Online challenge related self harm in children and adolescents; Two case reports

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## Sample

"Case 1: An eleven years old boy presented to out-patient service with his mother through the agency of Refugees and Asylum Seekers Assistance and Solidarity Association (ASSSA).
Case: 2: An eight years old boy. He was followed for one year with a diagnosis of attention deficit and hyperactivity disorder and expressive language disorder." (Poyraz Fındık Çeri, 2016, p.556)

# Abstract

The contagious nature of suicides which is called as Werther’s effect characterized by increase of suicidal behaviors after suicide reports on media and fictional portrayal of it on television is a well-known phenomenon. A new fashion of viral games which were claimed to have encouraged self-harm among children and adolescents are frightening families. We will discuss two adolescent cases who evaluated in outpatient service for online challenge related self-harm behavior. Psychiatric evaluation revealed that both children were suffering from psychiatric disorders, had peer problems and were socially isolated. This is the first paper from Turkey which reported that viral games might prod children and adolescents for self-harm.

# Outcome

"Although such games (Blue Whale Momo) might promote self-harm and suicidal behavior, it cannot be thought of as a sole cause for suicide. However, these challenges might have a serious ‘precipitant effect’. Additionally, having depression, emotional difficulties and social isolation or peer problems are known as substantial risk factors for problematic internet use." (Poyraz Fındık Çeri, 2016, p.558)