Architecture of aggression in cyberspace. Testing cyber aggression in young adults in Hungary

# Details

## Year

2018

## DOI

10.52306/01010618qosg3191

## Issued

2018

## Language

English

## Volume

1

## Issue

1

## Start Page

## End Page

## Authors

Parti K.;Kiss T.;Koplányi G.

## Type

Journal article

## Journal

The International Journal of Cybersecurity Intelligence and Cybercrime

## Publisher

Bridgewater State University

## Sample

446 university freshmen from two university faculties in Hungary

## Implications For Policy Makers About

Stepping up awareness and empowerment

## Implications For Stakeholders About

Researchers

# Abstract

In order to test whether and how violence is exacerbated in online social networking sites, we utilized the BryantSmith Aggression Scale (Bryant & Smith, 2001), and included examples in the questionnaire offering solutions for 7 different hypothetical cases occurring online (Kiss, 2017). The questionnaire was sent to social work and law school students in Hungary. Prevalence and levels of aggression and its manifestation as violence online proved to be not more severe than in offline social relations. Law students were more aware than students of social work that online hostile acts are discrediting. Students of social work were significantly more prone to break into physical fights than were law students and higher level of aggression was observed in their online behavior as well. Those who spend more time online tend to be more active online and bear a significantly higher level of aggression compared to those who are less active online. To conclude, higher education has a significant role in establishing control. This is especially crucial with law students who might have to work closely with the police and local residents aiming to establish peaceful communication, problem solving, and cooperative solutions in grassroots community policing programs.

# Outcome

Online space did not prove to be a catalyst for social violence, even in anonym situations. The level and severity of online aggression did not proved to be higher than offline aggression. Those who do not tend to be violent or aggressive in offline circumstance will not express such behavior more often online as well. Some differences were identified along the lines of gender, type of school and personality traits.

"Our study is consistent with previous research outcomes. The impulsive group tends to be more
active online and bears a significantly higher level of aggression (in aggression sum, verbal aggression, and hostility) compared to those who are less active. Research shows that the increased number of online connections (or increased online social network activity) (Agustina, 2015; Choi, 2008) and time spent online bears a higher risk of online social deviance – either as an offender, or as the target (victim) (Leukfeldt Yar, 2016). It proves Cyber-Routine Activity Theory: the more time spent and activities done online, the more chances people get to engage in antisocial and deviant activities online (Choi, 2008).
It cannot be concluded however, which came first: impulsivity, online aggression, or online hyperactivity. There are studies establishing a link between happiness and the level of online social activity. According to the Danish Happiness Research Institute (HRI) Study (Tromholt et al., 2015) those who did not use Facebook for a while became more satisfied with their lives and felt less envy than the control group who continued usage. According to the HRI study, facing others’ contrived social profiles online makes users frustrated and constantly distracted, and thus, it might be a cause of online aggression" (Parti, Katalin; Kiss, Tibor; and Koplányi, Gergely (2018) "Architecture of aggression in cyberspace. Testing cyber aggression in young adults in Hungary," International Journal of Cybersecurity Intelligence Cybercrime: 1(1), 56-68. p: 64)

The study reveals why it is necessary to counter cyber aggression cases. Cyber aggression is a
separate phenomenon from general aggression. General aggression refers to the types of aggression happening offline in traditional spheres of life. Research showed that there is a link between being aggressive offline and aggression’s manifestations online. However, what works in real life, does not always work online due to the many distinguishing characteristics of SNSs such as the perceived anonymity, the asyncronicity, the absence of vocal and face-to-face cues, and the minimization of other people’s status or authority, as Suler (2004) claims." (Parti, Katalin; Kiss, Tibor; and Koplányi, Gergely (2018) "Architecture of aggression in cyberspace. Testing cyber aggression in young adults in Hungary," International Journal of Cybersecurity Intelligence Cybercrime: 1(1), 56-68. p: 64)