**Topic 2 Youth and Society**

***Youth issues***

The youth faces a lot of problems nowadays. Materialism is when you can’t stop shopping and amass a lot of objects around you. Offending/destructive behaviour is when you get out of social norms in public. Failure to succeed in education is when you don’t keep up with classes, have troubles in communication with your professors or groupmaters. Substance abuse is when you have addiction to illegal substances. Racism is when a person is treated unfairly based on race or some other parameter. Parental pressure is one of the most popular youth issue, when parents live through their children and expect them to achieve everything they wanted but did not have. Cyberbullying is another important issue, because on social networks people can hide their identity, be anonymous, and therefore many use it to insult or humiliate someone.

*How to solve youth problems.*

To solve materialism you would need to find other activities in your life other than shopping. To fix offensive behavior, this needs to be prevented at early stages by parents or supervisors. As for failures to succeed in education, first of all you should team up with your groupmates, as learning together is way easier than doing that alone. Also don’t hesitate to ask your lectors and other teachers for help, there’s nothing wrong in that. On the other hand, substance abuse is a way bigger problem. Here medical treatment is required. To resolve racism it is important to raise awareness of this issue worldwide, as well as to contact with other peers and community which suffered from such problems.

***Tech addiction***

Addiction is when you no longer have control over doing, taking, or using something to the point that is causing harm to you or those around you. Tech addiction is a problem when a person either cannot spend time without modern devices, or spends too much time in them. In the modern world, it is a real problem, as more and more people cannot imagine their lives without modern devices. It can be broadly defined as an inability to control one’s technology use due to a dependence developed through emotional, psychological, social, environmental, and biological factors.

Types of tech addiction are: video gaming, screen addiction, nomophobia (cellphone addiction), footage addiction, TV addiction. Types of Internet addiction are: online gambling, online shopping and cyber relationship, social media addiction.

Addiction has many negative effects. For example, people may develop vision problems, they may start to feel lonely, and it will also be difficult for them to focus on one task. Spending too much time on electronic devices may be preventing young people from in-person activities with their peers, what can lead to depression. They also experience new conditions like "fear of missing out" or FOMO, which further leads to feelings of loneliness and isolation.

There are many ways to cope with technical addiction. For example, you can install special programs that will limit the time of using the device. You can also turn off notifications to pay less attention to the phone. Another way is a special time during which it is forbidden to use the phone. Technical addiction is a real problem, but with enough effort it can be dealt with.

***Generation gap***

Generational gap is a problem when the cultural values of the younger generation are very different from the cultural and other values of the older generation. People born in different periods under different conditions have their views based on the circumstances they have been through. The patterns of life have been changing continuously according to time. Everyone wants to live and behave in his way and no one wants to compromise with his or her values and views.

There are five types of generations: Traditionalists (1925-1945) value conservative , hierarchical workplaces. Baby boomers (1946-1964) value flat, democratic, equal-opportunity, friendly workplaces. Generation X (1965-1979) value workplaces which are fast-paced, fun, informal and with access to leadership and information. Millenials (1980-1994) value workplaces which are collaborative, achievement-oriented, creative and continuously providing feedback. Generation Z (1995-2012) is motivated by security, more competitive, can multi-task, is more entrepreneurial and is digital-native.

It is always good to have a wide range of ideas, views, and opinions. It indicates how we are developing and advancing but sometimes this becomes worrisome when the views and ideas are not accepted by both generations. To prevent the generation gap we can keep an open mind, simply talk about each other’s day at the end of the day, understand each other.