

Role of Information Technology in Social Society and Cyber Bullying as a Contemporary Issue in the Society amongst Teenagers

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Abstract:

Modern day times as mediated by information technology have eased the way people interact, especially as mediated by computers, mobile gadgets and through telecommunications. Video games is great educational potential, and same popular in every age of group(Suhaib, 2018), Also, through the rise of social interactivity through social media, the world has been reduced to a global village and in the same note accelerated the freedom of expression. Nevertheless, a myriad of societal issues has developed, arisen by this adage of information technology. As a result, this paper would like to succinctly preview cyber bullying as one can recount from this adage of information technology. To highlight this, this paper will take account of previous cases as reported in the media and analyse its impact. Also, through the various postulated methodologies recommend an apt manner through which authorities and the society at large can deal with this menace.

Keywords —Cyberbullying, Social media, Virtual networks, Contemporary, Teenager, E-learning, Mixed-method

I. INTRODUCTION

According to D'Antona, 2010, the misuse of interactive and digital technologies or the internet, where dominant groups abuse authority by intimidating less central groups could be considered as cyberbullying. Many articulate cyberbullying as a by-product of the capitalist instinct as it prevails in the society as a form of advocacy for personal progression above any other goals. As a result, children from a tender age have always been encouraged to be the best over any other people. Gathering from these, instincts push them to achieve these socially advocated results, no matter the limits that they have to push (Hay, Meldrum,

&Mann, 2010). Some may result in overriding these instincts in most instances as a means of personal survival by dominating others and in other instances pushing others out of the competition by intimidating them. Racing Games are most popular in teenagers, the present study interdicts access throughout mobiles mobile-phones or tablets to control and comparing steering control of racing game(Suhaib, 2018).

In the modern adage, through communication devices and the internet, a fertile ground has been borne that has allowed for bullying. Additionally, given that the internet affords anonymity, this has provided a rise in instances of cyberbullying. For the most part of it, cyberbullying has had negative

impacts, as gauged on a societal level, on those who have been victims of the same as previewed below.

II. RELATED WORK

A survey in the year 2017 found that almost 59% of teenagers in the United States have experienced bullying online while another 42% of Instagram teenage users have also reported to experiencing bullying (Juvonen & Gross, 2008). Cyberbullying may take the form of an argument soaring where people take sides in an argument and join in arms to insult one party. Another instance of cyberbullying is where a bully may choose to humiliate a victim by sending hurtful emails, images or text messages to a victim. Denigration is also another cyberbullying where a bully chooses to tarnish a victim by hurling attacks through the spread of false humiliating information. Finally, there is also an instance where a bully may assume the identity of another individual with intent of causing malicious intent to a victim with the credentials that the bully poses in their impersonated mask. Below is a table highlighting social media consummate in the United States of America by teenagers.

Out of studies conducted with regards to the effects of cyberbullying, bullying has been shown to heavily contribute to emotional damage to their victims, a factor that has foreseen extreme cases of suicides by these victims foreseeing that most of them have found it difficult to admit to these effects. In a study conducted by the Cyberbullying Research Centre, a sample size of about 468 students were gathered. Out of these students 39% admitted to feeling frustrated, 36% admitted to feeling, and 25% admitted to feeling sad about having being bullied. Robert Agnew, a sociologist, hypothesized the Great Strain Theory which postulated that victims of instances of bullying had been found to develop problematic emotions which further cause deviant behaviour (Hay, Meldrum,

& Mann, 2010). Additionally, D'Antona, 2010, have reported the victims undergoing a vicious cycle which has resulted in the emergent antisocial behaviour in the victims, as they try to find an outlet for their frustration and anger.

In a similar context, as studied by the Office of Juvenile Justice and Delinquency Prevention, bullying also has a toll on the bullies. From the report, about 60% of teenage males with tendencies of bullying were convicted with a felon at least once in their adult life; this is in contrast to 23% of those convicted but did not bully (Smalley, Warren, & Barefoot, 2016). Further studies as reported by Smalley, Warren, & Barefoot, 2016 show that bullies have been reported to use it as a mechanism of coping which has equally lead to the development of a vicious cycle for both the bully and the victim. Borne out of the above, it is evident that bullying has a substantial negative impact on the society, the effects of this have been long-lasting, and in some cases individuals have felt its repercussions throughout in their life.

III. METHODOLOGY

The effects of cyberbullying in society were studied amongst students in a school. Using various sources of evidence, this research synthesized case studies to study the topic under scope. The primary advantage of using a case study is in the providence of comprehensive and rich information concerning the phenomenon under scope. Additionally, it provides a holistic understanding of how different synthesized elements within the case study interact, and in the same context how they affect each other (Elamé & Boaretto, 2013). A mixed-method approach was utilized in this context in aiding this research to utilize various methods of analysing and collecting data from qualitative and a quantitative approach of this single research study.

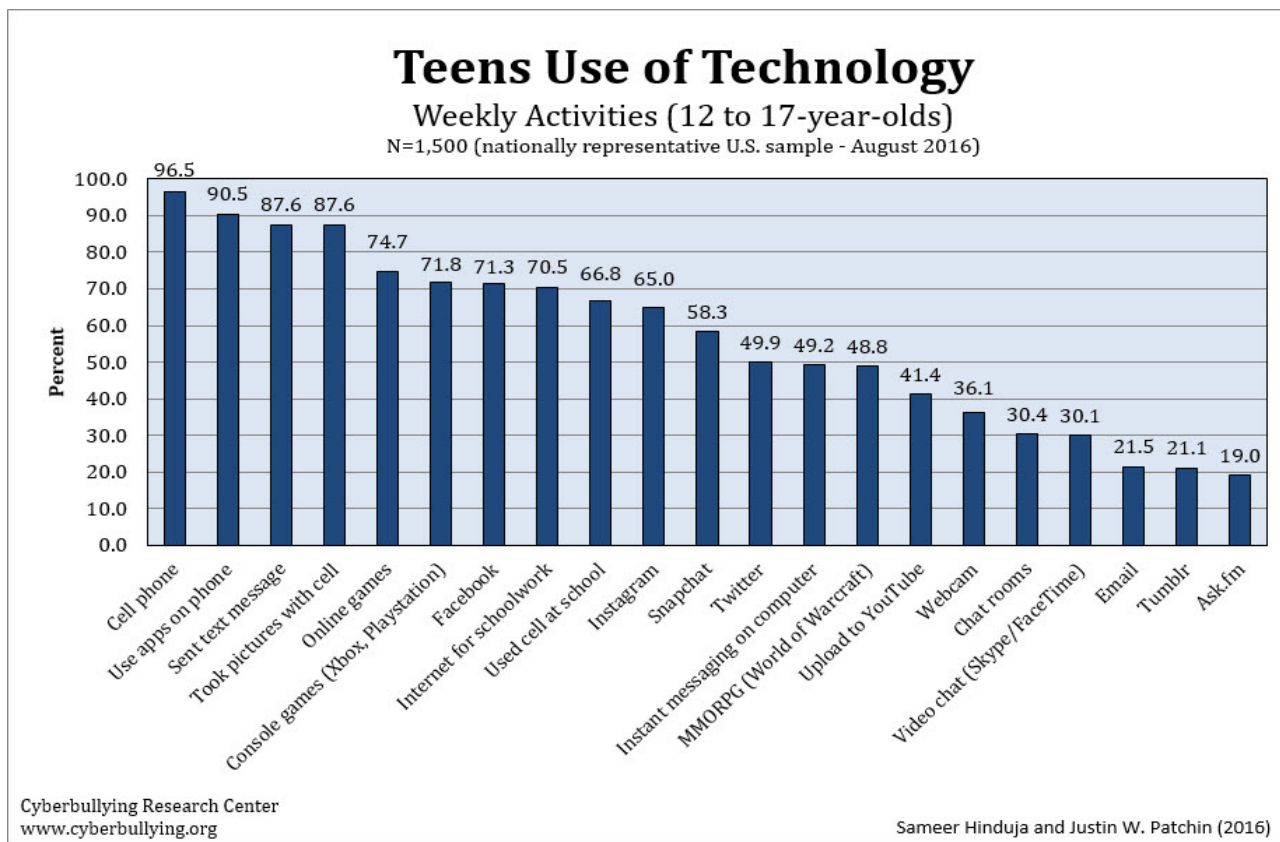


Table 01: Technology Usage in Teenagers

IV. RESULTS

In total, the participants involved were 67 and out of this number about 84% participants confirmed to owning a cell phone and also had access to the internet, the rest surfed the internet through their relatives or friends cell phones. The majority of the participants, about 80% confirmed that their favorited site was Facebook and they accessed it regularly. Also, about 84% if the participants confirmed to using social media almost daily

From the study, participants affirmed having experienced some of the highlighted forms of cyberbullying frequently. Also, out of the participants, about 68% confirmed to have been victims of harassment, mainly sexually through sexual videos or pictures posted on their social

media pages, 66% experienced false information about them having been spread about them, another 65% confirmed to have been victims of hostile text messages, 61% reported being victims of harmful messages being propagated based on their background, 60% were victims of harmful name-calling, and another 55% have been victims of name-calling.

Out of the above, many of the contributors affirmed to having been affected negatively in their emotional well-being by the instances reported above. Out of these individuals, 21% of the individuals confirmed to lacking in self-confidence due to cyberbullying, 35% were feeling depressed by these instances, 23% had suicidal ideations, and another 6% were feeling frustrated.

From the results borne above, the results of the study show an alarming rate on the impacts of cyberbullying to teenagers, mainly those who are school-going. As a result, this may have a negative impact on their academic performance, with a likelihood of some skipping school and others quitting school. Additionally, it may have a negative impact on the students' grades, with a majority likely to drop their marks and some even being forced to repeat a grade. However, the most problematic effect is the suicidal ideation by the participants and the likelihood of some resulting in self-harm.

V. METHODOLOGY

The results of the above study show that the effects highlighted may be experienced by other students elsewhere in the world. Also, it shows that even though students have access to cyber technologies, they have not been equipped well enough to prevent and cope with its associated adverse effects. As a result, this study recommends that there is a need for schools to appoint a counselling teacher and the consequent establishment of anti-cyberbullying policies within schools (Starrett & Fredrickson, 2015). Adoption of these policies, however, should be implemented with cooperation between teachers, learners, stakeholders, and parents. Moreover, seeing that universities and governments seeks to expand on cyber technology and e-learning, there is also an urgent need to include cyber protection and cyber safety strategies in the curriculum and in e-learning

training ((Juvonen & Gross, 2008). Furthermore studies on sexual and gender cyberbullying should further be ratified and enhanced.

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