

# The Impact Of Violence Promoted Through Social Media On The Adoption Of Violent Tendencies Among Algerian Youth: A Practical Study

Pr Yamine Boudhane

*Mass Communication Department, College of Arts and Sciences, Qatar University, 2713,  
Email :yboudhane@qu.edu.qa*

## **Abstract:**

The current study attempts to address the issue of youth exposure to the content of violence and extremism, which is promoted on the pages of social networks in Algeria, and this ongoing exposure may provoke violent trends among groups of Algerian youth. The model of the study is how the violence provocation turns into a process of indoctrination. Realistic violence, actual practice of extremism for them, the practice of all forms of physical and verbal violence in real life, and some of these groups may turn into social networks platforms to indoctrinate violence, or even tools to recruit young people to join criminal and terrorist groups.

**Key Words:** Impact, Violence, Social media, violent tendencies, Algerian youth

## **1. Introduction**

In this research, we analyze the correlative relationship that exists between the uses of social networking sites and the emergence of violent tendencies among young users of these sites in Algeria, according to a communicative psychological approach. Due to the frequent and excessive use of violent contents, such as the psychological effects of virtual electronic conversations that make young people immerse themselves in an unreal world and establish unrealistic interactive relationships, which, on the other hand, affects their natural physical contact. These interactive communication spaces create in the categories of users - especially the youth - a tendency of liberation towards what is socially forbidden or unacceptable due to social traditions, so these new interactive spaces have been transformed into spaces to re-form themselves, and in many

cases they may have multiple selves and something similar to schizophrenia occurs. Personality as a result of adopting multiple communicative behaviors and attitudes, and because of the reincarnation of aliased identities when they enter the conversation sites. For example, we find them sometimes assuming male roles, and sometimes female roles, and in stages, they appear in the appearance of the educated, and in others in the appearance of illiterate.

Early communication science researchers were interested in studying the effects of the media and digital media, especially on different groups of society according to different approaches. Joseph Clapper is the first researcher to conduct serious studies on the effects of the media on children in his book *Television and Children*, Speaking about the persuasive effects of television, he also referred to the issue of alienation caused

by media content in recipients, He also spoke about the emergence of violence and crimes as behavioural effects and attitudes in the adolescent group in particular and what characterized Clapper's first research was that he was interested in new topics that had not previously been addressed as the impact of the media on the educational process.(Wicks,2009)

Research has varied since the first studies of Joseph Clapper that dealt with the relationship of media to violence, and current research indicates that repeated exposure to violent activities and behaviors via social media has a harmful psychosocial impact on children and adolescents (Marcum et al., 2010, Ybarra, Espelage, et al., 2007, Ybarra, West, et al., 2007) .

The aim of this research is to review the existing research findings on the most common types of youth violence in social media: electronic dating aggression/cyber-stalking, Digital addiction, virtual violence, and internet anxiety .We conclude by discussing implications for the future of social media and youth violence research.

## 2. Research Questions

Digital media allows social interaction, including social networking sites such as Facebook, MySpace and Twitter; Game sites and virtual worlds such as Club Penguin, Second Life, and The Sims; Video sites like YouTube. In addition, blogging. Such websites offer today's youth and teens a gateway to entertainment and networking and have grown exponentially in recent years. For this reason, it is important for parents to become aware of the nature of social networking sites, given that they are not all healthy environments for children and adolescents, but rather have become

platforms for promoting violence and crime in its various forms. (O'Keeffe and Al , 2011) Social networking sites are filled with very violent images and videos (such as pictures of execution, pictures of mutilation and torture, pictures of sexual rape, heinous attacks on minors, pictures of blood and slaughter...etc), which contributes to generating aggressive tendencies or violent behavior among its viewers, even if it is these websites do not directly incite violence, as they do not provide the young man with direct orders, for example, for killings, so he goes to kill, but according to Tisseron Serge, they make the killing process a dramatic image, so violence becomes a normal thing for the young man (Tisseron, 2001).

In addition, the excessive viewing of violent content by young people and adolescents can generate a feeling of trivialization of violence, according to Clarisse Vernhes. Thus, violent behavior appears to them as normal behavior, and we decide in this research to review the violent psychological effects that can result from young people's excessive access to scenes, images and videos that promote values and violent behavior or incite hostility, according to a communicative psychological approach that deals specifically with Algerian youth. As a sample for the study, we take the psychological aspect of the Internet as a subject to study the question of the effects of content of the network on Algerian youth in particular.

In this context, the problem of our study falls, and this presentation calls us to ask ourselves the following essential question: What are the psycho-communicative effects that appear on young Algerians when they are exposed to the content of the violent scenes that they promote on social media sites?

Sub-questions:

- What is the effect of the repeated viewing of violent images and videos by Algerian youth on their adoption of violent trends and perceptions?

-Do these pro-violence tendencies turn into violent behaviors that appear as their daily practices?

-What is the relationship between frequent browsing and sharing of violent content in networks and belief in the ideas of extremist and violent groups?

### **3. The Case, Data, and Methodology**

The researcher's goal is not limited to simply collecting data, analyzing them and coming up with results from them, but extending beyond that to the implications it aims at, and the facts that are inferred in diagnosing and explaining the phenomenon of exposure to violent content on social networks, and its psychological and communicative effects on Algerian youth. It was appropriate for the descriptive approach to be the one that suits the nature of the research and its requirements, in its aspect related to the method of survey studies, which have proven their efficiency in studying people's attitudes, attitudes and opinions on various issues, topics and phenomena that they experience in their daily lives.

Considering that the subject of the study deals with a psychological communicative phenomenon that deserves to be researched and sought to interpret and analyze, the descriptive-analytical approach was the most appropriate method to achieve these objectives, because it allows us to give an accurate description and objective analysis of the phenomenon under study, highlight its content and give results process, and this is after collecting theoretical information and metadata.

The researcher relied on the questionnaire as the primary data collection tool, in addition to the observation tool. The researcher presents the questionnaire to a number of reviewers in order to referee the survey, before distributing it, thus the researcher used this tool for analysis and measurement, and the questionnaire consists of 36 questions, the questions were constructed based on sub-formats of formulated questions in order to complete and measure the related information.

The psoriasis sampling system was used. A random selection of (800) units was made from young people residing in urban areas and others residing in rural areas. In determining the sample, and distributing forms to the respondents, the following controls were taken into account:

- The sample should include both sexes (males and females).

- The sample should include the environment or residence variable (rural - urban). The study was conducted on a sample of young people residing in the following states (Sétif - Bejaia - Algeria - Msila - Skikda).

### **4-Theoretical Review**

Violence is part of the stereotyping system aimed at destroying the uniqueness and cultural identity of a person. Stereotypes widely used in the contents of ,social media and in new media in general are a tool to keep people in a state of oblivion and oppression. (Wekesser,1995)

There have been many researchers' orientations towards the effects of social networking sites on the relationship of these sites that display scenes and images of violence to provoking aggressive behavior among adolescents and young adults. (Elsaesser, 2020) All of this is related to the acquisition of aggressive tendencies or

violent behavior among these, and the acquired violent tendencies, according to behavioral psychologists, are produced through imitation and modeling. (Cantor, 2002)

This appears more among groups of children and adolescents, as they are the most vulnerable social groups to be affected by the content of violence in social media sites, given that these groups have the least ability to distinguish between what is imaginary and real, and what is beneficial and harmful, and they are also eager to live new experiences they have seen. In a movie or television movie, or they played it virtually, they are motivated to imitate the models of violence they have witnessed, so they are more inclined to practice violence in their daily lives, especially since their excessive viewing of the contents of violence generates a sense of violence (Banalization of violence), according to Clariss verness. (Vernhes, 2003), violent behavior seems normal to them, and they do not feel guilt or remorse when violence is experienced or practiced in reality.

On the parallel side, there are other opinions that see that the violence presented in social networking sites and games programs on the Internet has nothing to do with the practice of violence in daily life or the tendency for violent behavior among groups of children and adolescents, but rather they see that it develops them with positive mental attitudes, as Gerard Jones believes (Jones, 2004) in his research "Violence in the media is good for children." This crusade against the media of all kinds is a form of censorship that would impede the success of artistic expression among children and adolescents. Indeed, their viewing of violence will help them fight Fear and gain them a culture of self-reliance, by watching the rebellious and destructive

hero and being influenced by him, so they acquire a strong personality, and a number of researchers, including R. Hodge and Dahl. Tripp (Barker, 2001) believe that the violence seen in the new media and the violence practiced in real life differ in quantitative terms, and there is no close scientific connection between them, and the call for not publishing the contents of violence on the claim that it is directly related to the crimes committed in reality will eliminate. On art and creativity, present and future (Jones, 2004).

This viewpoint is also shared by Gerard Jones, who emphasized that current violence in comedy, video games, film, television and social media helps people to get rid of various emotional predicaments, and according to Jones can transform negative psychological attitudes and feelings such as frustration, despair, as well as feelings of injustice into positive and strong visions and feelings such as the feeling of courage, strength and hope, as a result of the imagination acquired by watching scenes of struggle against the forces of evil and destruction. He owns it. (Jones, 2004)

For his part, researcher Richard Rhodes adopted the same idea when he confirmed that violence in social networking sites and video games allows young people to fight the feeling of helplessness without any risks. Psychological helplessness without harming others or harming them themselves (Vernhes, 2002).

The fears about the effects of the negative content of violence on the Internet, and the warnings issued from various sides were not only issued by the families of young people and adolescents, who often attribute their children's aggressive behavior directly to the sites of violence on the Internet and video games, but even from public organizations that work on Monitoring the contents of the

media, such as the Supreme Council of Audiovisual (SCA) in France, and the Canadian Council of Audiovisual, as it always monitors what the media shows of scenes of violence directed to viewers, especially groups of children, but what raises doubts and fears about the contents of violence on the Internet is the absence of practical mechanisms for censorship. It shows, and the difficulty of following young people and adolescents while they use social networking sites, because they mostly use them alone, without the supervision of parents, and freely.

Therefore, much of what is written and published in the media, or published by researchers and specialists, lays partially or to a large extent the responsibility on digital media, video games and the media in general for the violent crimes committed by young people and adolescents (Asongu, S. and Al. 2019), and this is what the American psychologist Dave Grossman pointed out. Dave Grossman, when he directly accused video games and the Internet of being the cause of the violent behavior of young people, as it trained them to shoot.

The psychiatrist, Tisseron Serge, has the same conviction, as he said: "The media does not present you with a direct scenario of the killing, so you go to kill. Rather, it creates a dramatic picture of the killing process, and reduces the importance of the role of parents, so violence becomes a normal thing for individuals. (Tisseron, 2011)

As a result of the controversy surrounding the effects of the Internet, psychological communicative terms have appeared in the media literature that previously did not exist, but rather the result of new communicative phenomena related to the psychological communicative effects of the Internet. America and Europe began more than twenty

years ago to establish a communicative psychological framework. An academic to study these psychological responses resulting from the use of social networking sites, creating new concepts that have entered scientific psychological dictionaries, and at the forefront of these new concepts comes the term communicative addiction (Communication Addiction, Internet-phobia, Internet Psychology, Psycho-communication, Internet Anxiety, Internet Stress, Cyber Sexual Addiction, Cyber-Relationship addiction, Net Compulsions, Information Burden, Information Overload...etc).

It is important to realize that these heated discussions of the relationship of social networking sites to youth violence are not purely scientific, as scientists and researchers in psychology and communication psychology have not been able to prove a clear link between the content of the Internet and the violent and criminal processes that have been committed in real life. In 1985, Anthony Smith noted that the insistence of scientists on asking for "scientific evidence" was the motivation behind the intensity of the discussion among them, a desire for convincing definitive answers, and at various times and since the fifties of the twentieth century, reports were published by committees formed in America and Europe to study the causes of violence and crime, such as the report of the Sargion Committee on television reporting and social behavior; The Sargion General's, which is an advisory committee administered by Congress (Sargion, 2008), and the committee published their report in a book titled: "Television and Growth: The Impact of Television Violence". Former US President "Johnson" has also formed a committee to study the causes of violence and ways to prevent violence. Crime

in the United States of America, and part of the committee's report was presented in 1969 in a book titled: 'Violence and the Media'. violence in the media to harmful social behaviors. The report indicates that images of violence on television dominate the map of programs (about 80% of programs involve violent incidents). ( Huesmann , 2007)

The American researcher (George Gerbner) has also contributed to important studies of violence on television, as he analyzed the content of American television programs to find out the extent of violence presented throughout the week, and noted that out of ten entertainment programs, there are eight programs containing violence, and he indicated that television shows eight scenes of violence per hour on average, and that three quarters of the characters who practice violence are men, from the middle or upper classes of society, and that the highest rate of violence is found in animation programs. ( Gerbner,1980)

It seems that the incidents of violence that occurred in schools in particular contributed greatly to the consolidation of the relationship between violence and the media, with a number of young people killing their colleagues, friends and family members with firearms and very coldly after watching violent films such as the Scary Movie series, as happened on Friday from April 2002 at Erfurt College in Germany, where a 19-year-old killed his teacher and 15 of his fellow students (Assouline, 2008), as also happened to the teenager who knocked his little sister's neck in the same way he watched a wrestling program on TV. (Tisseron, 2001).

These serious incidents that took place in various countries of the world, and many others, prompted many people and organizations to demand that children and adolescents be protected from the dangers of

violent programmes, as several institutions such as the European Council have issued recommendations since 1998 on the need to protect minors and human dignity, and call for the revision of television programs, and not to publish Exploitation of children for propaganda, especially working to protect them from harmful contents of new media (the Internet, games, DVDs...etc.) (Tisseron, 2011), especially since the new media, represented in the Internet in particular, is full of very violent images, which do not appear on the Internet. Television screens, and are visible on the Internet (such as pictures of execution, pictures of mutilation and torture, pictures of sexual rape, indecent assaults on minors, pictures of blood and slaughter, etc.), and this is what researcher Michaels Mutajer indicated when he admitted the danger of the new media, as it allows Adolescents can fulfill their need in a radical way in eavesdropping on types of images and scenes, and they will be easily manipulated (Jed, 2008)

## 5-Results

After distributing the study survey to the sample consisting of 900 singles, but only 800 correct forms were approved, and no responses were received from the remaining sample members and after the data dumping procedure, the researcher arrived at the following results, the most important of which are:

1-The frequent access of young people or adolescents to social networking sites such as Facebook or Twitter and spending long periods of time chatting with their group of friends, or continuous participation in forums and frequent viewing of music and movie sites and for images displayed and repeated on friends and group pages creates a state of

satisfactory addiction for them, From a psychological perspective, addiction means that excessive and inconsistent use of the Internet, and this pathological phenomenon is seen as a kind of irresistible desires, with the individual's inability to dispense with access to the sites he used to, even for short periods, with complete mental preoccupation and neglect of the rest. Aspects of life .

of the youth concerned with the study (60%) believe that the frequent use of social media and other Internet sites generates cases of information addiction, followed by (20%) who indicated that they It creates indifference towards values, customs and traditions, while (10%) of the respondents stated that it creates cases of psychological anxiety, and in a similar proportion, (8) out of the sample see

Excessive access to social media sites creates in young people:	Frequencies	Percent
Indifference to values, customs and traditions	196	20.16%
Cyberaddictions and Gambling Addiction	580	59.67%
Dullness of feelings (lack of fear or modesty from entering legally and customarily forbidden sites)	76	7.81%
psychological anxiety	100	10.28%
Lack of sleep	4	0.41%
Escape from the real world	8	0.82%
Moral deviation	4	0.41%
Isolation and loneliness	4	0.41%
$\Sigma$	972	100%

2- This was demonstrated by the data that appears in the attached table, as the majority

that it generates dullness of feelings (no fear or modesty from entering sites prohibited by Sharia and custom).

**Table. 1: The frequent use of social media sites by young people creates:**

Addiction to social media and video games causes many negative symptoms, according to researcher John-Bernard Andro, such as arousing severe tension and anxiety, tremors, depression, and irritability, and neglecting social and family duties, as a result of these dangerous symptoms (Andro, 2009). The phenomenon of Internet addiction is one of the most dangerous phenomena associated with the use of social networking sites. Therefore, parents, psychologists,

researchers and various organizations always advise individuals, especially youth groups, adolescents and children, to use the Internet in moderation, and to allocate time-controlled times to access it, while training them on the mechanisms of digital education in order to Do not fall victim to this dangerous disease, and to use these digital tools in a rational and balanced manner.

The second pathological psychological phenomenon caused by the excessive use of digital media, which communication psychologists warn about, is falling into a state of indifference towards values, customs and traditions, so young people get used to watching sites of sex and violence, and participating in intimate conversations, using words that may be offensive and ugly. They lose their immunity towards social taboos, and according to the researcher, Azzi Abdel Rahmane, this weakens his sensitivity and shyness towards cultural prohibitions, so he becomes permissible at a moment when cultures have prevented him for centuries. On the digital media, this is a normal thing, and weakening the sensitivity of the young man makes him go beyond prohibitions (Azzi, 2005), so he commits the forbidden without any sense of guilt, so when young people meet outside marriage, it seems to them a natural act, and they may fall into the forbidden, but this will not provoke in them any shyness or fear of their relatives or those they know.

Excessive attachment to social networking sites will not only waste values, and they will not be neutralized either, but bad habits and qualities will be spread. Values such as modesty, jealousy, respect, chivalry, manliness, courage, honesty ... etc., will be compensated by dangerous habits such as cuckolds, disrespect for others. arrogance, timidity, cowardice, malice, dullness of feelings.. With the society accustomed to seeing generations of young people with these traits, perhaps these ugly traits will turn into normal traits with the passage of time, and perhaps the youth who have preserved the authentic values of their society will be seen as being against Modernity and progress, this is what is most feared when

values are wasted or their balances fluctuate within society.

The addiction to the use of digital media results in another pathological phenomenon, which is psychological anxiety, which according to psychologists is one of the most dangerous symptoms of non-consensual use of the Internet, as the psychological consultant (Ayman Badr Karim) believes that digital media platforms have become a cause for anxiety and concerns among many individuals, especially the youth groups. It is believed that the ease of use of these platforms, their attractiveness, and their low costs, is what made these young people indulge themselves in them to the point of intoxication, and it has already infiltrated their daily lives and their bedrooms, which helped to generate a new culture that is the culture of staying up late, and even created sleep disturbances, Chronic sleep deprivation, insomnia, disturbed sleep and wake times, excessive daytime sleepiness.

The study also showed that young people stay up late with social media and video games until late at night, which made them the reason for reducing their necessary sleep hours, and as a result they were exposed to some improper behaviors resulting from lack of sleep, such as excessive thinking, excessive consumption of stimuli and smoking habit, and high intensity of sleep. Tension, which doubled the triggering of cases of fatigue and considered severe among young people during the day, neglecting work and study during the day ... etc., all of this negatively affected their psyches and temperament, making them moody and unimpaired, it was easy to provoke their emotions and they quickly acted nervously or violently. (Douglas, 1999).

The data of the study also showed that the constant exposure of young people to violent



imagination, or participation in commenting on hashtags inciting violence, or watching or sharing pictures and videos that deal with violence, all of this inculcates violent behavior indirectly, through the modeling and simulation processes, that involuntarily push them to - Especially children and adolescents - to imitate and simulate scenes

of violence that they witnessed and apply them in their daily lives. This continuous imitation of hostile scenes will lead them to deviate and drown in violence in their social lives, which will make them abnormal, deviant and hostile people, and they may pose an actual threat to themselves and those around them.

**Table 2: To what extent young people's use of violent sites generates aggressive and deviant behaviors?**

Degree of creation of aggressive behavior according to young people	Frequencies	Percent
Much	244	%27
Somewhat	412	45.57%
It does not lead to violence at all	248	%27.43
$\Sigma$	904	%100

The data of the study also indicated that those of the youth who believe that their access to sites displaying scenes of violence generates aggressive and deviant behaviors with a higher frequency (45.57%) compared to the options (a lot) and (does not generate violence at all), meaning that (206) Young people from among the total respondents believe that the content of violence in the digital media, which is full of very violent scenes (such as pictures of execution, pictures of mutilation and torture, pictures of sexual rape, rapes of minors, pictures of blood and slaughter...etc.), contribute to generating aggressive tendencies or violent behavior among her viewers.

But not to the extent that the Internet is completely blamed for the actual violent crimes that happen, or that it bears full responsibility for the violent crimes and murders that occur, but despite that, it contributes to some degree, according to the belief of the interrogated Algerian youth, in provoking hostile tendencies among a number of people. Young people, even if Internet sites do not directly incite violence, as they do not give the young man direct orders, for example, for killings, so he goes to kill, but teaches him to kill indirectly, but according to Tisseron Serge, the killing process makes a dramatic image, so violence becomes a normal thing. The young man.

**Table 3: Scenes of violence seen regularly.**

Regularly exposed scenes	Frequencies	Percent
Murder and crime scenes	270	32.14%
Scenes of massacres and terrorist acts	390	46.42%

Scenes of violent fights	120	14.28%
Traffic accident scenes	24	2.85%
Natural accident scenes	20	2.38%
Other scenes	16	1.90%
$\Sigma$	840	100%

The data of the study shows that the most pictures and videos followed and watched by young people are the images of terrorist events and acts that are transmitted daily in digital media and on social media pages, and transmitted by news agencies, media institutions, and even bloggers and ordinary citizens with their smart phones, especially with the increasing spread of massacres and fighting incidents as a result of the wars taking place in the Arab region, especially in Syria, Libya, Iraq, Palestine... and 46.42% confirmed that they watch periodically and regularly on social networking pages, whether it is related to news website pages or pages different social groups, or even at the level of their accounts and the accounts of their friends, as 32.14% of young people showed that they follow pictures related to criminal events and killings, kidnappings, rapes... that occur daily in Algerian society, and this interest in following news of

violence. In our opinion, it is due to the directive agenda imposed by the media of excitement in Algeria towards this type of news, as it gives great attention to news of accidents and murders, this is what contributed greatly. In a general trend that contributed to the youth category towards constantly watching the contents of violence. The study data also shows that photos and videos of other accidents, such as natural accidents, traffic accidents ... do not receive the same follow-up and attention, and this may be justified by the low factor of moral scruples, not taking a lesson while watching photos of serious traffic accidents, and not wanting to watch them at all. Because they believe that they do not concern them, and they justify their lack of interest in watching pictures of natural accidents, such as floods, earthquakes, collapses...etc, because they are events that do not carry the required excitement.

**Table 4: Trends generated by the repetition of witnessing violent scenes.**

Attitudes generated by viewing	Frequencies	Percent
Desire to see pictures	170	21.25 %
Desire to watch violent scenes	346	43.25 %
Feeling resentful and closing it or deleting it from the personal account	196	24.5 %
Comment on it with a request to delete it, or condemn it	70	8.75 %
Comment it positively or share it	18	2.25 %
$\Sigma$	800	100 %

It is clear from the data in the above table that the immersion of young people in spending long times in pictures and videos with violent

content is normal and does not raise any problems for most of them. 43.25% confirmed that looking at these pictures is

normal, and this behavior is a dangerous indicator. On the simplification of violence and creates a sense of indifference towards values, customs and traditions, as described by Azzi Abdel Rahman (Azzi, 2005), as it is clear from the data in the table below that only a small percentage of young people demand the deletion of these images or denounce them by 8.75%, and this indicator also highlights a dangerous phenomenon, which is the reluctance of young people to denounce and ban violent content that appears on their pages or the pages of their friends, which indicates a decline in the culture of confronting violence and extremism and dealing with all forms of violence with indifference and non-interference.

The research data showed that a large percentage of the respondents (36.64%) believe that the frequent frequency of the content of violence in social networking sites makes young people believe in violence as a behavior and as a culture, and they will consider it with time the only resort to express themselves and force others to believe in them and to respond to their demands, and this will push them to do so. Over time, they become an easy target for recruitment by extremist and criminal

groups, as social networking sites are currently the most important means of recruiting young people to carry out terrorist and explosive operations carried out by various groups such as (DAICH).

The study also proved that those young people who frequently visit shopping sites for violence turn to practice all forms of violence and hostility in their daily lives, at several levels: the family, the street, the stadium, the university... and over time they abandon all noble human feelings and generate a substitute for them. This is harsh, dull feelings and does not feel merciful at all, and this was expressed by most of the interviewed youth, while the majority denied that watching these violent programs has negative consequences on the behavior and attitudes of those young people who follow them.

It appears through the indicators of the study that adolescents watching videos and comments related to these videos increases their likelihood of falling into romantic conflict as a major source of social media battles that lead to real violence outside the social media space, and intensify violence among peer youth, and this was also confirmed by a previous study conducted by Kathleen Elsaesser and her colleagues. (Elsaesser, 2021)

**Table 5: Addiction to watching violence and its relationship to extremism**

<b>Viewers of the content of violence are</b>	<b>Frequencies</b>	<b>Percent</b>
Easy targets for extremist groups	176	20.80 %
They transmit and promote violent extremist ideas	310	36.64 %
They constantly engage in violence with: family, friends, street, school...etc.	154	18.20 %
Their feelings are harsh, dull, ruthless.	130	15.36 %
,They see the contents of violence, but on the other hand they do not adopt violent trends or behaviors	40	4.72 %
They see the contents of violence, but they cannot be lured by extremist groups	20	2.36 %

Their view of the content of violence is not reflected in its practice in their daily lives	16	1.89 %
$\Sigma$	846	100 %

It appears from the above research data that a large percentage of the respondents (36.64%) believes that the high demand for viewing the contents of violence on social networking sites is an indication that a large percentage of young people believe in violence as a behavior and as a culture, and they will consider it with time the only resort to express themselves and force others to believe and to respond to their demands, and this will negatively affect them over time because they will turn into easy targets for recruitment by extremist and criminal groups, as social networking sites are currently the most important means of recruiting young people to carry out terrorist and explosive operations carried out by various groups such as ISIS.

It appears through the indicators of the study that adolescents watching videos and comments related to these videos increases their likelihood of falling into romantic conflict as a major source of social media battles that lead to real violence outside the social media space, and intensify violence among peer youth, and this was also confirmed by a previous study conducted by Kathleen Elsaesser and her colleagues. (Elsaesser, 2021)

It appears also from the above table that a large percentage of the interviewed sample, more than 36 %, believe that following up on the content of violence, whether in social media or in video games, contributes to making them transmit violent tendencies and then market them in their social and family environment, and thus they work to transmit violence From the virtual field to the real field, as the answer stated: (They practice

violence on a daily basis with: family, friends, street, playground...) in the second place with a percentage of more than 18 %, and this is a clear indication of the transmission of violence to the real space, and it becomes practiced daily from Before young people who have been exposed to it frequently and intensely in the virtual world.(Drummond and Al, 2021)

### Conclusion:

We have tried, through this research, to review the various effects of the content of social networking sites such as “photos, comments, videos, etc.” from the point of view of provoking hostile emotions on the categories of users, especially the youth category, and how the process of agitation and agitation turns into a realistic indoctrination process for violence And there is the practice of all forms of physical and verbal violence on the ground, and social networking sites are often blamed as one of the most important tools most associated with youth and generating negative and deviant attitudes and behaviors in society, not only manifestations of violence and hostility, but also the loss of identity, isolationism The deterioration of social communicative relations, the perversion of social taboos as a result of excessive viewing of sex sites, feelings of depression, anxiety, jitters, feelings of fatigue, neglect of social and family duties...etc.

The addiction to watching violence, as highlighted by the study, leads to the emergence of deviant trends among young people and adolescents, making their

psychological environments unbalanced and abnormal, which in turn is reflected in dangerous behaviors that appear in their dealings with others. Chatting sites and forums, we mention some of the types of these characters as follows:

- Cynics: They are a group of users who frequently engage in sarcasm with others, by sending fake e-mail messages, or impersonating a fake person when they chat with others, causing them to be inconvenienced, and they are a constant source of concern.

- Obscene: The members of this category transcend social boundaries and norms when dealing with others on the Internet, and use obscene and rude expressions when communicating or electronic correspondence.

Al-Muntasif: They are a special category of immoral speakers, who hope to achieve a supposed sexual encounter, or suffer from psychological disorders. , Faysal to the level of threat or rape.

- Revolutionaries: This group consists of a group of anti-social people who adopt radical ideologies, attacking and stinging everyone who sits across from them on the net.

The previous study also found that the sample members of the interviewed Algerian youth feel empty and missing something when certain circumstances impose on them not to use the Internet, and they feel anxious and psychologically disturbed when they do not go to their pages in the social media, and it is clear from these indicators that a number of young people Algerians are victims of the phenomenon of Internet addiction, meaning that they are fond of the fantasy of the digital space to the extent that they cannot stay away from it.

In conclusion, this study remains one of the ongoing research seminars to explore the

dialectical relationship between the means of communication and youth, and it is a scientific addition to the debates and discussions that are always raised about the effects of the media on youth. Rather, he only tried to elucidate some aspects, paving the way for other researchers to explore other approaches that this study has not been exposed to.

### Bibliography:

1. A Widiger, T. (2011). Personality and psychopathology. World Psychiatry : Official Journal of the World Psychiatric Association (WPA), 10(2), 103–106. <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC3104878/>
2. Al-Razzo, Hassan Mudhaffar. (2007). information space. Beirut: Center for Arab Unity Studies.
3. Andro, Jean-Bernard. (2009). Cyberaddiction, nouvelle, toxicomanie sans drogues. Paris. Hpmetox.
4. Assouline, D. (2008). Impact des nouveaux médias sur la jeunesse (l'). Isidore.science; Bibliothèque numérique de l'enssib. Retrieved October 31, 2022, from <https://isidore.science/document/10670/1.6z3w3x>
5. Azzi ,Abd Rahmane. (2005). The Internet and Youth: Some Value Assumptions . Research presented to the Youth Forum and the Internet, College of Mass Communication, University of Sharjah, Sharjah.
6. Clarisse, Vernhes. (2002). La violence à l'écran en accusation , [en ligne],

- [http://www.rfi.fr/actufr/articles/030/article\\_16331.asp](http://www.rfi.fr/actufr/articles/030/article_16331.asp)
7. Critcher, C. (2008). *The International Handbook of Children, Media and Culture*. SAGE Knowledge; SAGE Publications Ltd. [https://sk.sagepub.com/reference/hdbk\\_childmediaculture/n6.xml](https://sk.sagepub.com/reference/hdbk_childmediaculture/n6.xml)
  8. Danielle de Lame, « Décentralisation, Réseaux Sociaux et Privatisation de la Violence. Une Problématique Rwandaise ? », *Bulletin de l'APAD* [En ligne], 16 | 1998, mis en ligne le 27 octobre 2006, consulté le 31 octobre 2022. URL : <http://journals.openedition.org/apad/540> ; DOI : <https://doi.org/10.4000/apad.540>
  9. Drummond, A., Sauer, J. D., Ferguson, C. J., Cannon, P. R., & Hall, L. C. (2021). Violent and non-violent virtual reality video games: Influences on affect, aggressive cognition, and aggressive behavior. Two pre-registered experiments. *Journal of Experimental Social Psychology*, 95, 104119. <https://doi.org/10.1016/j.jesp.2021.104119>
  10. Elsaesser, C. M., Patton, D., Kelley, A., Santiago, J., & Clarke, A. (2020). Avoiding fights on social media: Strategies youth leverage to navigate conflict in a digital era. Undefined. <https://www.semanticscholar.org/paper/Avoiding-fights-on-social-media%3A-Strategies-youth-a-Elsaesser-Patton/2d97ae88fb4aa5aedb1318bbe8c48a3471a1b63d>
  11. Elsaesser, C., Patton, D. U., Weinstein, E., Santiago, J., Clarke, A., & Eschmann, R. (2021). Small becomes big, fast: Adolescent perceptions of how social media features escalate online conflict to offline violence. *Children and Youth Services Review*, 122, 105898. <https://doi.org/10.1016/j.childyouth.2020.105898>
  12. Gerbner, G., Gross, L., Signorielli, N., & Morgan, M. (1980). Television Violence, Victimization, and Power. *American Behavioral Scientist*, 23(5), 705–716. <https://doi.org/10.1177/000276428002300506>
  13. Girandola, F. (2004). Violence dans les médias : quels effets sur les comportements ? *Questions de Communication*, 5, 55–68. <https://doi.org/10.4000/questionsdecommunication.7096>
  14. Huesmann, L. R. (2007). The Impact of Electronic Media Violence: Scientific Theory and Research. *Journal of Adolescent Health*, 41(6), S6–S13. <https://doi.org/10.1016/j.jadohealth.2007.09.005>
  15. Jones, G. (2004). Battle-Zord Nu-Nu meets Power Ranger Po Play fighting with material from the electronic toy box TV. [https://www.br-online.de/jugend/izi/english/publication/televizion/16\\_2003\\_1/e\\_jones\\_battle.pdf](https://www.br-online.de/jugend/izi/english/publication/televizion/16_2003_1/e_jones_battle.pdf)
  16. Jones, G. (2017, June 28). Violent Media is Good for Kids. Mother Jones. <https://www.motherjones.com/politics/2000/06/violent-media-good-kids-0/>
  17. Muhammad Al-Amin, Musa. (2006). The dilemma of human

- communication in the era of media dumping, Journal of Ajman University of Science and Technology, Volume12.
18. O’Keeffe, G. S., & Clarke-Pearson, K. (2011). The Impact of Social Media on Children, Adolescents, and Families. *Pediatrics*, 127(4), 800–804.  
<https://doi.org/10.1542/peds.2011-0054>
19. Raynaud, M.-L. (2000). Tisseron Serge, Enfants sous influence. Les écrans rendent-ils les jeunes violents ? *Réseaux. Communication - Technologie - Société*, 18(104), 345–345.  
[https://www.persee.fr/doc/reso\\_0751-7971\\_2000\\_num\\_18\\_104\\_2298\\_t1\\_0345\\_0000\\_2](https://www.persee.fr/doc/reso_0751-7971_2000_num_18_104_2298_t1_0345_0000_2)
20. Satcher .David.(2015). Youth Violence: A Report of the Surgeon General. (2022). Webharvest.gov. <https://webharvest.gov/peth04/20041020100249/http://www.surgeongenral.gov/library/youthviolence/>
21. Study Corgi. (2021). The Psychological Effects of Violent Media on Children. Retrieved from <https://studycorgi.com/the-psychological-effects-of-violent-media-on-children/>
22. Tisseron, S. (2011). Les nouveaux réseaux sociaux sur internet. *Psychotropes*, 17, 99-118.  
<https://doi.org/10.3917/psyt.172.0099>
23. Wekesser Carol.(1995). Movie Ratings Are Ineffective (From Violence in the Media, P 98-100, Office of Justice Programs. (n.d.). Wwww.ojp.gov. Retrieved October 31, 2022, from <https://www.ojp.gov/ncjrs/virtual-library/abstracts/movie-ratings-are-ineffective-violence-media-p-98-100-1995-carol>
24. Wicks ,Robert H. (1996) Standpoint: Joseph Klapper and the effects of mass communication: A retrospective, *Journal of Broadcasting & Electronic Media*, 40:4, 563-569, DOI: 10.1080/08838159609364377