



e-ISSN: 2319-8753 | p-ISSN: 2347-6710

IJRSET

International Journal of Innovative Research in
SCIENCE | ENGINEERING | TECHNOLOGY

INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

Volume 10, Issue 11, November 2021

ISSN INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA

Impact Factor: 7.569

 9940 572 462

 6381 907 438

 ijrset@gmail.com

 www.ijrset.com



With Advancement in Technology and Increasing Cyber Space Industry, What Has Been the Impact on the Young Mind

Dr.Sumanta Bhattacharya¹, Bhavneet Kaur Sachdev²

Research Scholar at MAKAUT, Public-Foreign-Defence Policy Analyst, C.E, CH.E, CCIO, M.Tech, MA in Development Studies, LLB, M.A in Security and Defence Law, DIA&D, DG & GS, PGCPP & A, MPI(oxford University), India ORCID ID : 0000-0003-2563-2787¹

Political Science hons (Calcutta University), Masters in Development Studies, India²

ABSTRACT: Every day we hear cases of cyber crime happening across the world, with rise in internet connectivity and online game addiction we see that told people live more in the cyber world than in real life. Internet has totally changed our life, it has its both possible and negative impact on people, with the creation of social media platform we have seen the way we communicate with people has shifted more to a digital platform than face to face, the gaming industry has earned maximum profit with the launch of video games, there are earning in billions and so are the YouTube channels and in fact teenagers have become addicted to gaming industry, in particular PUBG is dominating the industry this addiction of gaming online has made the teenagers violence and socially isolated with many have died due to constant playing, the maximum time recorded it 50 hour at a stretch after that the person die out of heart attack, we see a lot of dating apps where people are sharing their information and has formed the grounds for cyber blackmailing, webcam sex, cyber buying, we also see a rise in child pornography using, people are earning through video games and then using it to buy online drugs, with the use of artificial intelligences people are creating id and blackmailing people many have lost crore due to cyber blackmailing which is amplifying everyday which calls for action from the government.

KEYWORDS : Cyber crime, cyber world, gaming industry, YouTube, teenagers, cyber bullying, cyber blackmailing, artificial intelligences

I. INTRODUCTION

Information and Communication Technology has brought ample amount of benefit to the world, it has changed the way we communicate with people, our lives have totally changed with our dependence on technology for uncountable purposes, from online shopping, paying bills, online money transaction, playing video games, today we see a rise in playing video games more than people going outdoor and playing, the gaming industry has grown over the years and they are earning in billions today. Cyber world have developed and growing at a rapid pace from 2000s with people being active on social media, facebook, whatsapp, Instagram, Online dating apps, Netflix, Amazon Prime, youtube channel. Billions of people across the world are using these apps which has resulted in massive gain for the companies, you will hardly find people who have access to Internet not using these apps even today some kids have their accounts on these media, if your Youtube channel receives many subscribers you can even earn a lot of things, then you have online job officers or you can say work from home, there are many websites where you even study online. This how the cyber work has developed over the years providing humongous benefit to the human civilization. Digital education digital economy everything has gone online today especially in the COVID-19 pandemic, the gaming and the youtube industry has earned in billions as everyone was playing, how can be forgot about PHUG, the game that has attracted the attention of people across the corner which was launched by China, by China has collected data and led to Cyber warfare. Let's have a look that the other side of this amazing technology and how cyber is ruling the 21st century, this is the age of cyber warfare where India has been a victim many a times, we have thousand cases of cyber crime reported every day, child pornography, cyber violence, webcam sex, credit frauds, job frauds are all part of the cyber world, a person who lives in Dubai can blackmail a lady living in India and ask for money which is an example of cyber blackmailing. Dark Web were we have access to drug, you can purchase drug online from any part of the world where very few have access, it is through dark web that so many young youth have got accessed to Drugs then we have many such activities happening on the social media, gaming online followed by dating apps which has resulted in



online violence , it the young generation which has become a victim of this new cyber world , in fact many of the children are kidnapped through online forums where they interact and ask to meet , Artificial intelligence has contributed well to this game by creating fake profits of people and blacking the young generations who are new to this platform .

II. RESEARCH METHODOLOGY

For the purpose of this exploration , I have used a amalgamation of two of the archetypical social sciences research tools application –as they are authentic and brilliant method to assemble statistics from multiple appellant in an methodical and convenient way . Question were asked to the common youth , teenagers , parents ,women , psychologist survey , interviews –consisting of several interrogation which were dispersed among representative of each contender group .

Objective of the Research Paper

The main areas of exploration in this paper incorporates

- 1.Cyber world and increase in crimes.
- 2.Gaming industry and its impact on human mental and physical health .
3. Difference types of gaming and its affect .
- 4.Future of cyber world and cyber security in India

III. LITERATURE REVIEW

There are apps like patron where you pay and get access to your favourite artist work , song before others .People who are on Patrons they earn from supporters a person can earn up to 2 million monthly supporters , it's like a Youtube but you earn a lot it has 10,000 members have earned \$ 35,000 million annually . There are many dating apps like Yubo , Quack Quack , wooplus , jaumo, Mingle 2 and many others on these profiles the young generation share their pictures and details which are further use to blackmail them creating mental stress on them. People even meet you on gaming website and share interacting with you , where you share your taught and in more cases land up being friends with them , without knowing anything about them , these gamers and fake profit created people are actually members of terrorist groups , we have also seen cases of webcam sex where a girl is forced to show a pictures in a naked state , and these pictures become a part of pornography or some become a victim of human trafficking and prostitutions , some people in order to earn money have joined apps like OnlyFans, IsMyGirl you will see many people have apps created on this profile where a person can become rich in a month and have millions dollars . during the period of pandemic 20,000 new people joined the app in a single day ,people have earned more than 35,000 pound per month where both boys and girls share their pictures booting the Sex industry , Webcamming has also amplified during the corona period , it is a platform where people don't prefer to talk , Internet has change the way we do business , there are chatrooms and here you don't have any regulations to follow , it is not just female who perform we also have male and transgender performing, some of the platform are : Chaturbate and MyFreeCams and we also have cyber Voyeurism Apart from that we have Sextortion , Sexting , Digital Disrespect , Cyber bullying which has caused many to commit suicide due to mental pressure , where anonymity has a greater impact , these al incidents have lead to the development of abnormal sexual behaviours in Human we have Exhibitionistic disorder , Pedophilic disorder aroused by children , Transvetic disorder which includes cross dressing , Voyeuristic disorder that is peeping tom , Fetishistic disarray , Frotteuristic disarray , Erotic Masochism Disarray , Erotic Sadism disarray, Acrotomophilia , Necrophilia , Maiesiophilia and Plushophilia these are all sexual behvaiour have affected the life of many teenagers . Asia is every largely effected by Sugar Daddy's which means Paying in cash for webcam sex, there are ample website to promote this culture and sugar daddy usually keep nude selfies as insurance with them , these are some of the affects caused by Cyber world on young youth and Teenager.

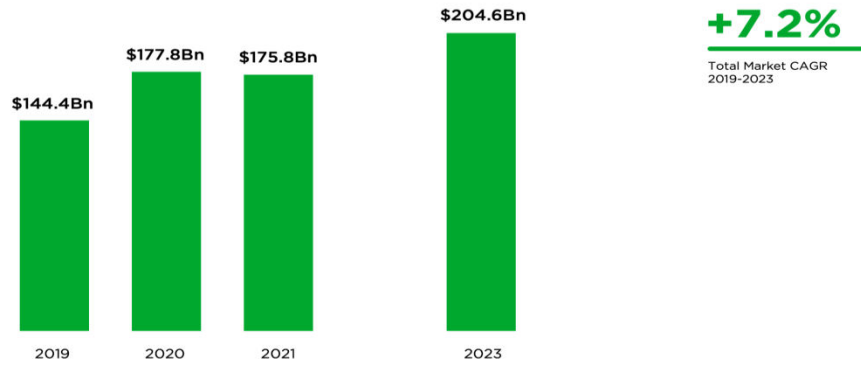
IV. FINDINGS

3.1 Billion population play video games across the globe , out of 1.5 million in the Asia Pacific region, for many player teenager playing video games is a hobby , you can even earn by playing video games , there are different categories of video games starting from car race to bike race, murder ton killing , we have many violent games also which majority of the teenagers like to play .The first video game console was released in 1972 and over the year it has developed with new version of PSU , Gaming cafes have grown across the world and in India we are seeing a rapid rise in video gaming , but bank schools , colleges and tuitions and sit for hours playing video games in gaming cafe which has caused serious health issues , in fact many gaming cafes are open the whole night and people come and play mostly



adults and teenagers , playing games have also made them violence in nature and some have died playing video games on the road and there are even incidents that when you lose a game to out the frustration on your family members like from physical abuse or mental abuse. Pubg has been dominating the gaming industry for the last few years , every second teenager is found playing Pubg in India . Pub has earned maximum profit from India .

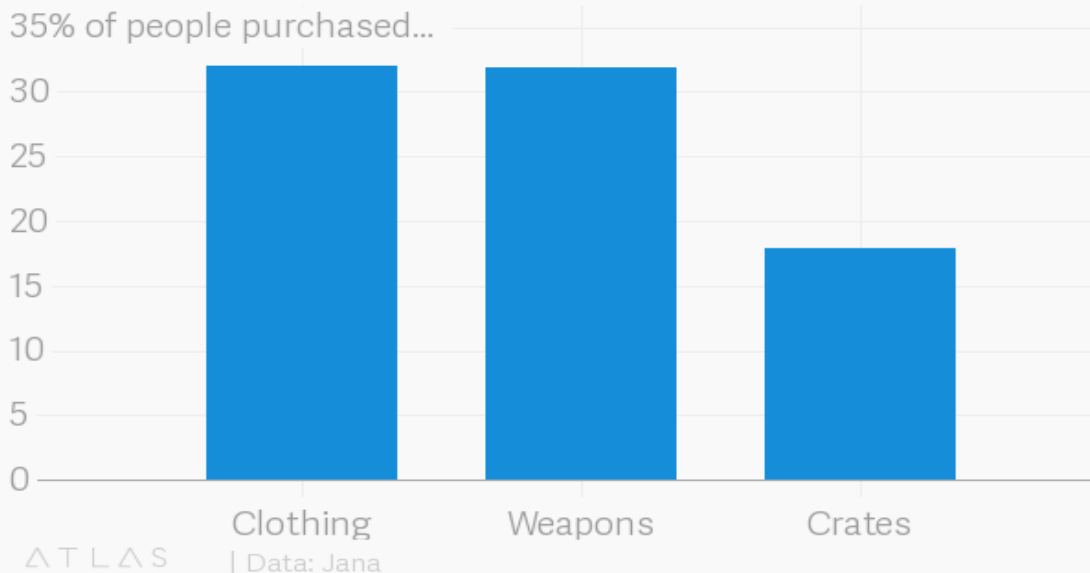
Global Games Market Forecast
Forecast Toward 2023



Source: ©Newzoo | Global Games Market Report | April 2021
newzoo.com/globalgamesreport

There have been incidences of PUBG ,like on 28 May , 2019 FurkhanQuerahi would was studying in class 12 suffered a cardiac attack after 6 hours of straight fighting for his chicken dinner in a game on gaming app, PlayerUnknown’s Battleground or PUBG ,a 25 years boy dies out of stroke in Maharashtra after playing PUBG , the boy died out of Intracerebral Haemorrhaging as he was excited while played the battle royale game , a 21 years Indian boy killed his father as his father was not recharging the Mobile data to continue playing the game , PUBG game , a person in Madhya Pradesh drank acid by mistake instead of water as he was so focused in playing PUBG , a boy didn’t pass in this first year pre –university exam as he talked about PUBG game in this answer script , economics exam. A boy committed suicide because he was refused to be given a smart phone to play PUBG .A Chinese boy who was playing PUBG alleged jumped out from the building , these examples show us how PUBG has effected the health of the teenagers .

What Indian PUBG users bought in the app

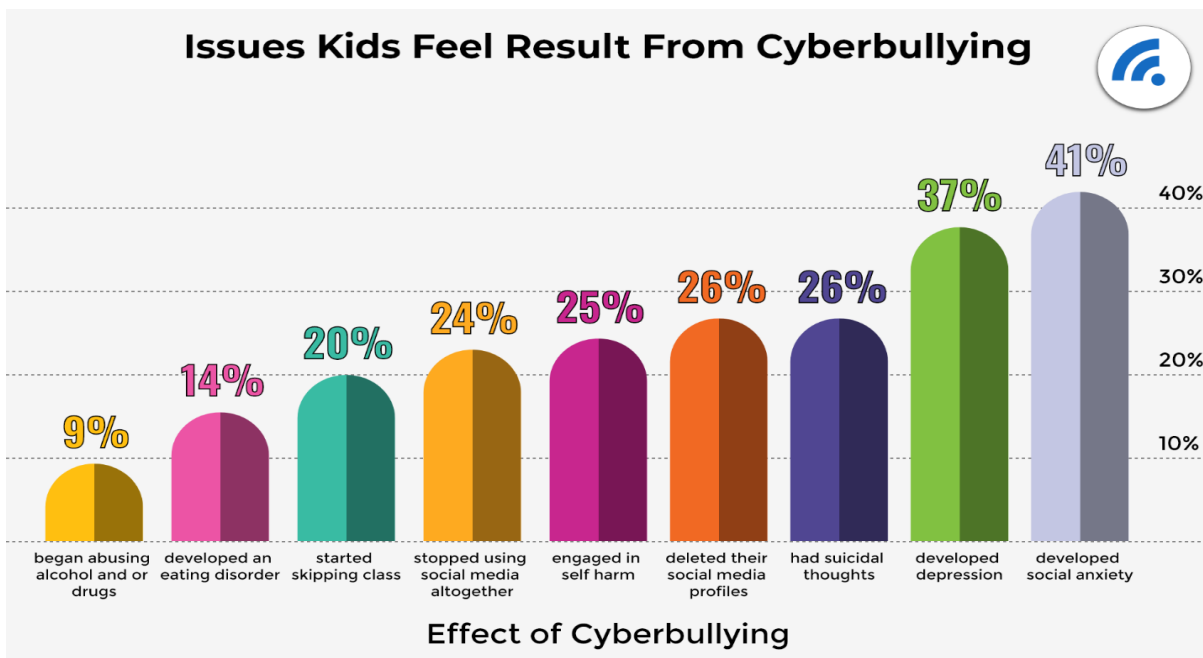




Apart from PUBG there are some controversial Games like Rapelay – games that promotes sex , it puts a gamer in the shoes of a sexual predator and tasks him or her with stalking and have sex with either her sister or mother , Manhunt –is a secrecy footed constancy fright game where the players command a death row prisoner forced to take part in a series of douse films that task him in carrying out a number of different accomplishment .Bully- A aggressive game that praises browbeat and it has a harmful impact on impressionable youth.Postal 2 –a game where almost unthinkable acts of aggressive and Xenophobia appear on a frequently basis and in a number of different ways.Road Rash- is a motorcycle-dash video games series by which digital arts in which player take part in aggressive illicit street races.

We have online game challenges which many people have played like Blue Whale ,which is a suicide game where thousands of people committed suicide in 50 days across the globe, these teenagers have even manipulated their friends to play which caused 16 school girls in Russia to Commit suicide , then we have the Fire Fairy , a five years girl has been a victim of this game where it was said that that she would turn into Fire Fairy by turning on the gas at midnight , followed by which we have the Salt and ice challenge , it an amalgamation of ice and salt which creates a chemical reaction where the mixture gets cold as -18 degree and burns the skin , there have game like online drinking game – Neknominate this is one of the worst game of self harm it was started in Australia in 2014 .

These online games have made people delusional where a Chinese boy played for continues 36 hours and then jumped out to the window and left saying that he wanted to join the heroes of the game . , this addiction has killed many people , in a game called Prius where the parents started to take care of a virtual baby , leaving their own child dead , a boy in Taegu city was playing for constant 50 hours in a gaming cafe and died due to heart attack . These games have a lot of side effect on Human body and creates mental disorder for instance violence attitude among the people who become addicted to gaming , there is social alienation , no empathy , lack of exercise , and false sense of control , playing online games can even led to sexual behavioural change , people might get addicted to pornographic context ,there is also short term and long term affect of this , people may have eye pain due to long hours of playing , there are changes of body being paralysed .In fact many teenagers who enter into crime and commit rape are victims of videos games . many games have been banned still the craz for video games have increased over the years and during this Pandemic crisis young teenagers are seen playing video games all the time , we also have cases of sextortion , cyber bullying , child pornography reported , Children are becoming victim of this and for a country like where we have lack of data security , lack of cyber security professional and infrastructure of cyber , this obvious that teenagers will become a victim of it .





V. WAY FORWARD

It is very interest that parents keep an eye on the children behaviour , for how long they are online , becomes friends with them on social media , who are their own friends , how much money they are spending on video games , if there is any change in their behaviour after playing games or a sign of fear , whether they are using dark web or not , Parents needs to become friends of their children and take with them , if any child is suffering from this gaming disorder or has been a victim of cyber bullying should be taken to the psychologist at an earliest note , steps should be taken by the government to make their data sure and cyber security should be strengthen , teenagers should be motivates to go and pay outside , more physical and face to face chat should be promoted so that teenagers send less time on the Internet . The gaming cafes should set a time limit for players and it should be kept closed at nights . Proper training should be given and the children should be made aware of the side effects of cyber world and online gaming and other cyber crimes and they should be trained how to handle situations if something happens on online platform.

VI. CONCLUSION

Cyber security needs to be strengthen and all kinds of risky games should be banned in India , people needs to be given proper education on cyber crime and cyber security activities , parents should kept an eye on their children . Since the creation of these social media apps the problem has been doubled we have regulate cases of cyber crime cases reports and death caused by gaming , many people have gone through mental disorder and going through psychological disorder . We need to take immediate action before it gets amplified , COVID -19 has been a victim of cyber crime , cyber terror and above the gaming industry is earning in billions where the world in this pandemic is all time on playing game especially the Young generation.

REFERENCES

- 1.S Das , Impact of cyber crime : Issues and Challenges .
- 2.Michael Hill , 2019 , Not all fun and games : Cyber crime and the Gaming Industry .
- 3.Alex Scroxton , 2020 , Video gamers barraged with Cyber attack.
- 4.Boaventura Da Costa , SoonhwaSoek , Cybercrime in Online gaming .
- 5.Kaspersky , 2020, June , Gaming –related web attacks increased by more than 50% in April .
- 6.EJ HAYES , Playing it Sade : Avoiding Online Gaming Risks –USCERT .
- 7.Kumar S, 2021 , May , Cyber crimes in India : Trends and Prevention, Galaxy International Interdisciplinary Research Journal ,Vol 9 , Issue 5 .
- 8.Iqbal J , Beigh Maqbool B , 2017 , December , Cyber Crime in India : Trends and Challenges , International Journal of Innovative & Advancement in Computer Science , Volume 6 , Issue 12 .
- 9.Sarmah A , Sarmah R , Baruah Jyoti A, A brief Study on Cyber Crime and Cyber law's of India , International Research Journal of Engineering and Technology .Vol 04 , Issue 06 .
- 10.Mark D.Griffiths , Halley M.Pontes ,2019,July , The Future of Gaming Disorder Research and Player Protection : What role should the video Gaming Industry and Researchers Play ,International Journal of Mental Health and Addiction .



**Impact Factor:
7.569**



INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

 9940 572 462  6381 907 438  ijirset@gmail.com



www.ijirset.com

Scan to save the contact details