

Social Networking Sites and Deviance among Youth in Islamabad, Pakistan

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ABSTRACT

The digital media transform the social scenario of Pakistan. We are living in the era of information explosion. Social networking sites such as Facebook, Twitter, Skype, Instagram and WhatsApp provide platform to express our thoughts and share it with other people. Social networking apps are utilized for information, knowledge, fun, music, images and videos. It creates both positive and negative influence on youth. Social media facilitated deviance among youth such as pornography, black mailing, and online harassment. The current study aimed to explore the role of social networking sites in promoting deviance among youngsters' life. The present cross sectional research applied quantitative methodology to explore this phenomenon. The population comprised both male and female between the age of 21-24 and universe confined to Islamabad. The sample size was 323 youngsters from International Islamic University Islamabad, Pakistan. The researcher administered survey conducted by utilizing questionnaire. Stratified random sampling used to locate the respondents in faculty of social science. Univariate and bivariate analysis of the field data done by SPSS. Majority of the respondent (98.3%) used social networking sites and 56.6% respondents said online harassment is done by these sites which effect women dignity. 68.9% youngsters said social networking apps promote deviance among youth and 72.3% said social networking apps promote abusive language. On this basis of the findings, it can be concluded that social media usage should be monitored and parents should have awareness about the deleterious effect of social networking.

Introduction

Social networking sites are web based services that create virtual communities in which people connect and interact with friends, family and acquaintances. It offers a platform to share opinions, photos, music and videos on particular subject or just online hangout (Khurana, 2015; Murray & Waller, 2007). Social networking apps can be utilized to refer as community based web sites, online discussions forums, chat rooms and other social spaces online. The main features of these sites included instant messaging, video calling, chat, file sharing, discussion groups, voice chats, blogging etc (Null, 2009 & Kocak, G et al, 2013). Most extensive social networking sites are Twitter, Facebook, Instagram, WhatsApp, Snap chat, Viber and YouTube (Social Bakers, 2012).

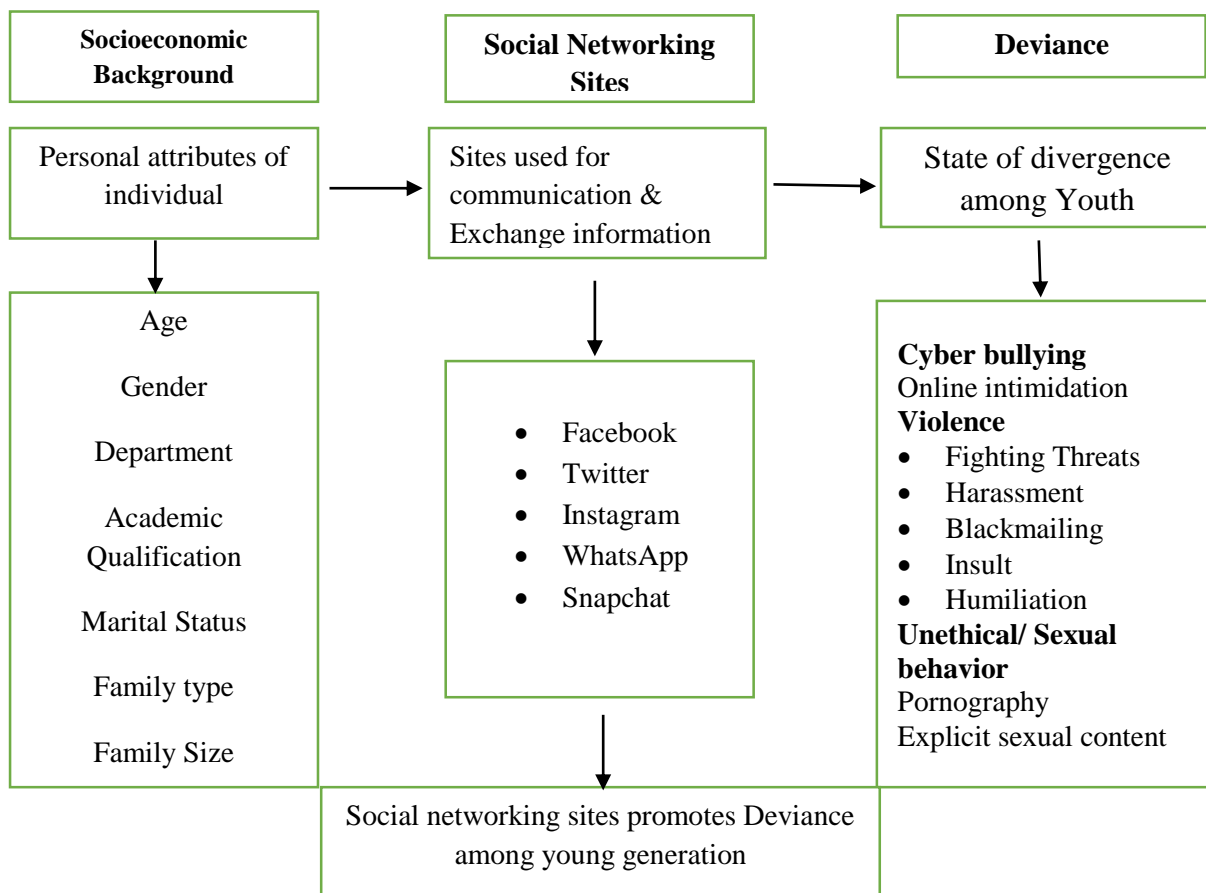
Social networking Sites promote the interconnectedness and interdependence among culturally diverse people who live in any part of the world. These sits allow youngsters for social interaction and to communicate their point of view on different matters. Social Sites made this

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world a global village where anyone communicate their opinion on different issues and promote interactive dialogues that build understanding of unlike opinions on various disputes (Ozguven,N., & Mucan,B.,2013). Social Networking Sites also used for online shopping (Kaplan, A.M & Haenlein, M, 2010). Youngsters have wide access to different technologies that keep them connected with each other. Social networking apps have been rapidly adopted by children and especially teenagers and young people worldwide, enabling new opportunities for the presentation of the self, Learning, construction of a wide circle of relationships, and the management of privacy and intimacy. (Lenhart, A., Madden, M., & Hitlin, P. 2005; Lenhart & Madden, 2007; Willaims & Guerra, 2007).

Social Networking Sites Promote violence, aggression, verbal abuse, bullying, negative behavior, drug use, explicit sexual content, blackmailing, intimidation and moral degradation. Mali (2011) designates that the graphic, sexually explicit subordination of women via pictures or words that also include pornography is verbal or pictorial material which represents or describes sexual behavior that is degrading or abusive to one or more of participants in such a way as to endorse the degradation. The person has chosen or consented to be harmed, abused, subjected to coercion does not alter the degrading character of such behavior. Social networking apps has provided medium for the facilitation of crimes like pornography. Most cases are identified youngsters and children between the ages of 10 to 24 years. The young person can be the victim, the perpetrator, or both. The deviant behavior of youth includes verbal abuse, bulling, hitting, negative thinking, watch nude images and videos (Centerwall et al, 2008).

Conceptual / Operational Framework



Pew research center (2018) enunciates that 3.1 billion social networking sites users around the globe in which 1.9 billion unique monthly users of Facebook, 1 billion unique monthly users of You Tube, 1 billion users of WhatsApp, 600 million unique users of Instagram, 317 million

user of Twitter 260 million users of viber, 255 million users of snapchat and 106 million users of LinkedIn. More the 44 million user of social networking sites were recorded in 2017. This research strived to unleash the role of social networking sites in promoting deviance among youth in Islamabad. It's a general perception that social networking sites are utilized for communication and entertainment but these sites employed for deviant acts like cyber bullying, black mailing, verbal and emotional abuse. More exclusively, this research focused on the way in which social sites (Facebook, Twitter, WhatsApp, Viber, Snapchat) influence the young generation and promote social deviance among youth. Mostly students are using these social networking apps so the researcher select university students for survey.

Methodology:

Theoretical Foundation of the research

The researcher applied Bandura's Social Learning Theory (1971, 1997) and Bourdieu Social capital theory (1986). Youngsters use social networking sites for communication and create virtual social capital. Social network sites offer a platform for young people to create personal and social interconnected and interdependent virtual community where they share their personal data on the base of trust but some divergent youngsters exploit other young people. Linking this theory with my research young personnel learns deviant acts from one another via continuous reciprocal interaction from observation, imitation and modelling and attitude of other young individuals. Further linking people use social networking for information and knowledge. People watch films, unethical videos and images for fulfill their sexual needs and satisfaction. The young adults utilized users' personal information for blackmailing.

Methods and Materials

This study is quantitative in nature and researcher conduct survey by using self-administrated questionnaire. Proportionate stratified sampling was used to select the sample from four sections in international Islamic University Islamabad. The sample selected 323 male and female university students from diverse departments from the faculty of social science. The researcher did pretesting of questionnaire before going to field for data collection. The data was analyzed by utilizing SPSS version 22. Chi square has been used to determine association among variables.

Results and Discussion

The researcher has performed both univariate and bivariate quantitative analysis of collected from the field. Socio-economic background plays decisive role in the interpretation of data. Univariate descriptive analysis of baseline socio-demographic characteristics of ever-married women age 15-49 who have heard of hepatitis B or C, the percentages who believe that hepatitis can be avoided by different ways with reference to PDHS 2012-13. (n=5661)

Table No 1: Socio-economic Background

Variables	valid %	Variables	valid %
Departments		Family Income	
Education	35 (10.8%)	Below 10,000	2 (6%)
Media	88 (27.1%)	20,000-30,000	9(2.8%)
Economics	45 (13.9%)	30,000-40,000	78 (24%)
Sociology	110 (34.1%)	50,000 and above	234 (72%)
Psychology	45 (13.95%)	Family Type	
Marital Status		Nuclear	215 (66.2%)
Married	38 (12.5%)	Joint	72 (22.2%)
Unmarried	287 (88.3%)	Extended	287 (88.3%)

Variables	valid %	Variables	valid %
Age in 5 years		Use of Social Networking Sites	
15-19	27(8.3%)	Yes	303 (93.2%)
20-24	242(74.5%)	No	20 (6.2%)
Above 30	3 (9%)	Yes	19.8
Usage of Social Networking Sites in Hours		Use of Device for social networking sites	
1-3	107 (32.9%)	Through cell phone	253 (77.8%)
4-6	114 (35.1%)	Pc	11 (3.4%)
7-9	80 (24.6%)	Laptop	53 (16.3%)
Above 10	22 (6.8%)	I. Pad	6 (1.8%)
Total	323 (100%)	Total	323 (100%)

Table 1 shows the majority of the respondents were ages of 21-25 and their percentage is 74.5% and having the age of above 30 were less in numbers. The young individuals 88.3% were unmarried and only 12.5% were unmarried. 34.1% respondents were belonging to the sociology department and 10.8% respondents was belonging to the education department. 66.2% university students were lived in nuclear family and 11.1% respondents were lived in extended family. The family income of 72% young students have above 50,000 and 6% have family monthly income was below 10,000. 93.2% students used social networking apps in daily routine. 32.9% respondents using social networking apps 1-3 hours in a day, 35.1% using 4-6 hours in a day, 24.6% respondents using 7-9 hours in a day and 6.8% respondents use above 10 hours social networking apps in a day. Highest frequency was 4 to 6 hours and the percentage was 35.1%. Most of the respondents 77.8% use social networking apps in cell phone, and 3.4% use through PC, some of them 16.3% use through Laptop and some of them 1.8% use through I. Pad. Most of the respondents use social networking apps in cell phone and their percentage is 77.8%.

Table No 2: Perception of respondents about use of different social networking apps

Social Networking Sites	To some extent	To great extent	Not at all	Mean	Standard deviation	Total
Facebook	138(42.5%)	176(54.2%)	8(2.5%)	1.60	.555	323(100%)
Twitter	105(32.3%)	43(3.2%)	175(53.8%)	2.22	.907	323(100%)
WhatsApp	116(35.7%)	173(53.2%)	43(10.5%)	1.75	.633	323(100%)
Instagram	77(23.7%)	157(48.3%)	99(27.4%)	2.04	.717	323(100%)
Snapchat	23(16.3%)	234(72%)	36(11.1%)	1.95	.523	323(100%)

Table 2 indicated that respondents Facebook 42.5% said to some extent, majority 54.1% said to great extent and 2.5% said never. Mean is 1.60 and .555 is standard deviation. 32.3% said used twitter to some extent, 3.2% said to great extent and 53.8% said not at all. Mean of twitter is 2.22 and .907 is standard deviation. 35.7% used skype to some extent, 53.2% said to great extent and 10.5% said not at all. Mean of using skype is 1.75 and .633 is standard deviation. 23.7% used Instagram to some extent, 48.3% said to great extent and 27.4% said not at all. Mean of Instagram is 2.04 and .717 is standard deviation. 16.3% used WhatsApp to some extent, 72.0% said to great extent and 11.1% said not at all. Mean of WhatsApp is 1.95 and .523 is standard deviation.

Table 3 Perception of respondents about the purpose of using social networking apps

Statements	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	Mean	Standard Deviation	Total
Educational Purpose	6 (1.8%)	63 (19.4%)	45 (13.8%)	184 (56.8%)	25 (7.7%)	3.49	.953	323 (100%)
Entertainment	6 (1.8%)	54 (16.6%)	36 (11.1%)	182 (56%)	45 (13.8%)	3.69	.979	323 (100%)
Time Pass	5 (1.5%)	58 (17.8%)	33 (10.2%)	196 (60.3%)	31 (9.5%)	3.58	.943	323 (100%)
Connect with friends	5 (1.5%)	8 (2.5%)	13 (4%)	156 (48%)	141 (43%)	4.36	.792	323 (100%)
Online Shopping	7 (2.2%)	94 (28.9%)	57 (17.5%)	151 (46.5%)	13 (3.4%)	3.21	.983	323 (100%)

Table 3 shows the frequency distribution purpose of social networking apps. Respondent use social networking apps for education purpose .1.8% strongly disagreed, 19.4% disagreed, 13.8% neutral, 56.8% agreed and 7.7% strongly agreed. Mean of education purpose is 3.49 and standard deviation is .953. Respondent uses social networking apps for entertainment purpose. 1.8% strongly disagreed, 16.6% disagreed, 11.1% were neutral, 56.0% agreed and 13.8% strongly agreed with it. Mean of entertainment is 3.69 and .979 is standard deviation. Respondents use social networking apps for time pass. 1.3% strongly disagreed, 17.8% disagreed, 10.2% were neutral, 60.3% agreed and, 9.5% strongly agreed. Mean of time pass is 3.58 and standard deviation is .943. Respondents use social networking apps for connect with friends' purpose. 1.5% was strongly disagreed, 2.5% were disagreed, 4.0% were neutral, 48.0% agreed and 43.0% strongly agreed. Mean of connect with friends is 4.36 and .792 is standard deviation. Respondents' uses social networking apps for online shopping purpose. 2.2% were strongly disagreed and, 28.9% were disagreed and, 17.5% were neutral, 46.5% were agreed and 3.4% were strongly agreed. Mean of online shopping is 3.21 and .983 is standard deviation. Social networking apps are virtual communities which allow people to connect and interact with each other on a particular subject or to just hang out together online (Murray & Waller, 2007).

Beyond profiles, Friends, comments, and private messaging, social networking apps vary greatly in their features and user base. Some have photo-sharing or video-sharing capabilities; others have built-in blogging and instant messaging technology. Some web-based Social networking apps also support limited mobile interactions (e.g., Facebook, Instagram, WhatsApp, twitter). Many SNSs target people from specific geographical regions or linguistic groups, although this does not always determine the site's constituency (Kopytoff, 2004).

Table 4. Perception of respondents that online harassment effect women life

Statements	To Some Extent	To Great Extent	Not at all	Mean	Standard Deviation	Total
Harm women dignity	117 (36%)	184 (56.6%)	22 (6.8%)	1.71	.587	323 (100%)
Psychological Problems	193 (59.4%)	102 (31.4%)	28 (8.6%)	1.49	.652	323 (100%)
Personal Life	183 (56%)	104 (32%)	36 (11.1%)	1.54	.687	323 (100%)
Loss of Confidence	110 (33.8%)	87 (26.8%)	126 (38.8%)	2.05	.855	323 (100%)
Suicidal Attempts	138 (42.5%)	140 (43.1%)	45 (13.8%)	1.71	.697	323(100%)

Table 4 indicates the frequency distribution of online harassment effect women dignity 36.0% said to some extent, 56.6% said to great extent and 6.8% said not at all. Mean of haram women dignity is 1.71 and .587 is standard deviation. Women have psychological problems.59.4% said to some extent.31.4% said to great extent and 8.6% said not at all. Mean of psychological problems 1.49 and .652 is standard deviation. Online harassment effect women personal life.56.0% said to some extent, 32.0% to great extent and 11.1% said to not at all. Mean of personal life is 1.54 and .687 is standard deviation. Loss of confidence issues also effect women personality.33.8% said to some extent, 26.8% said to not at all and 38.8% said to not at all. Mean of loss of confidence is 2.05 and .855 is standard deviation. Suicidal issues also increase in young generation due especially in girls.42.5% said to some extent, 43.1% said to great extent and 13.8% said not at all. Mean of suicidal attempt is 1.71 and .697 is standard deviation.

Table 5: Perception of respondents that social networking apps promote deviance

Statements	To some extent	To great extent	Not at all	Mean	Standard deviation	Total
Unethical images of women	153(47.1%)	133(40.9%)	37(11.4%)	1.64	.679	323(100%)
Blackmailing	125(38.5%)	163(50.2%)	34(10.5%)	1.72	.656	323(100%)
Abusive Language	62(19.1%)	235(72.3%)	26(8%)	1.89	.511	323(100%)
Unethical videos	111(34.2%)	169(52.4%)	42(12.9%)	1.79	.667	323(100%)
Harassment	138(42.5%)	144(44.3%)	41(12.6%)	1.70	.682	323(100%)

Table 5 shows the frequency shows the frequency distribution types of violence promote social networking apps. Unethical images of women promote violence. Majority 47.1% said to some extent 40.9% said to great extent and some of them 11.4 % said unethical images of women never promote violence. Black mailing is another type of violence. Some respondents 38.5% said to some extent, majority 50.2% said to great extent and few members 10.5% said to black mailing not promote violence. Mean of black mailing is 1.72 and .656 is standard deviation. Abusive language is also promoting violence through social networking apps. Some of 19.1% said to some extent, majority 72.3% said to great extent and 8.0% said abusive language not promote violence. Mean of abusive language is 1.89 and .511 is standard deviation. Unethical videos promote violence. Some of respondents 34.2% said to some extent, majority 52.4% said to great extent and 12.9% was said unethical videos not promote deviance.

Table 6 Perception of respondents about type of black mailing

Statements	Yes	No	Total
Web Hacking	253 (77.8%)	77 (21.5%)	323 (100%)
Bad images	263% (80.9%)	70 (17.8%)	323 (100%)
Unethical Videos	235 (72.5%)	88 (27.1%)	323 (100%)
Account Hacking	253 (77.8%)	70 (21.5%)	323 (100%)
Personal information	207 (63.5%)	116 (35.1%)	323 (100%)

Table 6 indicated the frequency distribution types of black mailing. Web hacking is a type of black mailing. Majority 77.8% said yes web hacking is type of black mailing. Some of them 21.5% said not agree with it. Bad images use is another type of black mailing. Majority 80.9% k was said bad image is type of black mailing and some of them 17.8% not agree with it. Unethical videos are used for black mailing. Most of the respondents 72.5% were said yes unethical videos are the type of black mailing, and 27.1% not agree with it. Account hacking is another type of black mailing. Most of the respondents 77.8% said yes account hacking is the type of black mailing, and 21.5% were not agree with it. Personal information is also type

if black mailing. Majority 63.5% of respondents said yes personal information is the type of black mailing. And 35.1%.was not agree with it.

Table 7 Type of deviant behavior rapidly growth among youth

Statements	Yes	No	Total
Frustration	222 (68.3%)	101 (31.8%)	323 (100%)
Fear	216 (66.5%)	107 (32.9%)	323 (100%)
Aggressiveness	184 (56.6%)	139 (42.8%)	323 (100%)
Threating	205 (63.1%)	129 (39.7%)	323 (100%)
Physical violence	194 (59.7%)	129 (39.7%)	323 (100%)

Table 7 demonstrated the frequency distribution types of violent behavior rapidly grows in youth. Frustration is a type violent behavior. Majority 68.3% of the respondent said yes, and some of 31.8% respondents not agree the frustration is type of violent behavior. Fear is another type of violent behavior rapidly grows in youth. Most of the respondents 66 .5% were said yes fear is type of violent behavior. Some of the respondents 42.8% were not agree with it. Aggressiveness encourages violent behavior in youth for black. Majority of the respondents 56 .6% were said yes aggressiveness is type of violent behavior. Some of them 42.8% were not agreeing with it. Threating is another type of violent behavior. Majority 63.1% were said yes threating is type of violent behavior. And only 39.7% was not agreeing with it. Physical violence is another type of violent behavior. Majority 59.7% of the respondents were said yes physical violence is type of violent behavior. Some of the respondents 39.7% was not agreed with it.

Table 8 Use of abusive language in social networking apps

Statements	Yes	No	Total
Disgusting	227 (79.1%)	96 (20%)	323 (100%)
Idiot	227 (79.1%)	96 (20%)	323 (100%)
Abuse	235 (72.3%)	88 (27.1%)	323 (100%)
Fuck	217 (66.8%)	105 (32.3%)	323 (100%)
Sexy	245 (75.4%)	78 (24%)	323 (100%)

Table 8 uttered the frequency distribution type of comments use in social networking apps. Disgusting is type of comment uses in social networking apps. Highest frequency was 227 and a percentage was 79.1%. Lowest frequency was 96 and a percentage was 20.0%. Idiot is comment use in social networking apps. Highest frequency was 227 and percentage was 79.1%. Lowest frequency was 96 and a percentage was 20.0%. Abuse is type of comment uses in social networking apps. Highest frequency was 235 and percentage was 72.3%. Lowest frequency was 88 and percentage was 27.1%. fuck is comment and mostly use in social networking apps. Highest frequency was 217 and percentage was 66.8%. Lowest frequency was 105 and percentage was 32.3%. Sexy is mostly use comment in social networking apps. Highest frequency 245 and percentage was 75.4%. Lowest frequency was 78 and percentage was 24.0%.

Table 9 People watch unethical videos and images for different reasons

Statement	To some extent	To great extent	Not at all	Mean	Standard Deviation	Total
Satisfaction	118 (36.3%)	143 (44%)	61 (18.8%)	1.83	.734	323(100%)
When set bored	173 (53.2%)	85 (26.2%)	80 (19.7%)	1.66	.790	323 (100%)
Enjoyment	133 (40.9%)	110 (33.8%)	80 (24%)	1.84	.797	323 (100%)
Depression	112 (34.5%)	48 (14.8%)	162 (49.8%)	2.16	.911	323 (100%)

Tables 9 show the frequency distribution of people watch unethical videos and images for different purpose. Respondents watch unethical videos and images for satisfaction. Some of

the respondents 36.3% said to some extent, most of them 44.0% said to great extent and 18.8% was not agree with it. Mean of satisfaction is 1.83 and .734 is standard deviation. Another reason of people watching unethical videos and images is when set bored. Majority 53.2% of respondents said to some extent, 26.2% said to great extent and few respondents 19.7% not agree with it.

Mean of when set bored is 1.66 and .790 is standard deviation. Another reason behind watching unethical videos and images is for enjoyment. Majority 40.9% of respondents said to some extent, 33.8% said to great extent and few respondents 24.0% not agree with it. Another reason behind watching unethical videos and images is depression. Some of them 34.5% said to some extent, 14.8% said to great extent and majority 49.8% of respondents were not agreed with it. People use social media for many reasons. First, the need for connection and interaction with other people is evident. As supported by Maslow’s Hierarchy of Needs, people desire to fulfill a sense of belonging through support from relationships with others. After obtaining physiological and safety needs, people strive to achieve Maslow’s third need of belonging. New social media provide this opportunity where people can communicate with others and belong to different networks via virtual communities on the Internet. (Boyd and Ellison, 2007).

Table 10 Measures suggested by respondents for the lessened deviance via social networking site

Statements	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	Mean	Standard deviation	Total
Develop strong Privacy Setting	12 (3.7%)	15 (4.6%)	12 (3.7%)	129 (39.7%)	155 (47.7%)	4.24	.992	323 (100%)
Unnecessary adds should be removed	3 (.9%)	42 (12.9%)	15 (4.6%)	155 (47.7%)	108 (33.2%)	4.00	.994	323 (100%)
Bane vulgar Websites	3 (.9%)	2 (.6%)	11 (3.4%)	142 (43.7%)	165 (50.8%)	4.44	.681	323 (100%)
Promote Secure Websites	5 (1.5%)	1 (.3%)	6 (1.8%)	148 (45.5%)	163 (50.2%)	4.43	.699	323 (100%)
Must block or report those people use vulgar language	4 (1.2%)	2 (.6%)	8 (2.5%)	162 (49.8%)	147 (45.2%)	4.38	.687	323 (100%)

Table 10 demonstrates the frequency distribution of the respondent’s suggestion about the social networking apps violence. Develop strong privacy setting 3.7% was strongly disagreed with it, 4.6% was disagreed, 4.6% was neutral and 39.7% were agreed and 47.7% were agreed with it. Mean of privacy setting is 4.24 and .992 is standard deviation. Unnecessary adds should must be removed .9% was strongly disagreed, 12.9% was disagreed, 4.6% was neutral and 47.7% were agreed and 33.2% were strongly agreed with it. Mean of unnecessary adds is 4.00 and .994 is standard deviation. Bane vulgar websites .9% was strongly disagreed, .6% was disagreed, 3.4% was neutral and 43.7% were agreed and 50.3% were strongly agreed. Mean of vulgar websites is 4.44 and .681 is standard deviation. Promote secure websites 1.5% was strongly disagreed, .3% was disagreed, 1.8% was neutral and 45.5% were agreed and 50.2% were strongly agreed with it. Mean of secure websites is 4.43 and .699 is standard deviation. Must block or report those people use vulgar language 1.2% was strongly disagreed, .6% was disagreed, 2.5% was neutral and 49.8% were agreed and 45.2% were strongly agreed with it. Mean of block or report those people use vulgar language is 4.38% and .687 is standard deviation.

Bi-Variate analysis

Bi-variate analysis is one of the simplest forms of quantitative (statistical) analysis. It involves the analysis of two variables, for the purpose of determining the empirical relationship between them, for instance independent and dependent variable. In order to see if the variables are related to one another, it is common to measure how those two variables simultaneously change together. Bi-variate analysis can be helpful in testing of hypothesis of association and causality.

Hypothesis. Social networking apps promote deviance among youth.

Social Networking Apps	Promote deviance among youth					Total
	Strongly Disagree	Disagree	Neutral	Agree	Strongly Agree	
Yes	4 (1.3%)	67 (21%)	34 (10.7%)	193 (60.5%)	21 (6.6%)	319 (100%)
No	1 (25%)	0 (0%)	1(25%)	2 (50%)	0 (0%)	4 (100%)
Total	5 (1.5%)	67 (20.7%)	36 (11.1%)	195 (60.4%)	21 (6.5%)	323(100%)
Chi-Square: 16.316		DF: 4		Significance Level: .003		

The cross table explains the bi-variate analysis of an independent variable (social networking apps and its deviance among youth on dependent variable by using chi-squares technique few 1.3% respondents strongly disagreed with social networking apps violence promote unethical behavior among youth, 21.5 % respondents disagreed, 10.7% respondent was neutral and majority of the respondents 60.5% were agreed and 6.6% strongly agreed with it.

Findings and Discussion

Internet plays a vital role in youth behavior. The internet is accessible and popular among youth. Through internet people connect with friends, and family members. A research found that 74.5% people who are between the ages of 21-25 are the most users of social networking apps. It was found that many users using social networking apps more than one. A research found that people use social networking apps for communication, fun and information. This research found that 71.7% people use social networks for communication. A research found that 40.3% people said social networking apps represent women attractive. Such harassment has a profound effect on targeted women. It discourages them from writing and earning a living online. It interferes with their professional lives. A research found that 98.8% people said the online harassment effect women. Harassment harms women's dignity and intelligence of equal worth. Social networking harassment imposes unique harms to women's physical and emotional well-being and also effect on women personal life. In that research 56.6% respondents said harassment effect women dignity.

Social networking apps promote different type of violence. Research found that 72.3% respondents said social networking apps promote abusive language however, research also find that 52.4% respondents said social networking apps promote unethical videos. According to the researcher, found that 68.3% respondent said frustration increased violent behavior among youth. People use different type of comments in social networking apps. In that research 79.1% respondent use mostly word “idiot” in comments.

Conclusion

The contemporary sites of social networking on the Internet becomes have advanced capabilities technological that can provide the best opportunities and services for users to enable them to achieve all forms of communication and contact social and family. And it also saves the mechanisms that help them achieving the integration and involvement in the communities electronic in different interests in ways allows them to global openness to the different cultures. The current research was based on the use of social networking apps promote

deviance. The use of social networking apps effect youth behavior. Mostly people used different social networking apps and these apps promote black mailing, abusive language and unethical videos and online harassment. This phenomenon has broadened the opportunity to engage in Deviant and abusive behaviors and has dramatically increased the access of potential offenders to a more expansive pool of victims (Per Research Center, 2018).

Social networking apps has provided medium for the facilitation of crimes like pornography. Violence can involve young persons, typically children, teenagers, and young adults between the ages of 21 and 24. The young person can be the target, the offender, or both, youngsters includes aggressive behaviors such as verbal abuse, bullying, hitting, negative thinking, unethical images, and videos.

This study has some recommendations that social networking apps is a powerful tool and is certainly here to stay, it is important that people understand that nothing exists without negative side effects. Greater concerns about online safety and sharing of personal information and photos. More limited sharing of information/pictures via the internet. If young adults and their caregivers are aware of the potential deleterious effects of social networking use, they can create healthy social media habits to protector against these potential effects. Parents should motivate the children to use internet for education purpose. Teacher motivation encourages students to improve their knowledge by using internet.

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