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Impact of Social Networking to Juvenile Delinquency

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Abstract[5]

The researchers made use of descriptive research method involving 100 High School, grade school, out of school youth and college undergraduate as respondents. Results showed that majority of the respondents are aged 13 – 15, female, High School students, weekly and once a day frequency of use of social networking sites in 1 – 3 hours at home, with weekly allowance of 400 – 599/199 – 100 and below laptop as the most gadgets used and Facebook as the mostly used social networking sites. They agreed that most of them felt connected to school and community, felt more relieved when talking with friends, experiencing lack of sleep, being a moody person and most of them became more indulged to computer games.

Keywords: Social Networking Site, Juvenile Delinquency, Laptop, Facebook, Lack of Sleep, Moody Person, Computer Games

1. Introduction

Social Networking involves the use of the internet to connect users with their friends, family and acquaintances. Social Networking websites are not necessarily about meeting new people online, although this does happen. Instead, they are primarily about connecting with friends, family and acquaintances you already have in real life. These sites allow you to share photos, videos and information, organize event chat download music and even play games like Scrabble, Chess online. Often each of your friends, family or acquaintances will be friends with several other friends. Just like in real life, the connections between people aren't just one-on-one but a network of connections. This online social networking is very useful in spreading information, pictures and videos. For example, you can easily set up a web page with pictures and details of an event you might be planning such of as school fete. The site allows you to send out invitations to other users of social networking sites. Then, if given the option by the host, those who are invited can send out more invites to their friends who might like to attend – hence, the network. (www.accan.org.au).

As defined, a social networking service is an online service, platform, or site that focuses on building and reflecting of social networking or social relations among people who for example share interest and or activity. A social network service consists of a representation of each user (often a profile), his/her social links and variety of additional services. Most social network services are web-based and provide means for users to interact over the internet, such as email and instant messaging. Online community services are sometimes considered as a social network service, though in a broader sense, a social network service usually means an individually- centered services whereas online community services are group centered social networking sites allow users to share ideas, activities, events and interest, within their individual networks. This creates an ambiance that attracts users to continue the use of networking sties. Social Networking is nice form of entertainment, also great for meeting people with similar interests and can be a very effective business technique for entrepreneurs, writers, actors, musicians or artist (dailymail.com.uk).

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Objectives of the Study

This study aimed to determine the effects of social networking to juvenile delinquency. The specific objectives of this study are as follows: First; to know which among social networking sites were mostly used by the juveniles, second; to identify which among the following sites greatly contributed to the development of juvenile delinquency as perceived by the respondents, and lastly, to propose measures to counter ill effects of social networking to juvenile delinquency.

2. Materials and Method

This study used the descriptive type of research. Descriptive research also known as the statistical research, describe data and characteristics about the population or phenomenon being studied. Descriptive research answers the questions who, what, when, where and how. The data description in this kind of research is factual, accurate and systematic. The description will use frequencies, averages and other statistical calculations. The participants of the study will be were composed of 81 High School students, 13 Elementary students, 5 out of school youth and 1 college under graduate in Batangas City.

The researchers used a questionnaire as their primary instrument to gather information and data. They also conducted some interview with the juveniles to inquire about the topic. The information needed by the researchers to satisfy their objective consisted of firsthand sources in order for them to get accurate results. This study was conceptualized by the researchers through the help of their adviser, where books, internet, journal, unpublished and published thesis were used by the panel. The researchers then distributed the questionnaires to the respondents. To interpret and analyze the result, all data were computed using frequency distribution and weighted mean. All data were encoded and entered to SPSS version 18.

3. Results and Discussion

Respondents' Profile

Most juveniles aged 13-15 are familiar in terms of social networking. According to the research of Sonia Livingstone, London School of Economics with Kjartan Olafsson, University of Aueryri done in Europe age limits are not working – younger children are joining Social Networking Sites and they are all likely as older to have public profiles, despite lesser skills, tools provided to help and protect is not understood by younger users.

Based on the second variable, more female used social networking sites than male. Women are more attracted to social networking websites than men, who prefer gaming and gambling sites while women are more attracted to social networking sites such as Facebook and Twitter. They are also more likely to make travel reservations online too. The third variable shows that High School students mostly use social networking sites. 73% of Americans ages 12-17 now use social networking websites. The average teenager sends 3,339 Text per month. Students feel isolated without social media, going without social media meant, in their world, going without their friends and family. Once a day is the frequency of usage of social networking sites. Some 70 percent of students who reported using SNS visit one or more of these sites at least once a day and 32 percent visit SNS three or more times a day based on the research of Artsci.com. The average usage of social networking sites is 1hour to 3 hours. The average US internet user spends 32 hours online every month. They mostly used social networking sites inside their house. Most (98%) access sites at home, most often in the living room, and frequently in the study and bedroom. Mostly students with weekly allowance of P199 - P100 and below use social networking sites. According to a new survey, the majority of young people -- without a roof over their heads -- remain connected through social networking.

Based on the eight variable, laptop is the mostly used gadget for social networking. Around 7 in 10 use laptops to access their social media sites, making laptop computer the most popular device to access their social media. The mostly used social networking site is Facebook, it is the largest of the social networks — attracts users of all ages. A recent study by Forrester found that of U.S. adults who use social networking

sites, 96% of them are on Facebook. Ninety-eight percent of both the members of the Golden Generation (ages 67 and up) and Gen Z'ers (ages 18 to 22) who use social networking sites are on Facebook. And no age group dipped below the 95% mark.

Perceived Effects of Social Networking to Juvenile Delinquency

On average, respondents felt connected to school and community (with the mean of 3.37) and gain more friends (with the mean of 3.33). Accordingly, 20% of Facebook-user Juveniles as compared to students who didn't use Facebook say that they feel connected to their school and community. And the least they felt is lost interest in school works and academic subject. (Hall, Problem with Social Networking and Teens, http://www.life123.com, October, 2012) (with the mean of 1.70) and exposure to pornography (with mean of 1.68). Apart from the social benefits, social networking sites can be used to document school research, promote artistic talents and experiment with other forms of content creation. Internet users randomly stumble upon bad content online, even when they are not seeking it. Even e-mail spam may contain sexually explicit content (Brandt et al 2008).

Psychological Factors

On average, the respondents felt relieved when talking with friends (with means of 3.41) second is they develop-self confidence and boost self-esteem (with means of 3.33) (Hall, Problem with Social Networking and Teens, http://www.life123.com, October, 2012). Social Networking is nice form of entertainment, also great for meeting people with similar interests and can be a very effective business technique for entrepreneurs, writers, actors, musicians or artist. And the least they acquired psychologically is trauma from cyber bullying (with means of 1.80) second to time being with the family is lessen (with means of 1.66). Cyber-bullying and harassment are most often perpetrated by other teens and tend to happen most to older girls and to teens of either gender who have a strong online presence. (Adler et al., Criminology and the Criminal Justice System 7th edition, 2000, October 2012)

Physical Factors

On average, the respondents encounter lack of sleep (with mean of 2.23) and back pain (with means of 2.19) when in physical aspects. The use of computers before bedtime has also raised concerns among sleep experts, including Phyllis Zee, a neuroscience professor at Northwestern University, that the light from screens is affecting circadian rhythms and possibly contributing to insomnia. (Cocke, Internet Addiction and Health Effects, http://www.livestrong.com, 2010, October 2012) And the least they encounter is they became malnourished (with means of 1.63) second to acquiring ulcer (with means of 1.48). Ulcer form the main causes of ulcers are infection, faulty blood circulation, nerve damage, trauma, nutritional disturbances including thiamine or other vitamin deficiencies, and cancer (Kift, 2010).

Emotional Factors

Brandt (2008) stressed that excessive Internet use is linked to depression, research has shown evidence that, "some users have developed a compulsive internet habit, whereby they replace real-life social interaction with online chat rooms and social networking sites. And the least they experience is that they are more likely to be alone, cares less for the feelings of others (with both means of 1.81) and lack of ambition (with means of 1.33). Participants with large kin networks had longer times to last contact to both kin and friends. Participants with high levels of emotional closeness in their networks had shorter times to last contact. The effect of emotional closeness on time to last contact was greater for kin than for friends. The Royal Institution, warned that social networking sites such as Facebook and Twitter are changing "changing children brains" making them more self-centered and reducing their attention span (Kift, 20100).

Common Act of Delinquency by Juveniles

On average, the respondents acted mostly to become more indulge to computer games next to swindle other persons for personal gain and took social networking an opportunity to persistently pursue and count the man/woman they admire. A greater danger is that teens may become targets of pedophiles. The anonymity of some social networking sites makes it easy for unscrupulous people to target young teens and

engage them in harmful conversations. It's easy for predators to pose as teens and lure children into harmful real-world contact as well. Most social networking sites have privacy controls in place, but teens seldom use them. Active monitoring of profiles and behaviors catches some predators, but not all of them. A motivational psychologist at Rochester, says that many video games satisfy basic psychological needs, and players often continue to play because of rewards, freedom, and a connection to other players. And the least they encounter is the bullying of others to give in their money next is using of drugs or medicine to keep themselves awake and lastly is selling of house stuff in exchange of money. It's easy for predators to pose as teens and lure children into harmful real-world contact as well. Most social networking sites have privacy controls in place, but teens seldom use them (Adler, 2000).

Table 1: Comparison of Impacts of Social Networking when grouped according to demographic variables

Age	F	p-value	Interpretation
Perceived Effects	0.684	0.564	Not Significant
Psychological	**6.077**	**0.001**	**Significant**
Physical	2.677	0.51	Not Significant
Emotional	1.269	0.289	Not Significant
Acts of Delinquency	**5.038**	**0.003**	**Significant**

Tables 1 show the frequency of juveniles using social networking according to age. There is a significant difference on the psychological and act of delinquency since the obtained p-value of 0.001 and 0.003 is less than 0.05 level of significance. This means that the respondents' assessment on the said variable differs as to age. Cyber-bullying and harassment are most often perpetrated by other teens and tend to happen most to older girls and to teens of either gender who have a strong online presence and it may take several forms. (Adler et al. 2000).

Table 2: Comparison of Impacts of Social Networking When Grouped According To Sex

Sex	F	p-value	Interpretation
Perceived Effects	1.195	0.170	Not significant
Psychological	0.369	0.545	Not significant
Physical	0.475	0.492	Not significant
Emotional	**4.062**	**0.047**	**Significant**
Acts of Delinquency	**4.567**	**0.035**	**Significant**

There is a significant difference between male and female in terms emotional and acts of delinquency. The research, which looked at the differences between what the genders enjoyed doing online, discovered that men are more likely to visit entertainment, betting, games and music websites."(Telegraph, October 2012, Women are More Attracted Social Networking Sites, http://www.telegraph.com.uk, 2012, October 2012).

4. Conclusion and Recommendation

It was found that among social networking sites, Facebook is mostly used. As perceived by the respondents, Facebook is the top social networking site that greatly contributes to the development of juvenile delinquency. The gap between the parent and juvenile which social networking greatly widens be filled by building up the communication block with each other.

The RA 10175 or Cyber Crime Prevention Act of 2012 came to pass although it needs revision because it is violating the freedom of speech. That each social networking site be maintained, observed, and filtered by moderators to lessen the abuse of users yet maintaining it feature as being user friendly. Similar studies using other variables may be conducted to substantiate the findings of the present study.

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