Cyberbullying in the Educational Context

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ABSTRACT

Cyberbullying is the intentional and continuous abuse or aggression through the use of technological devices and the Internet. In cyberbullying there is a dynamic of violence between an aggressor and a victim. This type of practice is very common nowadays, since human activity on the Internet is very important, for example, through the use of social networks, learning on virtual platforms, interaction in videoconferences, online video games, etc. The great problem of cyberbullying lies in the high damage it generates in the mental health of the victim, which in many cases can lead to suicide.

Keywords: Cyberbullying, Violence, Technological applications, Childhood, School

INTRODUCTION

Cyberbullying is an act of intentional harm that is carried out through online technological means. These acts of offense are characterized by being public and intentionally repeated, in which there is a relationship between an aggressor and a victim who suffers a negative impact on their mental health as a result of the harassment received (Leduc, Nagar, Caivano, & Talwar, 2022).

Human Factors Engineering involves understanding the need for comprehensive inIn various stages of human life there is a risk of suffering cyberbullying, being the adolescent and adult stage the most studied, however, in the context of school children, there is also a high risk of suffering this type of violence (Hayes, James, Barn, & Watling, 2022), so in this work we focus on developing an application to prevent such situations.

Integration of human capabilities (cognitive, physical, sensory, and team dynamics) into a In recent years there has been a growing interest in generating new ways to prevent cyberbullying in the different contexts in which the human being develops, being the school one of the most relevant in which this type of violence can occur (Ghisleri & Samada, 2022).

Figure 1: Representation of cyberbullying.

WHAT IS CYBER BULLYING?

Cyberbullying is used as an umbrella term to describe many different kinds of online abuse including but not limited to harassment, doxing, reputation attacks and revenge porn (Fig. 1).

To constitute cyberbullying – the perpetrator uses technology such as computers, consoles, cell phones and/or any other device with access to the internet or social media to harass, stalk or abuse another person by instigating or participating in online hate campaigns. Although most media coverage indicates that cyberbullying is a problem exclusive to social media – it is also very problematic within the online gaming community (Aim, 2016).

SPECIAL CONCERNS

With the prevalence of social media and digital forums, comments, photos, posts, and content shared by individuals can often be viewed by strangers as well as acquaintances. The content an individual shares online – both their personal content as well as any negative, mean, or hurtful content – creates a kind of permanent public record of their views, activities, and behavior. This public record can be thought of as an online reputation, which may be accessible to schools, employers, colleges, clubs, and others who may be researching an individual now or in the future. Cyberbullying can harm the online reputations of everyone involved – not just the person being bullied, but those doing the bullying or participating in it. Cyberbullying has unique concerns in that it can be:

- Persistent – Digital devices offer an ability to immediately and continuously communicate 24 hours a day, so it can be difficult for children experiencing cyberbullying to find relief.
- Permanent – Most information communicated electronically is permanent and public, if not reported and removed. A negative online reputation, including for those who bully, can impact college admissions, employment, and other areas of life (Figure 2).
- Hard to Notice – Because teachers and parents may not overhear or see cyberbullying taking place, it is harder to recognize.
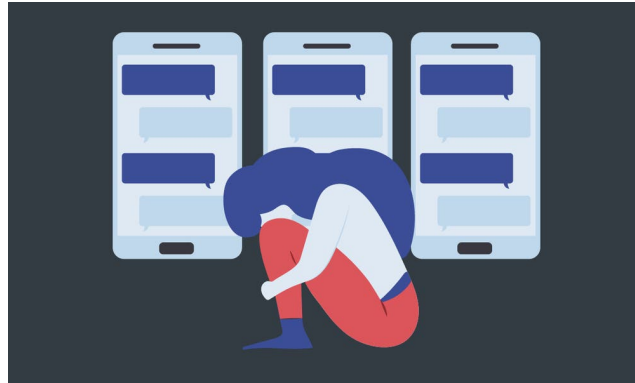
Figure 2: Representation of psychological consequences of cyberbullying.

CONCLUSION

Cyberbullying is a practice of physical or psychological harassment that occurs in the educational context. Students who suffer from this type of aggression must receive support so as not to suffer negative consequences in their lives. One of the future investigations that will be carried out after this description is the development of a smartphone application that supports the prevention of this type of violent behavior.

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