



The Relationship between Gratification of Internet Usage and Negative Behavior among Youth in Malaysia

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Abstract

Youth are significant consumers of internet technologies. Sometimes, adolescents are directly involved in problematic internet usage, such as online gambling and pornography. They are indirectly exposed to some negative behavior, such as alcohol usage, drug usage, internet addiction, and social isolation. This study aims to identify the relationship between six factors of negative behavior and gratification in using the internet among 440 Malaysian youth by collecting data via survey. The theory applied is the uses and gratification theory (U&G). The results revealed no meaningful relationship between the gratification of using the internet and pornography, online gambling, alcohol, and drug usage. However, there was a significant positive relationship between the gratification of internet use, social isolation, and internet addiction.

Keywords: drug usage, pornography, social isolation, online gambling, the gratification of internet usage.

Paper type: Research paper

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Received: 04 April 2020; Received in revised form: 29 October 2022; Accepted: 30 October 2022; Available online: 31 October 2022

Cite this document: Joorabchi, Toktam Namayandeh & Mehran Samadi. (2022). The Relationship between Gratification of Internet Usage and Negative Behavior among Youth in Malaysia". *The Journal of Society and Media*, 6(2), 392-421. DOI: 10.26740/jsm.v6n2.p392-421

INTRODUCTION

Youth are the primary users of internet technologies. In a survey by Statista (2018), it was founded that the daily internet usage rate by age group of under 25 was 93%, for 25-34 was 88%, it was 90% for 35-44, 87% for 45-54 and 69% for the age group above 55. Ling et al. (2009) revealed that prominent governmental actors in Malaysia contribute to organizing different programs, research, training, and other activities affecting the Internet on youth development. Malaysia is one of the high-rank Asian countries in terms of Internet usage, with over 21 million internet users (Department of Statistics Malaysia, 2018). Most of the internet usage of youth in Malaysia is to maintain social relationships with close friends and family members (Omar, Fadzil, & Bolong, 2019). Students utilize the Internet for professional and personal development and recreational purposes. The Internet has become an integral part of university student's daily life.

Nevertheless, extreme internet usage can be comparable to the signs of addiction to nicotine, drugs, or alcohol. Behavioral addiction has different definitions, though it may be considered a repetitive behavior with the potential for imbalance in social issues, lifestyle, or, worst form, one's health. There are always signs of uncontrollable force for behavioral addictions when the addicts attempt to cut back or control the addictive use quantity. It was indicated that behavioral addiction is a tool for escaping implicit emotional anxiety (Marlatt, Baer, Donovan, & Kivlahan, 1988). Pornography and online gambling among educated people are other adverse effects of using the Internet.

Moreover, the younger generation is the most vulnerable (Majid & Police, 2012). Therefore, the present work seeks a better comprehension of using the Internet by concentrating on the following research questions. It aimed to discover the association between the gratification of using the Internet and alcohol consumption, drug usage, online gambling, pornography, social isolation, and Internet addiction.

Literature Review

Drug and alcohol usage and internet usage. Out-of-hours availability is the most critical reason among the causes for using online alcohol and other drugs

(AOD) materials and resources (Humphreys & Klaw, 2001). Other reasons for using online AOD resources are anonymity, easy access to a computer, the privacy afforded by the medium, and not attending face-to-face meetings (Humphreys & Klaw, 2001). Though, high dropout rates are experienced by Internet programs requiring extended periods or repeated access of engagement on the site (Riper et al., 2008).

Klein et al. (2010) represented a growing trend for using the Internet for delivering alcohol and another drug (AOD) resources and information. However, there is less information on the best engagement of "at-risk" populations, such as young people, or optimizing its utilization and access. They surveyed 1214 alcohol websites (n = 448) and drug (n = 766) users (mean age of 26.2 years, range of 16-70). They found no significant difference between drug and alcohol groups on indicators of website trustworthiness, demographic variables, Internet usage, or favoring the AOD website's functionality. A vital website design/navigation was validated, and both groups valued open-access content provision heavily. High-cost features (animations, games, videos) were minority preferences, although graphics or pictures and attractiveness were also valued. About 1/2 of respondents in both groups needed help to access the required data readily. From alcohol website users' viewpoint, several alcohols and another drug (AOD) website functions and tools were more important than accessing other drug websites, including online screening tools, tracking functions, prevention programs, downloadable fact sheets for family or friends, and self-help treatment programs. An internet site with email therapist support was the most favored online treatment case for both user groups. Gender did not affect the responses to the survey.

Moreover, younger participants were more likely to value social networking and interactive features; however, downloading reliable information was most appreciated by older respondents. Both types of websites may possess similar properties based on some differences between AOD website users. Even though alcohol website users might be more enthusiastic about being involved in screening, self-help programs, and prevention, tracking change, they may consider fact sheets more valuable.

Pornography

Cybercrime has surpassed drug trafficking as the most lucrative crime.

Seventy percent of commercial crime cases now can be categorized as cybercrime cases (Majid & Police, 2012). Thanks to internet technology, cyber threat activities

performed mainly by young adults have decreased (Ahmad et al., 2019). In order to raise people's awareness of cyber safety, the Malaysian government has performed various activities, among which NGOs (non-governmental organizations) and related campaigns can be inferred. Some examples of NGOs are as follows: Ministry of Women, Family and Community Development (MWFCD), Malaysian Communications and Multimedia Commission (MCMC), Cyber Security Malaysia (CSM), and Digi Telecommunication Sdn. Bhd (Digi). The method by which the government attempts to raise people's awareness, particularly parents and their children, plays an important role. For instance, in 2016, a nongovernmental organization (MCMC) initiated a program called "Click Wisely," which offered more than 800 activities to more than 1.7 million people (SKMM, 2017).

Ybarra and Mitchell (2005) found that people who search pornography-related issues on the internet are predominantly male, and only 5 percent are females. Most adolescents from 14 (87%) search for sexually related pictures and photos on the internet. They are primarily at puberty and are curious to know more about sexual issues. Those children below 14 who seek pornography on purpose have probably been exposed to such scenes in movies or magazines before. Teenagers who intentionally expose themselves to pornography, no matter what the source is, are more likely to cross-sectional report delinquent behavior and substance use in the previous year. Furthermore, online seekers versus offline seekers possibly report clinical features connected with depression and lower levels of sentimental bonding with their caregivers.

Tong et al. (2019) found that respondents' average daily internet use was 7.18 hours; an average of 3.09 ± 2.23 hours was used for the present research, 4.09 ± 3.30 hours daily for entertainment, and 0.55 ± 2.39 hours weekly for pornography. The highest proportion for using the internet for pornography was among pathological users (36.3%). Logistic regression shows a significant association with PIU and gender, socio-economic status of families in the survey, total internet use (more than 5 hours daily), internet use for entertainment (more than 3 hours daily), Internet use for pornography (last week), using smartphones (more than daily 4hours), childhood emotional and physical abuse, self-viewed life satisfaction, selfviewed academic achievement, skipping breakfast, having issues in sleeping, gambling, and drug abuse (in the past 12 months), different levels of depression

and also posttraumatic stress disorder (PTSD) symptoms (4 or more). Malaysian university students were found to have more Problematic Internet Use (PIU). The following elements were closely connected with PIU: using the Internet for more than three hours for entertainment, pornography, drug abuse (during the previous year), gambling problems, and moderate/severe depression. Those students with more of the above elements were at higher risk of PIU.

Another study at Indonesia University indicated that Internet access is the dominant source of pornography. Common sexual behaviors in relations outside of marriage were suggested to be predicted by pornography consumption (Hald & Mulya, 2013). Searching for sexual content was significantly predicted to lead to the development of compulsive Internet use among adults (Meerkerk, Eijnden, & Garretsen, 2006).

Internet Addiction

The increasing growth of the internet and extensive use of computers has dramatically changed people's lifestyles relying on the Internet. All the necessary information is always accessible in the blink of an eye. Undoubtedly, the internet has fundamentally changed people's thoughts and occupied a unique position in the private lives of people and society at a larger scale (Kapahi et al., 2013). Although addiction to the internet includes signs of chemical addiction, it does not contain any chemical substance like alcohol or drug addiction, for instance. A person's behavior is a faultless reflection of internet addiction. With the rapid speed of equipping educational systems with technology, younger generations have started using it much earlier (Kapahi et al., 2013).

The term Internet Addiction (IA) is defined as "a psychological dependence on the internet, regardless of the activity once logged on" (Kandell. JJ, 2009). Furthermore, IA is "characterized by excessive or poorly controlled preoccupations, urges, or behaviors regarding computer use and Internet access leading to impairment or distress" (Shaw & Black, 2008). The US psychiatrist Jerald Block thought IA was a "compulsive-impulsive spectrum disorder". He changed the definition to "online or offline computer usage, with recognition of at least three subtypes. Subtypes include excessive gaming, sexual preoccupations, and email/text messaging" (Block, 2008). It was found that many participants (64%) consider themselves internet addicts. The other (36%) side did not consider that they were addicted, even though they were considered to be at a high risk of addiction to the Internet. According to the research, people aged 18-25 (university

students in particular) are more likely to experience internet addiction. However, unlike what most people assume, addictive behavior might not be all unfavorable; It is exposed to people's purposes, deeds, and self-discipline, which determines the actual distress people and the community face. As Malaysia is a multi-cultural country, people are unlikely to share a united point of view on the issue of the Internet, and their attitudes might be diverse in different parts of the society.

Yang and Tung (2007) found that surfing with social/entertainment motivation and gratification was positively correlated with internet addiction. Internet addicts perceived the internet to have significantly more negative influences on daily routines, school performance, and teacher and parental relations than non-addicts. Both internet addicts and non-addicts viewed internet use as enhancing peer relations. Moreover, students with personalities characterized by dependence, shyness, depression, and low self-esteem tended to become addicted.

Social Isolation

Adolescent internet addicts often suffer from severe psychological distress. For example, depression, anxiety, compulsivity, self-effacement, fear that life without the Internet would be dull, empty, and joyless, and feelings of loneliness and social isolation (Shek, Sun, & Yu, 2013). In Turkey, Enez Darcin et al. (2016) found that there was a positive relationship between the total score people received on loneliness test and the total score of addiction to the smartphone (including the scores of some of the subscales of intelligent phone addiction such as everyday life disturbance, positive anticipation, and Internet-based relationships). Research results also revealed that people who feel lonesome prefer individual activities with their smartphones, such as surfing the net and playing games.

Lu and Yeo (2015) indicated that all the variables were significant risk factors for Pathological Internet Use (PIU). They found that cognitive distortion as the mediator of PIU partially mediated the effect of motivation and stressful life events on PIU and fully mediated the effect of depression on PIU. However, depression was the second mediator, partially and fully mediating the effect of stressful life events and loneliness to cognitive distortion.

Haigh contends (2015) that people who feel lonely would communicate with others via their smartphones or social media applications instead of face-toface

interaction with others. For example, a lonely individual prefers to count on the Internet and social media to collect information rather than direct contact with real people. In light of this new element of the theory, social media provides users a chance to monitor other people without conversation and offers them an opportunity to prevent direct interaction with them. (Wainner, 2018). As a result, lonelier people can use the cyber world to avoid social crowds.

Online Gambling

Factors of preoccupation and inability to avoid gambling are the exceptional standards for gambling disorder and contribute to having a considerable negative effect on the gambler's inner life and other important people. (Association & Association, 2013). There is some standard terminology to illustrate gambling disorder behavior in publications, such as the following: "compulsive gambling," "problem gambling (PG)," and "pathological gambling" (J. M. Loo, Raylu, & Oei, 2008). The term "problem" is favored to avoid the biomedical and unaccepted consequences of "pathological" (Walker & Dickerson, 1996). Problem gambling mainly explains gambling behavior initially within the scope of negative consequences to self and significant others, and however, it might not inevitably achieve the diagnostic criteria (Neil, Delfabbro, & O'Neil, 2005). Strategies intended to regulate gambling in Asia are continuously progressing with the alteration of the gambling industry and technology.

A noteworthy case study for a report on gambling involvement and plans has been carried out in Malaysia. This Asian country has a unique dual justice system with diverse religious, cultural and race-related, which possibly affects the regulation of gambling activities. Such ecosystems attempting to regulate gambling activities significantly result in changes in behavioral approaches to treatment and recuperation procedures included in gambling problems (J. M. Loo & Phua, 2016).

The widespread problem of gambling disorder in Malaysia was specified in the large state of Selangor, with a population of 5.6 million people (Department of Statistics Malaysia, 2010). In this research, 4.4 % of Malaysian people, in general, were classified as problem gamblers, and 10.2 % were classified as moderate-risk gamblers (J. Loo & Ang, 2013). The prognosis, as mentioned above, reveals that almost 246,400 Malaysians in Selangor are considered to be probable problem gamblers, and 571,200 Malaysians in the state of Selangor are considered moderaterisk gamblers (J. M. Loo & Phua, 2016).

While the results of the study as mentioned above were only applicable in one state of Malaysia, they showed that Malaysians are taking part in the gambling business, and the pervasiveness frequency are located on the higher end of the spectrum—i.e., 4.4 % (J. Loo & Ang, 2013). Compared to other Asian countries that report problem gambling rates in the range of 1.4 to 2.5% (Winslow, Cheok, & Subramaniam, 2015). More meticulous studies and support are required to improve research, behavior, strategies, and plans to shield potential Malaysian gamblers and their families. After examining the documents from treatment agencies, it is clearly expressed that special programs and activities are required to raise people's awareness and help them on the issue of recovery and avoiding gambling. Furthermore, some informative instructions should be provided to people in a society where gambling is regarded as a fun activity and accepted in the culture of the nation (Choong, Loo, & Ng, 2014; Loft & Loo, 2015). While many online casinos are available on people's smartphones and other electronic equipment, their access to gambling activities and places (Gainsbury, 2015) has escalated. As a result, they face more gambling problems in the country.

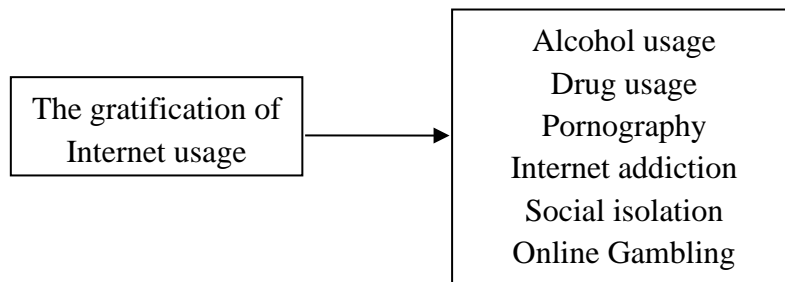
"Casino de Genting" is considered the only official casino in Malaysia and was inaugurated at Genting Highlands, located in the state of Pahang, in the early 1970s. Although a sizeable Malaysian population is not Muslim, the country's officials are not permitted to open any other casino in the country; that is, to some extent, under the impact of Islam and its growing influence on the general plans of the country. Besides Casino de Genting, there are legitimate gambling establishments such as private lottery operators like Magnum Berhad, Sports Toto, and Damacai. It is estimated that the value of the non-casino gambling industry in Malaysia reached US\$2.99 billion (Berthelsen, 2013). Malaysia's dual legal system (Syari'ah and British Common System) uniquely affects people's gambling practices. It should also be noted that Islam considerably influences public policy measures and decision-making procedures. Nearly 60% of the country's population includes Muslims obeying Islamic rules, and governmental posts are run mainly by Muslims (J. M. Loo & Phua, 2016).

In the year 2010, a very significant NGO (non-governmental organization) called Angkatan Belia Islam Malaysia or ABIM (Malaysian Muslim Youth Movement) addressed all Muslims of Malaysia to keep away from all gambling

activities because such deeds demolish human character and destroy family ties; and negatively affect the social and economic system of the country (Malaysian Insider, 2010). ABIM also asserts that gambling is prohibited in Islam. Malaysian Muslims are to be arrested for gambling by state Religious Affairs Department officers under Syari'ah law based on media publications.

Figure 1.

The relationship between the gratification of Internet Usage and Negative Behaviors



METHODS Location and Sampling

Survey methodology was applied for collecting data; hence, the questionnaires were distributed among female and male students at University Putra Malaysia. Based on the definition of youth in Malaysia, the age of the respondents should be between 15 to 40 years old (Yunus, 2007); thus, the age of students in this study is between 18 to 40 years old. Students were selected using a stratified sampling method. Therefore, we collected the data from 440 students from 16 University Putra Malaysia faculties (UPM) faculties. This study is part of the plan to use the Internet and its effects on positive and negative youth development in Malaysia.

Measures

Ninety-nine questions were used for measuring the relationship gratification of using the Internet (IV) and Internet addiction, social isolation, drug usage, alcohol usage, pornography, and online gambling (DVs) among students. Nineteen items measured internet addiction via a five-point Likert scale ranging from "not at all" to "always" within an interval scale. Internet addiction mainly includes "staying online more than intended", "losing your sleep", "grade decrease at school", and "feeling moody and depressed when you are offline".

For measuring social isolation, 19 items were measured by 5 points Likert scale ranging from "strongly agree" to "strongly disagree". Most of the items asked

about "pretending to be someone else", "preferring to communicate online", "sharing intimate online", and "anonymity". These items were measured by an interval scale using 5 points Likert scale measurement.

Respondents were asked to answer the internet usage for pornography content such as websites, movies, and Facebook groups. Eighteen items were measured through a five-point Likert scale ranging from "not at all" to "very frequent" via an interval scale.

For measuring gambling, four items were measured by 5 points Likert scale ranging from "not at all" to "very frequent" these four items were measured by an interval scale using 5 points Likert scale measurement. Eleven items about the kind of gambling activity were measured by "yes" and "no" answers through the nominal scale.

Alcohol usage was measured by 11 items from Alcohol Use Disorders Identification Test (AUDIT), developed by the World Health Organization. It was measured by 5 points Likert scale ranging from never; monthly or less; 2-4 times a month; 2-3 times a week; 4 or more times a week. In addition, a nominal scale for asking about findings information about the source of information included the following question: "Where do you find most information about alcohol". It comprised four options: TV, Internet, friends, and parents.

Drug usage was measured by 17 items from the study by Johnston et al. (2010). It was measured with a Likert scale with five response options, including never, monthly, or less, 2-4 times a month, 2-3 times a week, and four or more times a week. The data were coded as 1 to 5 for analysis. By applying a nominal scale, the respondents were asked to use all kinds of drugs and one ordinal item on "Where do you find most information about the drug" with four options: TV, Internet, friends, and parents.

The gratification of using the internet was measured by 23 items divided into five dimensions of cognitive with six items (M= 4.18), personal integration with five items (M=3.61), escape (M= 3.91) social integration (M= 3.79), and affective (M= 3.78) with four items. A 5-point Likert scale measured it, ranging from "strongly agree" to "strongly disagree" (Sharon, 2000). The scores ranged from 23 to 115. The higher score in the gratification of using the internet represents the maximum pleasure of the person when using the Internet.

Data Analyzing

In this study, descriptive and inferential statistics were applied for analysis, and Statistical Package for Social Science (SPSS) was used to determine the relationship among variables. Descriptive analysis was employed to determine social isolation, internet addiction, pornography, drug usage, alcohol usage, and online gambling by using frequency, percentage, mean and standard deviation. Inferential analysis was utilized for the Pearson correlation analysis of the relationship between social isolation, Internet addiction, alcohol usage, drug usage, pornography, online gambling, and gratification from using the internet. To measure the validity and reliability of the instrument, the questionnaires were distributed among 30 students in a pilot test. The results of Cronbach's Alpha illustrated that the instrument's reliability was higher than 0.7. Moreover, all the data were subjected to the normality test before analysis. The result of the normality test showed the normality of the data.

RESULTS AND DISCUSSION Participants

Three significant races participated in this study with Bachelor's, Master and Ph.D. in UPM. Undergraduate and postgraduate students currently studying at UPM filled in the questionnaires. The race of the respondents of this study showed 66.8 % were Malay (n=294) and 25 % were Chinese (n=111), and 3.9% were Indian (n=17). Furthermore, the sample includes 68.9% Muslim, 19.1 Buddhist, 7.5% Christian, and 3.9% Hindu. The students in the current study were 23 to 40 years old, and the majority (78.3%) were younger (18-23 years old). The gender of the respondent revealed that 32.3% (n=142) were males, while 67.7% were female (n=298).

The Gratification of Using the Internet

Based on the results, the highest overall mean belonged to the cognitive dimension, followed by the escape and social integration dimension. In the cognitive dimension, the highest mean belonged to "To get information about something" with (M =4.38, S.D =0.70), and the lowest mean was related to "To keep up to date on popular sites" with (M =3.90, S.D =0.89). In the escape dimension, the highest mean belonged to "To relax and unwind" with (M =4.21, S.D =0.74) followed by "Because it makes me feel less tense" (M =4.00, S.D =0.83). The highest mean in the social integration dimension was related to the "To keep in touch with people" with (M =4.15, S.D =0.73) followed by "Because I can talk with different people" with (M =3.79, S.D =0.92). The item "Because it's entertaining"

Variables	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	Mean	S. D
Cognitive							
To get information about something	0.5	0.9	7.3	42.0	49.3	4.38	0.70
To help with my research	0.7	0.7	9.1	42.3	47.3	4.34	0.72
Because it is easy to get the information I need	0.5	1.1	9.5	47.7	41.1	4.27	0.71
To learn new things	0.5	0.7	8.2	55.7	35.0	4.24	0.66
It's more convenient than going to the library	4.8	7.7	26.6	35.0	25.0	3.96	1.08
To keep up to date on popular sites	1.4	4.5	23.2	44.1	26.8	3.90	0.89
Overall mean						4.18	
Escape							
To relax and unwind	0.9	0.9	10.9	50.2	37.0	4.21	0.74
Because it makes me feel less tense	0.5	3.2	22.3	43.9	30.2	4.00	0.83
Because it's a pleasant break from my routine	0.7	2.9	25.7	44.5	27.0	3.95	0.81
To get away from pressure and responsibilities	5.7	10.7	30.7	34.8	18.2	3.49	1.08
Overall mean						3.91	
Social Integration							
To keep in touch with people	0.9	0.9	11.8	54.1	32.3	4.15	0.73
Because I can talk with different people	2.5	5.2	24.1	46.6	21.6	3.79	0.92
Because it's a distraction from loneliness	2.3	7.0	28.2	40.9	21.6	3.72	0.95
Because I need to talk to someone	3.4	9.1	37.7	32.3	17.5	3.51	0.99
Overall mean						3.79	
Affective							
Because it's entertaining	0.2	1.8	17.0	46.8	34.1	4.12	0.76
Because it's exciting	0.9	1.8	21.6	47.3	28.4	4.00	0.80
Because it's stimulating	0.9	4.3	38.9	43.6	12.3	3.62	0.78
To role-play or experiment with my identity	6.1	16.8	40.7	28.9	7.5	3.41	0.99
Overall mean						3.78	

Personal Integration

can do things in my own space	0.9	1.8	17.5	46.6	33.2	4.09	0.80
Because I can do whatever I want	1.8	4.5	32.7	39.5	21.4	3.74	0.90
To put off doing something I should be 3.0 doing		7.3	35.5	37.7	16.6	3.57	0.94
Because I feel more in control	2.3	7.5	51.4	28.9	10.0	3.36	0.84
Because I can act; however, I want	4.3	15.7	35.9	31.6	12.5	3.32	1.02
Overall mean						3.61	

had the highest mean in affective dimension with (M =4.12, S.D =0.76), and the last

and least mean belonged to "To role-play or experiment with my identity" (M =3.41, S.D =0.99). The last and least overall mean belonged to the personal integration dimension with "I can do things in my own space "(M =4.09, S.D =0.80) followed by "Because I can do whatever I want" with (M =3.74, S.D =0.90) (Table 1).

Table 1.

Distribution of respondents according to gratification Internet usage (n=400)

Drug Usage

Regarding drug usage by the respondents, the item "use Pain Reliever" had the highest mean" (M =1.26, S.D =0.62), followed by "smoke cigarette" with (M=1.20, S.D= 0.81). The lowest mean was related to "use Heroin" with (M=1.03, S.D= 0.31). Moreover, 79.3% of the respondents claimed they did not visit the drug website.

Table 2:

Distribution of respondents according to drug usage (n=440)

Drug usage (%)	Never	Monthly or less	2-4 times a month	2-3 times a week	Four or more times a week	Mean	S.D
Do you visit drug website	79.3	4.3	1.8	0.7	0.7	1.30	0.70
Do you use Pain Reliever in the past year	81.4	13.4	3.2	1.8	0.2	1.26	0.62
Do you smoke a cigarette	92.7	0.2	0.7	0.9	3.6	1.20	0.81
Do you use Sedatives in the past year	97.0	1.1	0.7	0.7	0.5	1.06	0.41
Do you use LSD in the past year	97.0	1.1	0.9	0.5	0.5	1.06	0.39
Do you use marijuana in the past year	96.8	1.4	0.7	0.9	0.2	1.06	0.81

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Do you use Methamphetamine in the past year	97.0	0.9	1.4	0.7	-----	1.05	0.34
Do you use cocaine in the past year	97.5	1.4	0.2	0.5	0.5	1.05	0.36
Do you use tranquilizers in the past year	96.8	1.8	0.7	0.2	0.5	1.05	0.36
Do you use Ecstasy in the past year	98.0	0.5	0.7	0.5	0.5	1.05	0.37
Do you use Crystal in the past year	97.0	1.6	0.5	0.5	0.5	1.05	0.38
Do you use OxyContin in the past year	97.5	1.4	0.2	0.2	0.7	1.05	0.38
Do you use Crack in the past year	97.7	0.7	0.7	0.5	0.5	1.05	0.38
Do you use Hallucinogens in the past year	97.3	0.9	1.1	0.2	0.5	1.05	0.38
Do you use Inhalants in the past year	97.0	1.4	0.2	0.7	0.2	1.04	0.34
Do you use Heroin in the past year	98.4	0.5	0.5	0.5	0.2	1.03	0.31

Table 3.

Find information about drug (n=440)

Variables	Frequency	Percentage
Find the most information about the drug		
TV	215	51.1
Internet	216	49.1
Friend	50	11.4
parents	21	4.8

*Can answer more than one

Alcohol Usage

Regarding alcohol usage by the respondents, "watching drink films on the Internet" had the highest mean" (M =1.23, S.D =0.60), and the lowest mean was related to "unable to remember what happened the night before because of drinking" (M =1.03, S.D =0.25). Eighty-four percent of the respondents stated not drinking any containing alcohol. Most respondents (91.6%) did not injure someone else because of drinking. Most of the respondents (84.8%) did not drink alcohol. Fifty

percent of the respondents found information on alcohol via TV, followed by the Internet, with 46.4%.

Table 4.
Distribution of respondents according to alcohol usage (n=440)

Alcohol usage	(%)	Never	Monthly or less	2-4 times a month	2-3 times a week	Four or more times a week	Mean	S.D
During the past year, have you seen drink education films on the Internet		84.3	9.5	5.2	0.5	0.5	1.23	0.60
How often do you have a drink containing alcohol?		84.8	13.6	1.1	0.2	0.2	1.17	0.45
How often do you have six or more drinks on one occasion?		92.0	6.6	0.9	----	0.5	1.10	0.40
During the past year, how often have you found that you could not stop drinking once you had started?		95.7	2.7	0.7	0.2	0.7	1.07	0.42
During the past year, how often have you felt guilt or remorse after drinking?		96.1	3.0	0.5	0.5	----	1.05	0.29
During the past year, how often have you failed to do what was normally expected of you because of drinking?		95.9	3.0	0.7	0.5	----	1.05	0.30

During the past year, how often have you needed a drink in the morning to get yourself going after a heavy drinking session?	96.6	2.5	0.5	0.5	----	1.04	0.28
During the past year, have you been unable to remember what happened the night before because you had been drinking?	97.3	1.8	0.7	0.2	----	1.03	0.25

Table 5.

Someone injured as a result of your drinking (n=440)

Variables	Frequency	Percentage
Have you or someone else been injured as a result of your drinking		
No	403	91.6
Yes, but not in the past year	21	4.8
Yes, during the past year	16	3.6
Do you drink (containing alcohol)		
Yes	67	15.2
No	373	84.8
Find the most information about the alcohol		
TV	220	50.0
Internet	204	46.4
Friend	63	14.3
Parents	37	8.4

Gambling

Most respondents indicated that online gambling relieves boredom (M=1.45, S.D=1.01), followed by gambling (M=1.43, S.D=1.00). Poker and Bingo were the most favorite games, with 9.8 and 7.5%, respectively. Eighty-two percent

of the students mentioned that they never played gambling online, and 9.5% stated playing gamble online at least once a week.

Table 6.
Distribution of respondents according to online gambling (n=440)

Gambling	(%)	Once in			Very		Mean	S.D
		Not at all	a while	Moderate	Frequent	frequent		
To relieve boredom		79.8	6.1	6.1	5.0	3.0	1.45	1.01
I enjoy it		80.5	6.1	6.4	3.6	3.4	1.43	1.00
To win money		90.9	2.5	5.0	1.4	0.2	1.17	0.59

Table 7.
Distribution of respondents according to gambling (n=440)

Drug usage	(%)	At least	Once	At least	At least once	Never	Mean	S.D	week
		once a weeks	every two month	once a three months	in the last				
How often do you gamble online		9.5	1.1	2.0	4.8	82.5	4.49	1.22	

Table 8.
What type of gambling activity (s) do you play online (n=440)

Variables	Frequency	Percentage
Poker	43	9.8
Bingo	33	7.5
Racing	25	5.7
Blackjack	26	5.2
Outcome of events	14	3.2
Sports betting	10	2.3
Lottery's	4	0.9
Baccarat	3	0.7
Keno	3	0.7
Roulette	2	0.5
Virtual pokies	2	0.5

Internet Addiction

In the internet addiction term, the highest mean belonged to "How often do you find that you stay online longer than you intended" with (M=3.50, S.D=1.17), followed by "How often do you find yourself saying "just a few more minutes" when online" with (M=3.28, S.D=1.10). Based on the responses of the students, the last and least mean were "How often do you feel depressed, moody, or nervous

when you are offline" and "How often do you snap, yell, or act annoyed if someone bothers you while you are online" (M=2.48, S.D=1.03; M=2.45, S.D=1.11) (Table 9).

Table 9.
Distribution of respondents according to Internet addiction (n=440)

Drug usage	(%)	Not at all	Rarely	Occasionally	Often	Always	Mean	S.D
How often do you find that you stay online longer than you intended?		5.9	14.1	27.2	28	24.3	3.50	1.17
How often do you say "just a few more minutes" when online?		6.4	17.0	32.3	30.0	14.3	3.28	1.10
How often do you check your email before something else that you need to do?		5.2	16.1	37.5	28.0	13.2	3.27	1.05
How often do you try to cut down your online time and fail?		8.6	17.0	39.5	24.1	10.7	3.11	1.08
How often do you fear life without the Internet would be dull, empty, and joyless?		12.3	19.8	34.8	26.1	7.0	2.95	1.11
How often do you try to hide how long you have been online?		13.4	22.5	35.2	22.3	6.6	2.86	1.10
How often do you lose sleep due to late-night logins?		14.5	23.9	33.4	20.2	8.0	2.83	1.14
How often do you become defensive or secretive when anyone asks you what you do online?		13.9	22.0	41.4	15.7	7.0	2.80	1.08
How often do you block out disturbing thoughts about your life with soothing thoughts of the Internet?		13.2	21.4	43.9	18.2	3.4	2.77	1.00
How often do others complain about how much time you spend online?		16.4	26.4	33.9	19.3	4.1	2.68	1.08

How often do your grades or school works suffer because of the amount of time you spend online?	17.5	24.5	35.0	19.3	3.6	2.67	1.08
How often do you spend more time online than going out with others?	17.5	24.1	39.1	15.9	3.4	2.63	1.05
How often do you feel preoccupied with the Internet when offline or fantasize about being online?	17.3	26.1	36.8	16.6	3.2	2.62	1.05
How often do you form new relationships with fellow online users?	17.7	29.5	33.6	16.8	2.3	2.56	1.03
How often do you neglect household chores to spend more time online?	19.1	25.2	37.7	15.7	2.3	2.56	1.03
How often do you prefer the excitement of the Internet to intimacy/relationships with your partner/friends?	21.1	23.9	36.8	14.8	3.4	2.55	1.08
How often does your job performance or productivity suffer because of the Internet?	19.3	26.1	37.3	14.8	2.5	2.55	1.04
How often do you feel depressed, moody, or nervous when offline, which goes away once you are back online?	21.8	25.7	36.6	14.3	1.6	2.48	1.03
How often do you snap, yell, or act annoyed if someone bothers you while you are online?	26.1	22.0	35.2	13.2	3.4	2.45	1.11

Social Isolation

Based on the student's responses, the most important means was "I have pretended to be somebody of the opposite sex while online" (M=3.24, S.D=1.04), followed by "I feel less connected interpersonally when I communicate online" (M=3.10, S.D=1.11). The last and least mean belonged to "Most of my friends I know from online," "Going online has made it easier for me to make friends" (M=2.19), and "I prefer phone calls to communicate online" (M=2.06, S.D=1.05) (Table 10).

Table 10.
Distribution of respondents according to social isolation (n=440)

Drug usage	(%)	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	Mean	S.D
I have pretended to be somebody of the opposite sex while online.		15.7	18.4	45.2	16.4	4.3	3.24	1.04
I feel less connected interpersonally when I communicate online.		13.9	18.4	40.2	19.5	8.0	3.10	1.11
Online communication lets me control when I want to communicate.		14.3	16.8	38.4	21.4	9.1	2.94	1.14
I like the speed of communicating online		11.6	18.2	42.5	21.6	6.1	2.92	1.05
Sometimes I pretend I am someone I am not while online.		16.8	19.8	33.4	22.0	5.0	2.78	1.17
Being online has made it easier to communicate with people I know.		16.6	25.2	35.0	18.6	4.5	2.69	1.09
I have lurked online but never entered a conversation online.		20.9	27.7	38.6	9.1	3.6	2.52	0.99
I open up more to people online than in other communication		20.9	26.8	34.1	15.9	2.3	2.51	1.06
I have shared intimate secrets online.		34.1	25.5	29.1	9.3	2.0	2.46	1.09
I am friendlier online than in real life.		23.2	28.4	30.9	14.1	3.4	2.46	1.09
I have more fun with the people I know online than with others.		20.2	31.1	34.3	11.6	2.7	2.46	1.03
I prefer communicating online to face-to-face communication.		24.1	29.3	29.5	12.0	5.0	2.44	1.12
The anonymity of being online is liberating.		18.6	26.4	41.4	11.4	2.3	2.44	1.12
I am more myself online than in real life.		24.8	31.4	30.7	10.9	2.3	2.34	1.03
I have a network of friends made online.		27.3	25.7	33.6	10.7	2.7	2.33	1.07
My online friends understand me better than other people.		27.7	29.5	33.4	6.4	3.0	2.27	1.02
Most of my friends I know from online.		27.7	38.0	24.3	7.0	3.0	2.19	1.01

g online has made it easier for me to make friends. 14.8 25.7 37.7 17.7 4.1 2.19 1.07 for telephoning to communicating online.
40.5 23.2 26.8 8.4 1.1 2.06 1.05

Pornography

Regarding the results of the pornography variable, the highest mean belongs to "Have made promises to me to stop using the Internet for sexual purposes" (M=1.68, SD=1.33), followed by "I have punished myself when I use the Internet for sexual purposes (e.g., time-out from the computer, cancel internet subscription, etc.)" (M=1.40, SD=1.01). The two last and least mean belonged to "I have paid fees to access sexual materials online" and "I have spent more money for online sexual material than I planned" (M=1.10, SD=0.47) (Table 11).

Table 11.
Distribution of respondents according to pornography (n=440)

Pornography (%)	Not at all	Once in a while	Moderate	Frequent	Very frequent	Mean	S.D
I have promised myself to stop using the Internet for sexual purposes.	75.5	4.8	4.8	5.5	9.5	1.68	1.33
I have punished myself when I use the Internet for sexual purposes (e.g., time-out from my computer, cancel Internet subscription, etc.)	83.0	4.8	5.0	3.0	4.3	1.40	1.01
I have tried to hide sexual content on my computer or monitor so others cannot see it.	85.2	5.9	3.9	2.7	-----	1.30	0.85
I have increased the risks I take to access materials online.	86.6	4.1	5.5	2.7	1.1	1.27	0.78
I have my website, which contains some sexual material.	93.2	3.0	2.0	1.6	0.2	1.27	0.52
Sometimes use Internet pornography as a reward for accomplishing something (e.g., finishing a project, a stressful day, etc.)	86.8	4.3	5.0	3.4	0.5	1.26	0.74
No one knows I use my computer for sexual purposes	86.1	6.4	4.1	2.0	2.3	1.26	0.75
I use the Internet to experiment with different types of sexual content.	87.7	5.0	4.5	1.6	1.1	1.23	0.70
I have stayed up after midnight to access sexual material online.	86.4	7.5	3.4	2.5	0.2	1.22	0.64
I have some sexual sites bookmarked.	90.5	4.5	2.3	1.6	1.1	1.18	0.65
I have run across illegal sexual material while on the Internet.	90.2	4.1	3.6	1.8	0.2	1.17	0.59
Spend more than 5 hours per week using my computer for sexual pursuits.	90.0	5.5	2.3	1.4	0.9	1.17	0.61

Variables	Pearson's r	P
Alcohol consumption	-0.012	0.796
Drug usage	-0.057	0.230
Pornography	0.064	0.179
Internet addiction	0.317**	0.000
Social isolation	0.231**	0.000
Gambling	0.029	0.541

CONCLUSION

Based on the results, the highest overall mean in the gratification of using the internet belongs to the cognitive dimension, followed by the escape and social integration dimension. In the cognitive dimension, the highest mean belongs to "To get information about something," and the lowest was "To keep up to date on popular sites ."In the escape dimension, the highest mean was "To relax and unwind," followed by "Because it makes me feel less tense". The highest mean in the social integration dimension was related to the "To keep in touch with people" followed by "Because I can talk with different people". The item "Because it's entertaining" had the highest mean in the affective dimension, and the last and least mean belonged to "To role-play or experiment with my identity". The last and least overall mean belongs to the personal integration dimension with "I can do things in my own space" followed by "Because I can do whatever I want". Most respondents aimed to play online gambling to relieve boredom, followed by enjoying gambling. Eighty-two percent of the respondents mentioned not playing gambling. The possible reason is that most of the respondents were Muslim, and gambling is forbidden in Islam. Therefore, this result is inconsistent with the study of Loo and Ang (2013). However, it is consistent with Loo and Phua's results (2016).

Regarding alcohol usage by the respondents, "watching drink films on the Internet" has the highest mean," and the lowest mean was related to "unable to remember what happened the night before because of drinking ."Eighty-four percent of the respondents stated not drinking any containing alcohol. The majority of the respondents did not injure someone else because of drinking. Most of the respondents did not drink alcohol. Fifty percent of the respondents found

information on alcohol via TV, followed by the Internet. This result is consistent with the results of Klein et al. (2010).

Regarding drug usage by the respondents, the item "use Pain Reliever" had the highest mean" followed by "smoke cigarette". The lowest mean was related to "use Heroin". Moreover, 79.3% of the respondents claimed they did not visit the drug website. This result is consistent with Klein et al. (2010). Regarding the pornography variable, the highest mean belonged to "Have made promises to me to stop using the Internet for sexual purposes" and "I have punished myself when I use the Internet for sexual purposes". The two last and least mean belonged to "I have paid fees to access sexual materials online" and "I have spent more money for online sexual material than I planned". In social isolation, the most important means was related to "I have pretended to be somebody of the opposite sex while online" followed by "I feel less connected interpersonally when I communicate online". The last and least mean belonged to "Most of my friends I know from online" "Going online has made it easier for me to make friends," with an "I prefer telephoning to communicating online". In the term Internet addiction, the highest mean belonged to "How often do you find that you stay online longer than you intended" followed by "How often do you find yourself saying "just a few more minutes" when online .".The last and least mean, based on the responses of the students, were related to "How often do you feel depressed, moody, or nervous when you are offline" and "How often do you snap, yell, or act annoyed if someone bothers you while you are online", respectively. There was no general relationship between gratifications for using the Internet and alcohol, drug usage, pornography, and online gambling. However, the relationship between the gratification of internet usage and addiction and social isolation was positive and significant. Yang and Tung (2007) found that searching the internet with a community-based and recreational incentive and satisfaction positively correlated with addiction to the Internet. Hence, the best solution would be to inspire the youth to engage in community activities such as extracurricular activities, volunteering programs, and societal events and prevent them from turning anti-social. Furthermore, the amount of time spent on the Internet will be reduced by the more time they spend interacting with their surroundings.

Moreover, mental health programs will offer expert consultations from legal therapists presenting good counseling and helping with problem-solving on Internet addiction. Thus, it is essential to rationalize awareness of internet addiction. Among university students and counselors, awareness of internet addiction symptoms is critical for timely prevention and intervention. Cyber ethical issues (accuracy, property, access) are affected by Internet addiction. Thus, it is essential to emphasize cyber ethics awareness in schools through seminars or campaigns (Omar, Saharuddin, & Bolong, 2019).

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