

**SOCIO HUMANITIES.**

**ART CRITICISM AND HUMANITIES.**

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**CYBERSPACE AS A SOURCE OF DEVIANT BEHAVIOR OF YOUTH -  
SYMPTOMS AND PREVENTION**

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**КИБЕРПРОСТРАНСТВО КАК ИСТОЧНИК ДЕВИАНТНОГО ПОВЕДЕНИЯ МОЛОДЕЖИ -  
СИМПТОМЫ И ПРОФИЛАКТИКЕ**

**ABSTRACT**

*The aim of the study is to analyze, from the point of view of socialization, a new area of social activity of youth and children, which is cyberspace, the most important sphere of a new form of communication and social functioning of a modern man. The analysis of the specific nature of cyberspace shows the risks associated with its use, those risks interfere with the process of socialization and lead to many pathological behaviors, mainly cyber aggression and cyber addiction. It also identifies the need to prevent negative influence of cyberspace, which can be seen in the sphere of education.*

*Keywords: socialization, upbringing, cyberspace, cyber aggression, cyber addiction*

**АННОТАЦИЯ**

*Целью исследования является анализ нового направления социальной активности молодежи и детей, которая киберпространство, в настоящее время наиболее важным уровнем общения и новая форма социального функционирования современного человека. Автор анализ указал на риски, связанные с использованием киберпространства, которые мешают процессу социализации и приводит ко многим патологических форм поведения, особенно кибер агрессия и кибер-зависимость. Он также указал на необходимость предотвращения негативных последствий киберпространстве, которые могут быть приняты в сфере образования.*

*Ключевые слова: социализация, образование, киберпространство, кибер агрессия, кибер-зависимость.*

The rapid development of interactive and mobile information technology, in recent years, has led to the creation of a new area of social communication and human functioning, called : cyberspace which usually is referred to as a virtual space of the Internet and other digital media. Using the resources of cyberspace is now indispensable in almost every aspect of human activity. It should be noted, however, that cyberspace beyond not only create development opportunities in the areas of research, education, activity, rest, relaxation, but also becomes a source of many threats.

Cyberspace not only enhances cognitive abilities and education and enables rapid development of civilization, but also is the site of various risks especially unfavorable for the proper development of children and youth, such as aggression, violence, substance

abuse, manipulation, propaganda, disinformation. Cyberspace is often also a place for the spread of many other phenomena of a social pathology, and especially such as: crime, cyberterrorism, hacking activity, piracy, pedophilia, gambling, etc., The list is still growing. Potential risks faced by users of cyberspace are therefore a serious problem especially in the sphere of education, socialization and upbringing. In this study, not about criticism of cyberspace, but above all to show the dangers posed by improper use of its resources for young people. This problem requires in-depth research on the basis of interdisciplinary and is a major challenge for the specialists of many disciplines, especially psychologists and educators, parents who next play a key role in the sphere of socialization and education.

On the specifics of cyberspace suggests researchers dealing with this issue [7, 13, 14,15, 23]. We

can distinguish at least four recognized definition the term „cyberspace”, such as:

- space open communication via the Internet or other networks forming system links information to help users contacts, including contacts in real time (the context of this definition, cyberspace is seen as a channel for information exchange.)
- space created by computer graphics in personal computers.
- virtual reality (it is assumed here interchangeability of these two terms).
- environment ideal for the interaction of different media, enabling the construction of works of art (this is a comprehensive set of data to create the work).

Given the characteristics of cyberspace can be described as an open space for electronic communications, risen from the internet links, which is characterized by openness beyond the processability information, computability, plasticity, fluidity and interactivity. It should be emphasized that cyberspace creates new, previously unknown, and basically anything not limited effects on humans. It affects even the realm of beliefs and moral beliefs, and for many people it becomes an authority. Issues concerning the participation in cyberspace socialization and education is therefore very broad and can be interpreted in many contexts [22]

The negative impact of cyberspace on a man can be presented in categories of threats that concern the following areas:

- cognitive: uniformity or reduction of experience, limits in the teaching of perception of problems and creative thinking; the dominance of image over content and so-called verbal content, so-called information flood
- emotional: the problem of addiction to the Internet (the excessive use can lead to so-called Internet addiction)
- will and reflexion: atrophy of autonomy and a sense of subjectivity; manipulating one's own identity)
- interpersonal relations: a gradual reduction of teacher-student relationship; impoverishment of direct social contacts, triggering aggressive behavior (i.e. cyber aggression and cyber bullying) [2].

Moreover, there may be factors that modify the risk of renovation threats on the vulnerability of younger users on Internet addiction and the compulsive behaviors in patients with a certain type of personality [11, p. 74-81 ].

Among the threats present in cyberspace, it is essential to pay attention to the phenomenon of cyber aggression, which can come in all of us. Cyber aggression is in the form of graphic visual images depicting acts of physical aggression or verbal, made by one man against another [8].

In particular cyber aggression is present in violent computer games. It should be emphasized that most used by children and young people are the so-called game. „Playing aggressive ", dominated by extreme forms of violence, including the killing.

As emphasized by Polish researchers of this issue, before the child reaches 20 years of age becomes,

in cyberspace, witnessed about 10,000 murders and over 100,000 other acts of violence [4].

Analysing the resources of the Internet can be said that cyber aggression are not the phenomenon of sporadic, but the problem with which its users are confronted on a daily basis (eg. cyber verbal abuse, especially the perverse expression of Internet users can already be found on the first pages of portals) [1, p. 253-261].

A phenomenon directly related to cyber aggression is cyberbullying, which is a new form of persecution of other people using modern media and technology - instant messaging, discussion forums, blogs, websites, SMS or e-mails. (Some of its manifestations are also called electronic bullying). Cyberbullying occurs most often in the form of challenges lie ahead, frighten, humiliate other people on the Internet or by phone, (eg. To perform somebody pictures or movies without its consent, posting on the Internet, sending pictures mobile phone or via the Internet, the performance of films or texts, that someone insult or ridicule, impersonating someone in the network to break into online accounts eg. social networks), etc.. not without significance is the fact that the behavior of the perpetrators of cyberbullying (evidently contrary to the social norms) are anonymous and therefore They are not subject to control and moral judgment, which favors the escalation [1, 17, p. 253-261].

The behavior of overcrowded mutual aggression becomes, especially for young audiences, a model to follow and reproduce this form of discussion and can shape the belief that a high level of verbal aggression and disregard and even contempt for a man with different views is normal, effective and socially accepted .

Analyzing the destructive dimension of cyberspace, we can not overlook the fact that the dynamic development especially internet and mobile telephony, increasingly widespread becomes a problem called. Cyber addiction is a new kind of addiction, without the addictive substance, referred to as the addiction psychological addiction, forcing the search for an item or perform a specific task, as opposed to reliance on chemical dependence - when the body is asking for specific substance to be able to function [10, p. 26]. In the case of cyber addiction chemical does not play any role, but the problem becomes a specific object or behavior with its use. An example of the most rapidly spreading form cyber addiction is Internet addiction and dependence on mobile phone.

It should be emphasized, however, that term of cyber addiction is defined as a new, rapidly spreading phenomenon which can be interpreted in two ways, i.e. , as: 1) addiction to objects (electronic media) and activities related thereto; 2) dependence on the content of what is communicated through such media. The specificity of this addiction manifests itself mainly in the inability to exercise control over the use of the media device by the individual, which leads to the occurrence of psychological stress, causes negative physical effects, limits and impoverishes one's activity, prevents the personal development and leads to the destruction of the basic dimensions of current activities : family, social, school and professional spheres [10, p. 197-198,

16, p. 117-120].

Let us note, however, that with cyber addiction can speak only when the use of a specific media device begins to interfere with daily functioning (at work, direct interpersonal relations, implementation of previous interest) and represents a kind of substitute for real life, and also causes certain consequences of mental, physical and social. We will ask also that cyber addiction is a multidimensional phenomenon far beyond an inordinate amount of time spent in contact with the subject of addiction posing threats in different areas of individual and social human functioning, particularly in the area of direct relationships [6,19, 5, p. 879]. The essence of this phenomenon is reflected in the loss of freedoms and narrowing the field of life of human activity, which in many cases is limited almost exclusively to perform activities related to the subject of addiction. This implies that both family matters, as well as the responsibilities of the school and the unions are relativized and increasingly pushed to the margins, and the addict begins to spend them less attention and time. Consequently, this leads not only to disorder or outright destruction of intrafamily relationships, friendships and other important hitherto forms of activity (study, work), but also to deconstruct the system of values, loss of existing interests and forms of entertainment, aspirations and important life goals.

In the literature there are more than two terms defining this type of addiction, they include such as: Internet addiction, infoholism, information addiction, netoholism, interholism, dependence on technology, etc. It should be noted, however, that the currently existing classifications of psychopathology there is no such entity as nosological. An attempt to define this term is therefore a difficult task because cyber addiction was not yet included in the current classification of diseases. Efforts are, however, trying to determine the diagnostic criteria cyber addiction [3, p. 377-383 8, 18, p. 207-216, 21, 23,24].

On the issue of people affected by cyber addiction also indicates a growing number of therapeutic programs modeled on those used in the treatment of alcoholics and pathological gamblers. In recent years, with the increasingly common problem of cyber addiction, numerous organizations and aid centers especially for addicted Internet users. Assistance in this area is carried out very widely in the United States, where he established both a lot of these support groups [20], as well as a number of specialized treatment centers of this kind of addiction. Similar activities are also already in Poland [12].

#### Summary

The analysis will conduct analysis leads to the conclusion that the risks faced by users of cyberspace is a serious problem not only in the sphere of socialization and education, but also relate to the broader security context of modern man and his mental hygiene. In this connection it is necessary to more detailed examination of this phenomena on the basis of interdisciplinary specialists in many fields. These issues should be

the focus of research interests, both psychologists, sociologists, doctors and specialists from other disciplines.

It should be emphasized, however, that cyberspace can not be seen only in a negative way „ and blamed "for appearing in the pathological phenomena. Let us remember that „ Not everything in the mass communication is the manipulation, seduction „ "or progress, but with the existing dangers to be aware, to counteract them and benefit from the opportunities posed by the mass media."

Please note that cyberspace plays a very important role in education in various forms of education. We must therefore ensure that that cyberspace does not become a source of deviant behavior, particularly substance abuse and violence, but it was a positive and creative space of socialization and education, favoring the full and harmonious development of man. It is one of the most urgent tasks facing especially before major educational environments, namely the family and the school in an era of dynamic development of cyberspace.

It should also be emphasized that it is not just about to educate students in the field of computer and software tools, system or utility. It is important especially to disseminate knowledge about the proper use of cyberspace in the process of education and self-education.

Particular attention should be paid to the threat posed by cyberspace - especially in the education of the youngest pupils. In order to eliminating such threats, it is necessary preventive actions to be pursued primarily for equipment especially a young man in the ability to use cyberspace in a clearly defined purpose, as well as planning and controlling the amount of time for use of the cyber tools.

It is not only conducting appropriate in this field educational activities and education among children and young people, but also to sensitize and raise awareness adults on issues concerning the risks associated with the use of cyberspace. Those measures will allow for easier and quicker identification of disturbing symptoms and early and appropriate response to threats arising in the event of improper use of the resources of cyberspace.

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