INFLUENCE OF SOCIAL MEDIA ON JUVENILE CYBER CRIMES AND ITS IMPACT ON INDIAN SOCIETY

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Abstract

Cyber communication is society's newest way to interact. Online social networking websites, text messages and emails provide users with an effective, quick way to communicate with people all over the world. Teens in particular spend hours online every day, on computers or personal electronic devices. Juvenile is a person who is immature and treat them as a child. In legal the age below 18 years where consider as juvenile in the year 2012 Delhi gang rape case they passed the new bill regarding age limit they reduced from 18-16 years. Juvenile offending is participation of illegal behavior at statutory age of minor they were analysis in juvenile court. They are rehabilitated by giving education and counseling in juvenile prison (juvenile home). Cyber crime is one of the major contemporary issues that's is criminal activities done in the internet, computer or by mobile phones. Now a days internet, computer and mobile phone plays major and vital role with everyone mostly children's are addicted towards it. Juvenile and cyber crime is one of the most dangerous issues because juvenile are the one who is going to sustain for the future. So there is a lack of law that's dealing the juveniles in cyber crime. Primarily, cyber-attacks can be found in three forms. First, they attack electronic identity. With use of sophisticated malware tools, they get hold of sensitive personal information available in social media and other shopping websites; they steal credit information or create fake identity in social media. Second, attack on women and minors. Child Pornography is an industry that thrives on the growth of the cyber space. Women and children are most frequently victimised compared to men by sharing obscene pictures or violent videos in virtual world harming their reputation. Youngsters are often lured by hoax messages and fake identities in social media and they fall prey to offenders in cyberspace as well as real world. Third, attack on infrastructures. Infrastructures are often easy targets of the cyber terrorism. These attacks on vital services can paralyse a nation by causing unprecedented impact on economy, health care, military, power and more. The society is changing rapidly but rules and regulation of the law has some change but not more according to newfangled society. Thus Information technology Act, It is the primary law in India dealing with cybercrime and electronic commerce.Amended act in 2008 it was dealing about cyber crime law in section 66 and 67 with punishments and fine.

Keywords*: Cyber crime, Juvenile, Juveniles prison, Rehabilitation*

Introduction: "Cybercrime" is a combination of two terms "crime" with the root "cyber" derived from the word "cybernetic", from the Greek, "kubernân", which means to lead or govern. The "cyber" environment includes all forms of digital activities, irrespective of whether they utilise single network. Cyberspace is borderless as no Courts across the globe

can claim jurisdiction. Any illegal act which involves a computer, computer system or a computer network is cybercrime. Further, any offence taking place on the computer can be said to be a cyber-offence. The IT Act distinguishes between cyber contraventions and cyber offences. Former is a violation of law or rule of procedure which may or may not attract a liability to pay a penalty as the offender faces civil prosecution. However, an offence is an act prohibited and made punishable by fine and/ or imprisonment as the offender faces criminal liability. [1]

The Oxford Dictionary defines a social network as "A dedicated website or other application which enables users to communicate with each other by posting information, comments, messages, images, etc." This could be in form of social media websites, blogs, and chat rooms. Anonymity and fake identity are the hallmark of the cybercrimes. Lack of awareness among netizens, poor security features associated with these websites and overuse of social media has enabled cyber offenders to engulf these innocent people into fraudulent or any other criminal transactions. [2]

Cybercrimes that are commonly prevalent in social media are cyber defamation, cyber obscenity pornography, cyber stalking, hacking, privacy infringement, internet fraud, unauthorized disruption of computer system through virus and using any person's copyright. [3]

In the cyber world as the usage of computer become more popular, there was expansion in the growth of technology as well, and the term cyber become more familiar to the people. The evolution of information technology (IT) gave birth to cyber space. Thought the word crime carries its general meaning ad "legal wrong that can be followed by criminal proceedings which may result into punishment" whereas cybercrime means "unlawful acts wherein the computer is either a tool or target or both. The criminal activities in the cyber world and to protect technological advancement system. It is under these circumstances Indian parliament passed it "Information Technology Act,2000" on 17th October to have its exhaustive law to deal with the technology in the files of commerce, e-governance, e-banking as well as penalties and punishments in the field of cyber crime. [4] Every child (juvenile) access the internet were quickly and easily than elders. Juvenile home computer crimes are as serious as the adult PC criminal offences. Fraud and cyber crimes are becoming more prevalent in our society. Unfortunately our youth is involved in this crime. When a juvenile is found guilty of having used a computer to hack or steal an individuals identity, the possible

consequences are probation, fines and incarceration. Cyber crime in juvenile were most occurring offences were defamation, cyber bullying, harassment, drug trafficking and accessing stored communication.

Most common juvenile cybercrimes:

Cyber stalking: It is a form of cyber-harassment. According to the Oxford dictionary stalking means "pursuing stealthily". Stalking in the real world involves repetitive harassing or threatening or obsessive behavior. The offender often follows the victim, appears at the victim's home or work place, makes repeated phone calls, leaves written messages or objects, or vandalizes property etc. Generally, stalking is accompanied by express or implied threats to use violence against the victim or the victim's family.

Social Networking Sites and Fake Profiles : Social networking and micro-blogging sites like Facebook, Orkut, My Space, Twitter etc., have become a common mode of communicating, sharing views, expressing opinions and making and breaking relationships. Such sites have also become a means of targeting other people by creating their fake profiles and posting abuses or morphed, obscene pictures or false and/or defamatory matter or victim's personal details like photographs, telephone numbers, address, e-mail id etc. on such fake profiles. Expression of anger/ opinions on various matters in inappropriate language on such profiles is also common. The perpetrator may be a friend or a colleague or employer or employee etc. who has access to the victim's personal information.

Digital Piracy: In addition to cyberbullying, which we discussed earlier, <u>one of the most common online offenses committed by juveniles is "digital piracy"</u> - sharing and/or downloading of software and digital music and movies without the permission of the copyright holder. Kids who would never in a million years shoplift a DVD will "steal" thousands of songs without compunction - and brag about it.

This happens because most college students don't consider such downloading to be stealing and don't believe it's morally wrong. There are probably a number of reasons for this: The intangible nature of digital "goods" is different from that of tangible goods. Traditionally, the crime of theft involved "unlawfully appropriately property without the effect consent of the owner, *with the intent to deprive the owner of the use of the property*." When you download a copy of a song, you don't deprive the owner of the use of that song, as you do when you steal a tangible item. Kids have a hard time understanding abstractions.

The belief that these corporate copyright holders are unethical, greedy and immoral means that even if they did see it as stealing, kids (who generally love Robin Hood stories) would find it more acceptable to steal from those who, in their eyes, are evil.

Swapping of Pornographic Material: Another common juvenile cybercrime is viewing or swapping of pornographic material. This is a case (unless it involves underage models/actors) of an act that is illegal for juveniles but becomes perfectly legal on one's eighteenth birthday. A profound interest in sex is a part of human nature and teenagers are awash in hormones that make this "crime" almost an inevitability, given the temptation of all that easily available porn on the Internet.

Criminal Trespass: *Unauthorized* access is another of the most common juvenile cybercrimes. The stereotypical hacker is a nerdy teenager who breaks into remote systems not for the purpose of stealing and using information, and often not even for the purpose of creating havoc, but merely to prove to himself and others that he has the skills to do it. In some cases, however, that teenager can be prosecuted under the same laws (and sentenced to the same penalties) as a terrorist who hacks into systems to disrupt vital communications with the intent to cause serious injury and death.

Cyber Vandalism: Some kids go further and, when they gain access to other systems and sites, want to do damage to leave their mark behind - much as their fathers and grandfathers expressed their teenaged angst by demolishing mailboxes or spray-painting graffiti on walls. The difference is that this cyber vandalism can cost the victimized companies or individuals much more, and consequently the penalties are much steeper.

Aims and Objectives of Study: The main purpose of the study is to know about the views of literate and educated parents about the influence of cyber technology on the behavior of youth and its impact on Indian society.

Methodology: Random sampling method has been used to select the Respondents. A cross sectional evaluation was done to include all the Bank Customers. Interview technique was conducted using predesigned & pretested questionnaire. Questionnaire included information related to bio-social profile of the respondents. The data was collected by field investigation. The study is based on the survey for the cyber behavior of juvenile, with 200 parents purposively. The method of statistical analysis is used to draw scientific conclusions.

SOCIO-ECONOMIC AND EDUCATIONJAL PROFILE OF RESPONDENTS:

TABLE: A

S.No.	Age-wise distribution of 'Respondents'	f	%
1	40-45 years	30	15.00
2	45-50 years	70	35.00
3	50-55 years	60	30.00
5	> 55 years	40	20.00
	Total	200	100.00

TABLE: B

S.No.	Economic status-wise distribution of 'Respondents'	f	%
1	Upper-class	58	29.0
2	Upper-middle	72	36.0
3	Lower-middle	68	34.0
4	Upper-lower	02	01.0
5	Lower-class	00	00.0
	Total	200	100.00

TABLE: C

S.No.	Educational status of 'Respondents'	f	%
1	Secondary or Higher Secondary	48	24.0
2	Graduate	58	29.0
3	Post graduate	62	31.0
4	Technical Educated(BE, B.Tech. etc.)	12	06.0
5	Professionals(Advocates, Teachers etc.)	20	10.0
	Total	200	100.00

Views of parents about the use of Social media and cyber technology by youngsters

TABLE: D

S. No.	Use of Cyber technology by youngsters	f	Percentage
1	On Smart Phones	122	61.00 %
2	On computer	78	39.00 %
3	In Cyber Café's	52	26.00 %
4	Using 1&2 both	48	24.00 %
5	Using 1&3	32	16.00 %
6	Using 1,2 and 3	26	13.00 %

Time spent by the youngsters with social media and cyber technologies

TABLE: E

S. No.	Time spent (in Hours)	f	Percentage	Mean time
1	1-3 hours	114	57.00 %	$x = \sum_k \frac{fx}{N}$ = 3.42 hours
2	3-5 hours	42	21.00%	
3	5-7 hours	32	16.00%	
4	More than 7 hours	12	06.00%	
	Total	200	100.00	

TABLE: F

S. No.	Impact of cyber technology and social media usage on Behavior and Social life	f	Percentage
1	Teenagers are being introvert	200	100.00
2	Aggressiveness increased	142	71.00
3	Increased Expanses for Data usages	200	100.00
4	Suspected about sexual relations	75	37.50
5	Suspected of viewing or swapping of pornographic	88	44.00
6	material Involved in digital piracy	124	62.00
7	Are isolated from society ,which impacts socialization regarding social norms and values	200	100.00

Discussion and Findings:

Cyber communication is society's newest way to interact. Online social networking websites, text messages and emails provide users with an effective, quick way to communicate with people all over the world. Teens in particular spend hours online every day, on computers or personal electronic devices. **Parents are afraid of the "Cyber Socialization" of youngsters.** While Writing, teens are frequently online, using cyber forms of communication doesn't require formal writing skills. Quite the opposite actually occurs; youths often use shorthand, abbreviations or slang when writing online. The National Commission on Writing states that 85 percent of teens use social networking communication, but 60 percent of them don't see this form of communication as "writing." Teens should be aware of the difference between formal and informal writing, and understand when the latter is not appropriate (in school). Cyber bullying is a negative effect of online communication between youth. Victims of cyber bullying often experience rumors and lies spread on online social networks. Bullies may post inappropriate or embarrassing pictures of their victims. Another aspect of cyber bullying involves using mean text messages as harassment. In some extreme cases, teens have taken their own lives as a result of cyber bullying. Sexual solicitation is a growing concern for youth who use forms of cyber communication. It may occur in chat rooms or on social networking sites. Sexual solicitation occurs when an adult or peer tries to engage in an online sexual relationship. A teen may be asked to disclose personal information, view pornography or discuss something sexual online. Most of the teens who are sexually solicited online are girls. Teens should be cautious in posting suggestive photos online and talking to strangers in chat rooms. **The respondents articulate that the involvement social media in social life can destroy the culture. It is responsible for materialistic and selfish mentality , which is not in favor of social norms and values as well as for humanity also.**

Suggestions:

*Let the current system of laws evolve to deal with cyber crime. Reform laws to deal specifically with juvenile computer-related offenses. Add education about cybercrime and other forms of negative online behavior to the public school curriculum.

* Cyber pornography and child abuse in the net have to be addressed.

* Regulations should be made for each school to have a counselor who can address the cyber crime related issues as well.

* The need of the day is cyber savvy judges and cyber help line cells for children.

*The IT Act 2000 does not mention any specific provision for safeguarding the children.

*The current system of the law must evolve to deal with it.

*The reform law to deal specifically with juveniles' computer related offences

* They must add education about the cybercrime and other forms of negative online behavior to the public school curriculum.

* Creating awareness among juveniles (child) and to their parents. Conclusion Because of quick globalization, modest cell phones, simple access to web and for all intents and purposes no law to quit mishandling school youngsters by their kindred cohorts, the issue of digital wrongdoing among kids and youthful grownups are on the high. In the western culture, even schools are brought under strict vigil of law and administration. India does not have the legitimate framework to battle the centre issues of digital violations. Kids are the gentlest focuses of the dangerous impacts of electronic media. Generally, in India, it is not the guardians but rather the schools which have a noteworthy influence. Subsequently stricter laws ought to be made to forestall school harassing and for guaranteeing the security of school youngsters in the digital world. Consequently stricter laws ought to be made to avert school tormenting and for guaranteeing the web wellbeing of school kids in the digital world The adolescent equity framework rather than the customary criminal framework. The objective of the adolescent equity framework is recovery instead of discipline. Courts may enable minors to be attempted as grown-ups in circumstances, for example, a particularly genuine offence like murder, or when a minor is a rehash wrongdoer. Adolescent digital wrongdoing must be clarified by the criminology. Adolescent are with the solid social bond and part of conviction of associate gathering are less likely to confers digital related offence. They were social confinement and associated with offences doing peer group. To decrease

this sort of offences in the adolescent enactment, both focus and state have energy to establish appropriate enactment.

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