

Internet games - innocent prank or a real threat to the teenagers' life?

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We live in the 21st century, when the information and communication technologies are constantly developing. But the emergence of various video games and social networks does not always contribute to the development of thinking and a healthy psyche of children, but rather the opposite, it often leads to the emergence of a number of complexes and diseases. [n1].

It is very difficult for parents to protect their children, because they can get harmful information not only from the Internet. Nowadays some films for teenagers propagandize participation in games of survival («The Hunger Games» and «Labyrinth»). For example, the slogan of the film «Nerve» in July 2016 is «Play to survive». The main characters are involved in such a game, performing different tasks, often risky, and prepared for each of them cash reward. After watching these movies teens want to emulate their favorite actors.

We should also point out the fact that the «parental control» stopped working, because teenagers understand computers better than their parents.

Nowadays teenagers more than others are exposed to the depression for many reasons: the instability of the nervous system, psychological stress associated with finding their place in life, family problems (for example, divorce or child abuse). We all know that the depression can bring teenagers to the suicide. Today, unfortunately, we can see a lot of communities that help teenagers to commit suicide. The most popular is «Siniy Kit». Supposedly the name of this game is connected with the case in New Zealand, where 400 blue whales washed ashore. No one knows exactly why it happened, but environmentalists say: when something happens with whales or with one whale, they emit a distress signal - and the rest of them come to help. As a result, if the sick dolphin or a whale was on the shore, and it was followed by his relatives. Similarly, in the suicide groups: someone screams for help, but instead to be saved, he endangers others. The first reports of such games appeared in 2015. It all started with the suicide communities "VKontakte". There were open groups and any frustrated in life teenager could follow them. Of course, the administration "VKontakte" has made everything to block the dangerous groups, as well as hashtags, but the netizens began to accompany their posts and in Twitter, Instagram with hashtags # tihydom, # razbudimenyav420, # kityplyvutvverh, etc. [n2]. This game is so-called quest in real life, the duration of it is 50 days. Children get questions of a personal nature, in order to identify their problems and with the help of it curators undermine their psychological state. Curators are the people with the knowledge of psychology. They inspire children that they are fat or ugly and losers in this world. Because there is another world, and that's where they will be «favorites». The player is given 50 days before the suicide, where every day is a game, the execution of tasks, which he gets from the curator. The last task is suicide. Teenagers, who started the game, but refused to perform the tasks, were intimidated by the fact that if they do not commit suicide, the "administrator" of the game will know their home address and come not only for the players, but also for their parents or other relatives. They send the link, clicking on which your IP-address is automatically reported and

it is really possible to determine the location of the player. That's why the teenagers began to take this game seriously; they worry not about themselves but about their parents. I am sure that because of the religious beliefs and moral norms, Dagestan is less than others exposed to the influence of such sites. But early in February, Dagestan was horrified by two cases in which teens suffered. A teenager stabbed his friend in chest in Makhachkala. A criminal case was excited on the article "Encroaching upon murder". On a preliminary version, an aggressive teenager was the participant of "game of death". The law enforcement agencies managed to find a direct connection of a teenager with a community «Siniy Kit». Currently, investigators are trying to find out more detailed circumstances of the accident. On 14 of February 11-year-old schoolboy hanged in Khasavyurt. There is no official information that he was playing the suicide game, but according to his relations with parents, we can't be sure that the fault isn't in «Siniy Kit». [n3].

Some steps parents can take to protect their children: 1. Lay down rules and consequences. Explain your teen that he or she shouldn't play computer all day long. But don't make hollow threats or set rules that you cannot enforce. 2. Encourage other interests and social activities. 3. Expose your teen to healthy hobbies and activities, such as team sports and afterschool clubs. 4. Talk to your child about it. It's important to remain calm when confronting your teen because such talks can generate confusion and anger in parents. 5. Make sure if your teen is in bed in the early morning hours, because they get their tasks at 4.20. [n4].

I hope that the teenagers will realize how dangerous these communities are and will not make a grave mistake.

Источники и литература

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