

We can say that digital culture has a major role in attracting young people through the activities they receive within the framework of digital entertainment in the various youth homes that they go to in order to spend time having fun, which creates a space for interaction among them, through educators who ensure the atmosphere is provided. appropriate for them, which achieves their social integration and thus protects them from the prevalence of deviance

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