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Research Article

Explore the Governance Method of Network Environment from the Stratification of the Internet

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Abstract

Due to the maturity of electronic media communication and the increasingly strong requirements of people for boundaries in real life, more and more people are eager to find their belonging from the Internet, which has led to the formation of today's Internet stratification. Under the influence of the lack of barriers to access to Internet information, the poor network environment has also become a major network chaos that has been criticized by the Internet people. Based on the survey results, the phenomenon of the network circle is studied, the reasons and characteristics of the formation of the network circle are analyzed, and two Internet environment governance methods of relaxation and barrier improvement are proposed.

1. Introduction

"Circle" refers to some specific social groups with similar economic conditions, life forms, artistic tastes and other characteristics naturally formed in the context of social differentiation. Members of these groups often share strong social ties and common social attributes. The concept of circle reflects the social phenomenon of "things gather by like, people by groups", which can be a class in a broad sense, or a group in a region with strong social ties [1]; Circleization refers to the process of people forming circles by attracting each other, which is the result of people in the process of finding identity, and it is also an inevitable trend in the development of the whole society.

As the Internet occupies an increasing proportion of people's lives, the formation of circles is also presented in the Internet. People from different places are gathered under the same virtual space to express their love for a type of thing or discuss a type of problem, and Internet people are attracted to different circles driven by the search for identity, and form a subculture unique to each circle. People in each circle have the same type of labels, such as "two-dimensional", "game expert", "fan circle", etc., and they find a comfortable social environment in this virtual space and integrate into it, so as to meet their social needs.

In order to collect the sensitivity and opinions of Internet citizens on the phenomenon of Internet stratification and understand the network environment in each APP, a questionnaire was released on social platforms on April 11, and as of April 20, a total of 342 questionnaires were received, 10 invalid questionnaires were eliminated, and a total of 332 valid questionnaires were received. According to the results of the questionnaire survey, the animation circle, the science and technology circle, the point busi-

ness circle, and the film and television circle account for a considerable part of the Internet people today, and more than half of them will be classified into the animation circle; In addition, there are also people close to 37.65% who think that they do not belong to a fixed circle, but just usually brush up on what they see, which may be related to the more tolerant mentality and wide range of hobbies of Internet people.

2. Analysis of the Causes of the Formation of Network Circle Phenomenon

2.1. The Development of the Internet Has Created Convenient Conditions for Netizens to Communicate

In the era of information dissemination in traditional media, there are many obstacles to the exchange of information, which are mainly reflected in the limitations of the communication media, the monopoly of the mainstream media on information, and the lack of common meaning space. Under these barriers, it is difficult for the public to provide timely feedback on information, let alone participate in discussions with others.

And the development of Internet platforms has crossed this barrier very well. The Internet has built a free virtual space for the public, and for the people in the circle, there is no time and space between the public from obtaining information to participating in discussions, and they can instantly interact with officials and other netizens through the Internet.

In terms of the efficiency of participating in the discussion, in the past, people wanted to discuss the problem and choose the group of people from the same region and similar age, which does not guarantee that the participants in the discussion have similar views on a certain topic or high enthusiasm for discussion, which may lead to the unsmooth discussion process and the unsatisfactory results of the discussion, but under the Internet platform, most of the netizens who will actively participate in the discussion have similar values and concerns. This enthusiasm is also easier to stimulate the desire of netizens who originally had no desire to speak to stop and participate in the discussion, thus providing a catalytic effect on the formation of the circle.

From the perspective of the place of discussion, the promotion and improvement of short video apps and forum apps have created a platform for the formation and development of the Internet circle. In the comment area of the short video app, netizens can follow their own opinions behind the comments of other netizens, and netizens with the same views can communicate and discuss behind the same comment. In the use of forum APP, whether it is Tieba or Weibo, it has the function of a topic square, and in a large discussion space, it is divided into a small space with different themes,

and the super talk function of Tieba and Weibo will also be divided into grades according to the user's enthusiasm and attention time to help users judge the speaker's understanding of a certain circle, which is helpful for the positioning of the depth and breadth selected by netizens when discussing.

2.2. The Need for a Sense of Boundaries Implies a Shift in Social Space

The results of the questionnaire show that 73.39% of people prefer to communicate with people in the same circle in the network rather than other friends in reality, which indicates that a considerable number of people now prefer to meet their social needs on the Internet rather than offline. In recent years, the term "sense of boundaries" has been mentioned many times on various social platforms. In the eyes of young people in modern society, a sense of boundary is equivalent to a sense of security to a certain extent, and a sense of social boundary has become a new demand for young people. Specifically, this need is reflected in two aspects: one is to have personal boundaries, and the other is not to violate the boundaries of others [2]. This point has not been repeatedly emphasized in the previous generation, because living in the "acquaintance society" in the past, the huge information network has to be woven by people and people, and in the eyes of people at that time, the idea of "one more person and one more road" prompted them to have to be handy in the process of communicating with people, so that social objects can soon become "good friends" who can lend a helping hand in life. In modern society, the development of productivity has reduced the stickiness between people, many problems do not rely on others to help solve, and when people are accustomed to daily life and can be self-sufficient, the fatigue in the face of social interaction often exceeds the social needs. The progress of the times also requires people to pay more energy in their daily work and study, so that in their daily free time, people need more alone time to recharge themselves, and one more person around them often affects the relaxation of modern people, so people's needs for a sense of boundary in life have gradually become the primary. The social needs of people are well filled by discussions on the Internet, which do not consume too much energy and do not feel offended in their lives, and are more in line with the needs of contemporary people than traditional social models.

At the same time, loneliness is a psychological representation of young people, and many young people are only children, and the loneliness complex is more prominent in their hearts. While young people are chasing individuality, they have a strong desire to join the group and gain emotional belonging and identity. Compared with acquaintance socialization, social networking based on online circle culture has no sense of burden and pressure, and young people are more willing to open their hearts, and their inner emotions need to be effectively compensated here, so they are also willing to

spend more time and energy to participate in promoting the creation and development of online circle culture [3].

For example, "game pairing" is a kind of social demand for young people At the same time, it is a kind of social interaction with a sense of boundary. Most of the connections between people in "Game Matchmaking" are limited to games Most of the topics we chat and talk about are about the game itself, not about private life outside of the game. "Game partners" take what they need, come and go freely, exist when they need it, and leave when they don't need it. So that the "game pairs" have a comfortable boundary with each other that is satisfactory to each other [4].

2.3. Accurate Push of Big Data

The formation and expansion of the circle requires the influx of more and more people, and mature big data is an important driving force for the convergence of netizens in the circle. In the face of a huge and chaotic sea of information, big data escorts Internet users to obtain the information they need, saving time for troubleshooting redundant information. The results of the questionnaire show that when asked how to judge that they belong to a certain circle, 75.85% of netizens ticked "there is more information pushed by big data" as the reason, which shows that netizens also recognize the screening role provided by big data.

This is especially evident in various short video apps. Analyze the user's browsing history, messages, favorites, likes and other behaviors, build the user's interest tags, and realize the level of multiple tags for one person and real-time update of tags. According to these tags, the special algorithm pushes short video content related to the user's interests to realize the personalized customization of short video dissemination [5]. In the results of the questionnaire, when asked about "Do you think that the video or forum app is detailed and reasonable in the division of network circles?, there was 78.55%of people expressed their approval, indicating that the ability to push big data in the use of short video apps has been recognized by netizens.

At the same time, the huge amount of data will also weaken the individual's need for truth content to a certain extent. The rapid expansion of data and information has intensified the game of communication competitiveness, and various communication rhetoric in cyberspace confuses people's eyes, making it difficult for individuals to distinguish between truth and falsehood in the face of the intricate fog of information. In addition, some social media are trying their best to create reversal information, and the multiple opinions in the online circle subvert cognition, and people are more and more reluctant to spend a lot of time and energy to delve into the truth hidden in the fog of information, and are more inclined to rely on their emotional nerves to believe online rumors that are consistent with their own interests and positions [6]. In the post-truth era, the emotional appeal of netizens has increased, so that the emotional attachment of netizens to the group has promoted their dependence on so-

cial stratification, which has accelerated the formation of Internet stratification cohesion.

3. Characteristics of Network Circle Phenomenon

3.1. Refinement

The fine division of subcultures in the network circle is the result of the iterative development of Internet technology and the search for individual cultural identity of young people. Through the analysis of user behavior and relationship, all kinds of social media can tap users' preferences and potential needs for content, and automatically generate information that meets their needs through information aggregation, so as to achieve personalized content recommendations and customized news delivery; Young people's desire for individual cultural logos is the endogenous force of subculture segmentation in the online circle. Young people are creative, unique-minded people who want to be themselves and not be defined. In the face of the export of mainstream culture, they are passive, silent and isolated on the surface, and they have already secretly actively hustle and bustle in their own circle of cultural world, and all the communication and creation are only for "I like it". This kind of information trade-off standard to meet one's own needs leads to the continuous niche production mode of the network circle subculture, which makes the characteristics of cultural division more prominent [7].

3.2. Openness and Sharing

The openness of the network circle layer is reflected in two aspects, namely the openness of the circle type and the openness of the people who enter the circle.

With the expansion of the scope and frequency of population movement, different small cultures with regional, ethnic and religious colors are gradually intertwined but difficult to blend, so the birth of new cultures is needed as a cultural support for people when chatting. This demand is amplified on the Internet, so different new and dynamic circle cultures have emerged. Most of the creators and maintainers of these subcultures are young users, and the types of circle cultures created are as open and novel as they are. Netizens will not resist it because of other factors, but look at and even participate with an inclusive attitude and vision. For example, the "two-dimensional culture" that prevails among bilibili users is due to the introduction of Japanese animation in the domestic market, which in turn leads to commercial products such as two-dimensional games and physical two-dimensional peripherals; The recent rise of the Luckin brand has led to the rise of "coffee culture", and no one could have imagined that coffee, considered a high-end beverage imported from outside, would be the best choice for every-

one to start the afternoon.

Peng Lan's Introduction to Network Communication (Fifth Edition) divides the network community into two levels for research: closed group and open group, and adds: in the process of network development, more and more network groups show openness, and group members may not have group consciousness, but they will also form mutual influence, and sometimes even produce consistent behavioral ability. Such groups are also fluid, and some can even be seen as temporary, they are only activated under a certain goal or action, and once the action is completed, the group disappears [8]. The network circle layer is one of the open groups, there is no fixed place, there is no fixed group of people, the Internet platform is completely open-air, as long as there is a willingness to express opinions, you can participate in the discussion at any time.

The sharing of discourse, the accumulation of networks, and the centripetal nature of the circle make the discourse of the youth network circle present a distinct internal sharing, that is, the sharing of semantic content, emotional value, and expression form organically connects the members of the circle and promotes the homogeneous interaction flow within the circle [9].

3.3. Conscientiousness

The formation of the network circle does not need to go through a strict process like the birth of a social organization, and its process is spontaneous from birth to expansion, which is due to the fact that the Internet, a large-scale and uncertain place of activity, requires it to have strong self-management ability, and on the other hand, it is also due to the vigorous vitality given to it by its main participant group - young people.

The first step in the formation of the network circle is the convergence of personnel, and the way to attract the crowd does not rely on traditional marketing propaganda, but based on the natural approach of interest, the way is nothing more than the accurate push of big data or spontaneous retrieval, and then spontaneously participate in the discussion, with the gradual increase in the number of discussion groups, the circle is naturally formed, due to the lack of appropriate standards for the determination of the circle, its formation process is also quiet.

Since circle culture is a kind of subculture, it naturally produces cultural value. Based on this cultural value, there will be related group behaviors, which are almost all done spontaneously by people in the circle, and are publicized through the Internet to attract people in the same circle to participate. For example, the extremely popular "cos" in the anime circle, anime lovers will wear the costumes of virtual characters and makeup dressed as virtual characters, and express their love for the characters through the high degree of restoration, and the profession of "coser" came into being, and many game and animation manufacturers will choose to cooperate with "coser" to preemptively warm up new characters, and have achieved the purpose of attracting players and showing characters by using the popularity of "coser".

After the formation of the subculture, it will naturally produce commercial value, and it will naturally attract people to explore and use. For example, there will be people in the fiction circle who produce physical peripherals related to virtual characters, and assign higher value to their goods through the attraction of characters; The fandom will produce support items for their idols, and fans will help increase the influence of their idols by increasing the purchasing power of the support items; There are also many products that will choose to link up with the game circle to further open up their own market within gamers.

Due to the lack of institutions and organizations to manage these circles, the organization and participation of these activities, the production of goods and the purchase of customers are not promoted by personnel, and the reason why they can be carried out spontaneously is nothing more than the recognition and support of the circle culture by insiders and the rich commercial value naturally nurtured by the circle culture.

3.4. Exclusivity

The results of the questionnaire show that although netizens have their own opinions on the basis of the division of the online circle, they have quite high requirements for the purity of the internal personnel of the online circle. When asked "Do you think that the online circle needs a certain entry threshold", 72.89% of netizens chose "yes, otherwise it is easy to have disagreements".

This divergence may come from both inside and outside the circle. A large part of the reason why netizens choose to socialize in the Internet circle comes from the fact that the people in the circle are in a common meaning space with themselves because of their love for a certain topic. Bilibili users only need to type "QAQ" on the barrage, and other users can quickly respond This is sad, because the vast majority of users belong to the circle of the anime circle and have some understanding of the symbolic language used in this circle. If you meet people who do not belong to this circle, most people's choice will be perfunctory or not at all, this is because modern people are more inclined to simple and direct communication, and are unwilling to spend too much time explaining this matter, and secondly, because most of the people in the circle are proud of themselves to belong to some emerging niche cultural circles, and are hostile to other people who do not understand the culture of the circle but insist on joining, thinking that they want to encroach on the "cultural island" that they and other enthusiasts jointly guard. The hot "cos culture" in the anime circle mentioned above, insiders have very high requirements for this, believing that the degree of restoration of its cos is a reflection of the character's liking, and if they encounter a cos with

a low degree of restoration, insiders often express their disgust mercilessly.

The disagreement may also arise within the same circle or from two circles that intersect but do not belong to the same category. Nowhere is this divide more evident than in the esports world. Even within the same game, there is a high barrier between the pursuer and the gamer. Aside from the reasons for the game's understanding of such specialization, players in the esports circle have been exposed to the competitive sports environment for a long time, and there is a partial disapproval for players who only advocate happy games and don't care about winning or losing. For the inner circle, everyone is in a certain circle for different purposes, some people pay attention to e-sports may be a love of competitive sports, some may just love a certain player, but there is no strict division of this when discussing within the esports circle, which may trigger conflicts. When this contradiction transcends the needs brought by people in the circle, it will prompt people to have the idea of "quitting the circle".

The members of the circle who have entered the circle after the qualification review show a certain degree of activity in the discussion within the group, and can feel that they already belong to a certain group, such as the "fans" in the online fandom. "Fan nationality" is similar to the hukou of the fandom, and only those who have "fan nationality" will be regarded as "their own people" by the relevant fandom people, and at the same time, the self-identification of online individuals with their interests is also realized [10].

3.5. Duality

Internet stratification is a feature that has evolved to adapt to the changes in people's social methods and needs, and its emergence has also caused some drawbacks, causing some netizens to not support it.

Excessive indulgence in social networking at the network level can easily cause personal fear of real social interaction, and avoiding all real social interaction leads to personal disconnection from the real world. In the social model of the online circle, we can only discuss based on our interests, and when we ensure that we have the same level of liking for the topic of discussion, we can maintain a completely equal communication position when talking, which is actually contrary to the actual way of socializing in reality. In real social interactions, we have to carry the identity differences brought about by the social environment in which we live, and the topics we talk about do not necessarily have a common space of meaning. This sense of discomfort for closing the browser and entering the real social communication will cause greater psychological pressure to those who still want to enter the reality.

The Internet circle may lead to the filtering of other information by individuals, forming an information cocoon phenomenon. With the help of big data intelligent push, most of the information that netizens receive every day comes from the content that may be of interest pushed by big data based on ordinary browsing situations, and other content will be automatically filtered out by big data, so that people have a safe circle of social deterioration into an information cocoon. Turning a deaf ear to information in other fields outside the circle will limit our knowledge, and long-term browsing of a single piece of information will not only make us miss other areas that may be of interest, but also make our thinking become single, and develop in the direction of "formula people" who tend to big data.

The exclusivity of the online circle will make many different opinions dare not speak out, and the atmosphere of Internet discussion will show a false harmony. When people use the Internet circle to meet their social needs, it is difficult to accept the appearance of discordant voices, so when they encounter a situation that disagrees with their own opinions, many insiders will attack with words such as "you are also worthy" and "what do you know", because they may offend their favorite things or approved topics, and the language will be more intense. In this context, the network circle may not be a platform for free discussion, but the self-congratulatory behavior of a group of people with the same hobby, and the lack of dialectical views can easily lead to the circle to an irrational extreme.

The improper banning of the essence and dross of the circle culture will have an impact on the mainstream culture and be harmful to the harmonious development of society. Since the formation of the network circle is all based on natural development, and there is no certain department to supervise and discipline it, in recent years, there have also been many social behaviors that have deviated from the track, and the reason for this is attributed to the improper culture of a certain circle. For example, the irrational behavior caused by the fandom's fanatical pursuit of idols, some destroyed a family, some disrupted public order and traffic security, and some caused many unreasonable premium economies in the market.

4. Find Ways to Govern the Network Environment from the Phenomenon of Network Circle Stratification

After the Internet became the main place for people to communicate with each other, it also provided an opportunity for many people who did not have a tight moral standard in their hearts to make waves. The national cyber police can control cybercrime in accordance with the law, but it is difficult to interfere too much with the offensive speech of Internet people. Some netizens regard freedom of speech as a protective umbrella, put on the mask of netizens, rely on the psychological support of the law and do not hold the public accountable, show their teeth and claws behind the Internet accounts, wantonly use the Internet as a trash can for catharsis, and unscrupulously attack other netizens, and even use

the aggressiveness displayed as a capital of pride. In recent years, it is not uncommon to have psychological problems due to online violence, but they often fail to get a better aftermath, and the inability to accurately locate and capture the perpetrator is the biggest obstacle to completing this work.

In addition, there are many cluster activities based on the network circle layer that have been criticized by people. Without the formal sector's management of the network circle and the correct value-oriented guidance, it is inevitable that a small number of people in the network circle will have extreme ideas and develop in the wrong direction. Some people in the Internet celebrity circle do not care about the responsibility of high-quality content creation and correct value-oriented guidance of public figures, and they are only dedicated to traffic, creating many vulgar works, which have irreversibly toxic effects on teenagers who lack the ability to judge right and wrong; In order to express their fanatical pursuit of idols, the fandom did not choose an appropriate way of expression, and the waste caused by the "youth with your fans collectively pouring milk" is vivid, and there are also many fans who have made inappropriate behaviors for idol competition, spreading rumors, smearing others, and repeatedly touching the bottom line of the law; The e-commerce circle is chaotic, the live broadcast brings goods frequently "overturned", and the e-commerce team is focused on marketing, so who is the turn to provide guarantee for product quality.

As a major feature of today's Internet era, we can find some methods for network environment governance.

4.1. Relaxation Is Moderate, and the Barbaric Growth of Circle Culture Is Prevented

The overall process of the network circle is naturally occurring, naturally formed, naturally developed, and naturally occurring related group behaviors, which is not the cause of the chaos related to the network circle, but the inevitable result of the Internet platform socialization, so for this emerging culture full of vitality and self-drive, we do not need to do too much intervention, let alone curb it, and appropriate guidance can prevent its barbaric growth while still maintaining the flow of fresh blood within him.

First of all, we should pay attention to correcting some netizens' erroneous perception of the culture of the online circle. Internet people should not proudly overlook other popular cultures as niche "insiders", let alone show their own particularity with some extreme behaviors. In order to ensure the correctness of the thinking of every insider, it is necessary for other insiders to supervise and guide them when carrying out circle activities, and when there are unhealthy differences, they should use appropriate words to dissuade them, and strangle the behaviors that violate the correct development of the circle order in the cradle. In order to realize the transition from self-improvement in the network circle to self-vigilance in the circle, it is necessary for every Internet citizen to tighten the criterion of humility and use high ideological standards to make themselves realize the high requirements in behavior.

Secondly. For the current network circle, the level of governance is uneven, and the circle layer reflects the individual needs more perceptually. At the national and social levels, it is necessary to improve the laws and regulations on circle governance, and strengthen the management of network service providers on which the network circle is based [11].

Then it is necessary to ensure that the circle culture does not conflict with the mainstream culture. The mainstream culture has been passed down through time, and most of the dross has been filtered by time, and most of what is left behind is the essence of human society that can help human society move forward. This is incomparable to the circle culture. Then, when the circle culture and the mainstream culture have an impact, we should correctly understand the dominant position of the mainstream culture in the social culture, and moving closer to the mainstream culture is also the key way to help the circle culture move forward. When outsiders find that the circle culture is developing in the wrong direction, they should use a highly confident attitude to dissuade the insiders in a timely manner, explain to them the social problems that may be caused by the contradiction between the circle culture and the mainstream culture, ensure the purity of the circle culture, and do not discard the sense of cultural responsibility given to them while being personalized.

In the face of the formation and development of the network circle ecology, the mainstream value supply should also fully consider the profound changes in the communication ecological structure, enrich and update the practice form of mainstream values in a timely manner, and accelerate the construction of a new pattern of emotional, three-dimensional, and precise mainstream value communication, so as to achieve comprehensive and in-depth value guidance and cultural edification for each circle with high-quality supply, and finally realize the effective purification and scientific guidance of the circle value ecology [12].

Finally, it is necessary to ensure that the authoritative creators in the circle have the correct leadership role. The government should strengthen the management of online media platforms and create a real and credible environment for online information dissemination; Encourage content creators to create high-quality content and provide rich and valuable information for netizens; Strengthen the training of online media practitioners, improve their comprehensive literacy and professional level, and promote the widespread dissemination of mainstream values in online media. Methods such as algorithmic recommendations and special reports can be used to increase the dissemination effect of content related to mainstream values [13].

4.2. Add Conditions to Raise the Barriers to Entry in the Network Circle

Most of the contradictions related to the network circle are related to the exclusivity of the network circle, and most of the people rely on certain characteristics of the network circle when they socialize in the circle. One is the demand for a sense of boundary, and the social networking of the network circle has already formed a silent tacit understanding, that is, the non-infringement of the private life of netizens, so as to ensure that the equal position based on the same interests is maintained when socializing; The second is a sense of belonging to people who share the same hobbies and values as you. If there is a deviation in this dependence, it is extremely easy to cause a strong sense of insecurity among netizens, and out of the protection of the social space to which they belong, they will verbally attack the person who caused the deviation.

In order to reduce the occurrence of this situation, it seems that we should not ask too much of the self-protection methods of the insiders, the social space of dependence is destroyed, and discomfort and resistance are inevitable. Under the premise that the network circle itself has a high degree of openness, we should ensure that the protection of the orderly development of the circle can become a feasible solution by raising the speech barriers of the network circle. In order to have a discussion on an Internet platform, it is possible to set a certain number of views as a premise, and this number of views can be measured by the time spent on the page or by the number of posts viewed. With this advance preparation, you can not only improve the efficiency of the discussion by understanding the culture of the circle in advance, but also use this period of time to organize the language to prevent the direction and central idea of the discussion from being biased.

The establishment of this threshold reduces the possibility of causing online disputes for outsiders who may disrupt the order of the circle. The first is to give a long buffer cooling-off period to ensure that the speech is really a valuable opinion with discussion value rather than an impulsive remark; secondly, it is used to grasp the overall trend of the topic in the circle, and prevent the position of the discussion from being inconsistent with the others in the circle; And for people who are full of opinions about the circle itself and deliberately find fault just to vent, this threshold can also keep him out, because this venting of dissatisfaction does not seem to be enough to repay a long period of waste.

4.3. Perfection and Perfect Technology as the Foundation for Development

Technology is also needed as a weapon to achieve effective governance of the cyber environment, as development technology can also play a crucial role.

Optimize the information recommendation algorithm and introduce a diversified and cross-circle content recommenda-

tion mechanism to ensure that young people can access more diverse information. In addition, there are often data silos between different online platforms, resulting in poor information flow. By strengthening cross-platform data integration and sharing, the comprehensive flow of information can be realized. For example, the establishment of unified data exchange standards and the encouragement of open API interfaces between platforms allow users to easily access content and services from other platforms on one platform [14].

If we can grasp the scale between the privacy protection of Internet citizens and the transparency of netizens, and through the disclosure of information in the circle of netizens, under the self-restraint of the sense of belonging of the Internet circle, we may be able to restrict and alert the words and deeds of Internet people.

Most of the occurrence of network group polarization is due to the lack of correct prediction of public opinion in the early stage, and before the large-scale outbreak of public opinion information, it is easy to cause hot information to spread among various media, triggering resonance between media and leading to public opinion storm, and public opinion polarization caused by resonance between media can be avoided by preventing public opinion information [15].

Abbreviations

Cos   Cosplay
App   Application

Author Contributions

Xiong Yiren is the sole author. The author read and approved the final manuscript.

Conflicts of Interest

The authors declare no conflicts of interest.

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