ONLINE BULLYING

INTRODUCTION

The aim of this report is to inform about a recent study about online bullying, that was preformed in our school. It was caried out by the online bullying Research Centre with the intention to find answers to the increase in online bullying amongst teens.

POPULAR SOCIAL NETWORKS USED FOR ONLINE BULLYING

These days almost any online app/site/chat client can be used for online bullying. That said we have some number one contestants such as Face book, Discord, Twitter, Rredit, Instagram, game chats, etc. if I had to put a crown on one, that would be Discord as it is closely related with video games. That means that people can subconsciously connect anger with it, as these days there is a lot of toxicity and raging going on when playing games. it happens when u lose and/or get laugh at by people in the chat or voice chat for losing/not completing something. This slowly makes u angrier until u start doing the same to others and the cycle of toxicity continues. Then toxicity slowly turns in to bullying and in some cases even worse things like racism, sexism, homofobisem, etc.

TYPES OF BULLYING ONLINE

There re more types of online bullying than there re colours in a rainbow, some re worse, some a bit less. The harshnessness of bullying always depends on the situation, for example: if someone is insulting someone’s mother, it would be way way worse if that mom recently had an accident or was greatly injured. The most common types of online bullying re: assaulting, threatening, blackmailing, etc. these can be found from personal dms al the way to public threads, u can easily find this just by going to a video with a touchy topic and looking in the comments for name calling and other general rudeness.

THE REASONS FOR INCRESE IN ONLINE BULLYING

According to the study we conducted on our school, the majority (60%) says that it is caused by the general degradation of young people’s attention spans. Recently there has been an explosion in short 15s videos. We can see this best example of that on the app Tick Tock, an app explicitly designed for this. The attention span degradation is mostly the effect of those video put on display in a satisfying vertical track for the user to swipe threw, combined with a secret future that arranges the order of videos in a way that u have a few normal ones and than 1 or 2 rely popular ones. That makes the app extremely addictive, and it gives u almost like a gambling addiction as is makes u think in a way that maybe the next video will be rely good and give u that dopamine hit. This makes teens also have a shorter temper and does for makes them more prone to online bullying.

CONCLUSION

The results of the study show that we must control the amount of screen time as not to get sucked in the loop of finding that one more dopamine hit. We have come to the conclusion that the most affective way to decrease online bullying would be for parents to give children their phones/computers at a later age (15-17, about when they go to middle school) and to properly inform them in school about the dangers of the internet.

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