

SQUINT OF BLUE WHALE

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ABSTRACT

Social media game that encourages the teens in performing specific tasks for a period of 50 days is called Blue Whale Challenge. The tasks are assigned by group administrator who is anonymous. The present era is becoming an addict to the online gaming and indeed it not at all possible to predict the outcome of the game before playing it. According to the group administrator people who have no value will play the game and so they are considered as biological waste. Once a person enrolls as a player, a cookie is given to accept. The students will immediately accept the coolie out of excitement. Immediately after acceptance the player's entire online data can be accessed. This data is used to blackmail people who want to stop in the middle. Admin will blackmail and cyber bullying of the individual will take place. Not only the individual is affected but their family is also affected as all the data will be revealed. As the game is not managed by a single person it is indeed not possible to block or get out of the game. Continuous steps should be taken by media, educational institution and media so that no one gets affected by cyber bullying. The students should be warned against downloading such games. The educational institutions should enhance the critical thinking ability of the students. This will help them in differentiating between fantasy and reality.

Keywords – Social Media, Blue Whale, Waste, Blackmail, Cyber Bullying

I. INTRODUCTION

Social media game that encourages the teens in performing specific tasks for a period of 50 days is called Blue Whale Challenge. The tasks are assigned by group administrator who is anonymous. The present era is becoming an addict to the online gaming and indeed it not at all possible to predict the outcome of the game before playing it. Although we know the negatives of online gaming, like it creates violent behaviour among the youngsters if they are not allowed to play with. And they get a sense of addiction towards it such that they cannot focus in any other activity wholeheartedly. But now after seeing the implication of blue whale game these negative effects are far more better as they will not take the lives of the players. Now the Blue Whale Challenge is the one which is related to suicide of youngsters and teens. The tasks make the players addicted to it for 50 days and, on the last day if the person wants to win the game then he/she should commit suicide. Russia is the first country where the game originated and it led to the suicide of more than 100 teens. The game is based on the relationship between the players and administrator. Philipp Budeikin is the first person who initiated the game. He is a former detained psychology student from Russia. On asking him about the reason for creating

such a game, he stated the game was created to cleanse the society. According to him people who have no value will play the game and so they are considered as biological waste.

II. ABOUT THE CHALLENGE

The players are requested to do certain tasks and that includes many dangerous activities. Although the final task of the game is to commit suicide, it has attracted many players across the globe. The game attracts mostly teenagers and young adults, people who are more susceptible to online influences, and attempts to create an air of unworthiness and uselessness around them. Some reports have surfaced that claim the game requires the player to submit sensitive data before commencing, which the administrators then use to blackmail the players in case they try to back out of the game. The veracity of this claim has not yet been confirmed, but it has also given rise to the rumor that downloading the game injects malware into the system that infects files and steals sensitive data. Among the list of tasks are waking up at unusual hours, engaging in bizarre activities, listening to depressing music, and watching horror videos. On the 50th day, administrators reportedly instruct the player to commit suicide. It can be pointed out that the blue whale game acts as a brainwasher among the teenagers. The game targets young teenagers in social media websites if they are into some groups or if they endorse in certain hashtags. After signing up for the game, an administrator is provided for each player who will give the daily activities. The tasks will be initially simple and get complicated with time. The complication is like the players will be asked to harm themselves and at the last day the task is to kill themselves. And if the player refuses the administrator threatens to reveal all the personal details of the players as well as the family, so the player has no other option rather than killing themselves. Still there is a confusion on how the player is enrolled in the game. Whether it is through installing certain app or through social media like facebook, Instagram or by hashtags. There are many anonymous curators. In India the first death was reported on August 2017 when a 14 year old boy from Mumbai jumped off the terrace and committed suicide as it is the final task.

III. VICTIMS IDENTIFICATION

The first thing which can be noted from the people playing blue whale game is that they start to distancing themselves or staying away from family and friends with whom they have been close so far. Even if they are talking they will talk about running away from home or committing suicide. Their eating habits will surely change. And if carefully noticed there will be cut marks in their body because their daily task is to harm themselves by making cuts in their body. Another major thing is that the player will wake up around four and watch horror movies frequently. Mainly a person who is feeling isolated and useless will fall as prey to the game. If noticed any change immediately they should be taken to counsellors. Although the government has asked the websites and social media to remove the hashtags and links related to the game still many players are falling as victims.

Many behavioural changes will take place which include a fear towards a social media and sometimes it may go to an extreme level that they may withdraw from the social network. The scars or wounds which they make often resemble a whale. Their daily behavior will change. They will become nervous, always irritable, nervous, anxious and detached mostly. Their performance either in schools/ colleges will decrease. Use of drugs will increase. The game connects people who have suicidal tendencies into one group. Mainly people who are lonely and depressed are identified. At the starting stage itself the victims can be identified, because initially when the player accepts to play the game he has to write YES with the help of a razor. In the early stages cut marks will be on legs, arms and lips. Early stage identification is easy to prevent them from committing suicide. Parents should not think that if the child is sitting in front of the system means they are studying. They should carefully monitor their children, by looking into the sites which they have browsed.

IV. RECOVERING METHODS

The children should be informed about the issue to avoid any problems in the future. The students are mainly aware about the issue due to media wither press or social media. When they hear about it, they tend to get an interest to see what it is about. So it is the duty of the parents to take care about their children's attitude. The children should be given access to sites only according to age. And even to that sites the parents should keep an eye to see what the children are upto. Continuous tracking is essential in this scenario.

The child should not be given mobile access, if so they should be permitted to use the mobiles only in front of their parents. Instead of making them always use smart devices, the parents can spend more time with their children. Because their mind should not be idle. When they feel isolated only they tend to access these sites. The parents should not encourage these kind of activities, it can be avoided by encouraging them in some other activities. The parents can teach their children on safe and ethical online behavior. If the child feels that the parents are monitoring too much, this will also create an irritable nature among them. So, parental control should be given with a lower dosage in such a way that the child is not overburdened.

The parents should be a role model to their children. This means that they should be very cautious while handling online activities. The parents should keep themselves updated with recent internet phenomena. They should not think that always their children are studying when they are using computers or tablets. The parents can talk to other parents so that they will get ideas to help the children. If we monitor always it will impact the relationship between the parents and children. First, the child's behavior should be closely monitored. If there is a change in mood, communication, marks obtained and lack of interest then attention is needed. Close monitoring of their online activities is really essential.

V. CANNOT BE STOPPED NOR BLOCKED

Once a person enrolls as a player, a cookie is given to accept. The students will immediately accept the cookie out of excitement. Immediately after acceptance the player's entire online data can be accessed. This data is used to blackmail people who want to stop in the middle. Admin will blackmail and cyber bullying of the individual will take place. Not only the individual is affected but their family is also affected as all the data will be revealed. As the game is not managed by a single person it is indeed not possible to block or get out of the game.

VI. CONCLUSION

Continuous steps should be taken by media, educational institution and media so that no one gets affected by cyber bullying. The students should be warned against downloading such games. If they come to know about it immediately they should inform the higher authorities. Parents can change the minds of the children by deviating them to other activities. A pink whale challenge game has been launched and it in fact has activities to improve or boost the self- confidence of the children. The children should be taught to critically approach any content in online. They should not be the victim to cyber bullying. The educational institutions should enhance the critical thinking ability of the students. This will help them in differentiating between fantasy and reality.