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# Theoretical-Legal Analysis of Suicide in Cybercrime

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**Abstract**. In an increasingly connected world, the internet has become an essential part of daily life, offering opportunities for socializing, learning, and professional advancement. However, this same digital landscape has given rise to a disturbing phenomenon known as "cyber suicide." This term encompasses a wide range of online behaviors that contribute to or directly lead to self-harm or suicide, highlighting the darker side of digital engagement.

Social media platforms are a double-edged sword. While they offer support, connection, and a sense of belonging for many, they can also amplify feelings of isolation, inadequacy, and distress. Studies have shown that heavy use of social media is linked to depression, anxiety, and other mental health issues, especially among young people.

For individuals struggling with mental health challenges, social media can exacerbate negative emotions by exposing them to cyberbullying, harassment, and toxic comparisons. The constant barrage of curated, idealized content can make users feel inadequate or worthless, creating a dangerous feedback loop that deepens feelings of despair.

Key words: Keywords: Suicide, cybercrime, digital, media platform, detective, suicidal approach, self-killing, contribute, novel, absurd, context, analyze, influence

#### Introduction

In some extreme cases, this online harassment or bullying has directly contributed to suicidal thoughts and actions. The ability to remain anonymous online allows perpetrators to target individuals with cruel comments, threats, or even encouragements to harm themselves, creating a toxic environment for those already vulnerable.

Cyber suicide is not a single, isolated event, but a complex, multifactorial issue that involves both online and offline factors. Understanding it requires examining the interplay of social media, cyberbullying, online communities, mental health struggles, and the unique pressures of living in a digital age.

Cybercrime is information and communication in every era that has different doctrinal and official definitions due to the development of technologies. In particular, according to the 2001 Council of Europe Convention "On Cybercrime", cybercrime is any crime committed in the cyberspace [1]. This is the most correct idea, the reason is the one that you want technology may develop, but all the acts committed by them are done in the cyber environment, and socially dangerous acts involving all technologies in the cyber environment includes the environment that contains the processes to be

executed. In fact, according to scientist M. Gurcke, a computer system, network, or a set of crimes through other means connected to them or with their help, committed in the cyber environment against computer information is a cybercrime [2].

Cyberbullying is one of the most common forms of online abuse that can push someone to the brink of suicide. Unlike traditional bullying, which typically takes place in person, cyberbullying is persistent, following its victims 24/7 through their devices. This sense of inescapability can worsen the emotional and psychological toll on individuals.

The anonymity of the internet allows bullies to hide behind fake identities, making it easier for them to target their victims without fear of repercussion. Cyberbullies may send hurtful messages, post embarrassing photos or videos, spread false rumors, or even directly encourage someone to take their own life. Such online harassment often goes unnoticed by family members, friends, or even teachers, compounding the feelings of isolation and powerlessness for the victim.

In certain online spaces, there are communities that inadvertently or explicitly foster negative mental health outcomes, including the promotion of self-harm and suicide. Some forums and social media groups, particularly those that cater to individuals with suicidal ideation, may inadvertently serve as echo chambers, reinforcing harmful thoughts and behaviors.

These spaces, where users share their distress, may seem supportive at first, offering a place to vent and connect with others who feel similarly. However, when people are exposed to others' unhealthy coping mechanisms and harmful rhetoric, it can normalize suicidal thoughts and behaviors, sometimes pushing people further down the path of self-destruction.

The digital nature of these attacks can also make it harder for individuals to seek help, as they may feel ashamed or stigmatized. Victims of cyberbullying may not always have the resources to cope with the mental strain, leading to a sense of hopelessness and despair.

This is the most correct idea, the reason is the one you want technology may develop, but all the acts committed by them are done in the cyber environment, and socially dangerous acts involving all technologies in the cyber environment includes the environment that contains the processes to be executed. In fact, according to scientist M. Gurcke, a computer system, network, or a set of crimes committed in the cyber environment against computer information through other means connected to them or with their help is a cybercrime [3].

Indeed, cybercrimes are crimes committed in cyberspace, for example, before committing a cybertheft, a cyber-criminal obtains the password of the victim's payment card and commits his crime using a telecommunications or Internet network or other network. In this process we can not see with our eyes, we can not touch with our hands, but by dialing the code on the victim's card, we can figure out how the criminal gets hold of these funds. This environment is called cyber environment. In general, the concept of cyberspace was first introduced in 1982 by the Canadian fiction writer W. Gibson. This concept is used in the novella Burning Chrome. Besides, we should note that this term became popular through the novel "Neuromancer".

The problem is compounded by the rise of "suicide games" or "challenges," which encourage individuals to participate in dangerous acts, sometimes leading to fatal consequences. These challenges, often circulating via social media or messaging platforms, have raised alarm about the dark side of online culture and its influence on vulnerable users.

Mental health is a significant factor in the issue of cyber suicide. While the internet can serve as a source of support and education about mental health, it can also worsen existing conditions, particularly depression, anxiety, and post-traumatic stress disorder (PTSD). The overwhelming amount of information available online, the pressure to be constantly connected, and the digital landscape's emphasis on comparison and competition can contribute to feelings of inadequacy.

In cases of severe mental illness, individuals may turn to the internet not only for connection but for validation of their negative thoughts. When people express suicidal ideation online, they may find a community of others who validate these thoughts rather than challenge them, leading to further entrenchment of harmful ideas.

It is important to note that mental illness is not the sole cause of cyber suicide. The internet can exacerbate underlying vulnerabilities, but the causes of suicide are multifaceted. They include not only mental health conditions but also environmental factors, personal history, and social isolation, which can be intensified by the digital environment.

According to the scientists N.S. Polevoy, Yu.N.Solovev, V.V.Khurgin, S.I.Tsvetkov, K. E. Zinchenko, L. Yu. Ismailova, A. N. Karakhanyan, B. V. Kiselev, V. V. Krylov, Ya. MAs the issue of cyber suicide continues to grow, so too does the need for effective prevention and intervention strategies. Here are some of the ways we can help mitigate the risks:

- 1. Raising Awareness: Increasing awareness about cyberbullying, online abuse, and the mental health risks associated with excessive social media use can help people understand the potential dangers and take steps to protect themselves. Schools, workplaces, and social media platforms must educate users about the signs of cyberbullying and provide resources for those affected.
- 2. Supportive Online Communities: Creating safe, supportive online spaces for individuals experiencing mental health challenges is critical. This involves moderating forums and communities to ensure they foster positivity, understanding, and empathy rather than enabling destructive behaviors.
- 3. Technology Solutions: Social media platforms and tech companies have a responsibility to implement stronger safeguards against cyberbullying and harmful content. This includes more efficient reporting mechanisms, automated detection systems for harmful posts, and stricter enforcement of community guidelines.
- 4. Access to Mental Health Resources: Ensuring that individuals, especially vulnerable youth, have access to mental health resources and support is crucial. This includes online therapy, hotlines, and peer support groups that can help individuals navigate their struggles before they reach a crisis point.
- 5. Encouraging Open Dialogue: Encouraging people to talk openly about their feelings, whether online or offline, is one of the most effective ways to combat the stigma surrounding mental health and suicide. Open discussions can help break the isolation many people feel and can guide them toward the resources they need to heal.. Mastinsky, such crimes are crimes committed by electronic computers [4].

Scientists N.Salaev and R.Roziev called the illegal socially dangerous act that threatens information security, committed directly by means of computers or by means of information technologies, crimes in the field of information technologies, and called it a computer crime. And they emphasized that computer crime is synonymous.

Also, a socially dangerous act committed in the cyber environment against a computer system, network, other means connected to them or with their help, and against a computer system, network or computer information is called a cyber crime, and the above crimes are defined as a different crime from cyber crime. Indeed, since information technology crimes are a part of cybercrime and cybercrime is a broader concept, it is appropriate to agree with these points.

At this point, we should emphasize that the concept of global network crime does not fully correspond to the concept of "computer crime" that existed before it, and accordingly, this type of crime is called today by the concept of "cybercrime". In international scientific and legal practice, first the concept of "computer crime", then "computer-related crime", "computer crime", "electronic crime" and "high technologies concepts of crime", "virtual crime" are used, and nowadays the term "cybercrime" or "global network crime" is used.

I. Torakhodzhaeva emphasized and clearly defined that cybercrime is a broader concept than computer crime. The main purpose of the creation of these concepts is the crime committed through the Internet global network.

According to the scientist V.A. Nomokonov, cybercrimes are more extensive than computer crimes, and in the information space they clearly reflect the crime phenomenon [5].

- I.V.Ramanov emphasizes and express similar thoughts. O.A. Kuznetsova tried to explain this situation, emphasizing that cybercrime is a broad concept because it is committed not only by computers, but also through other information technologies and Internet networks. He explained that it is directed against electronic devices and the information stored in them.
- I. G. Chekunov called this crime a crime committed against computers and mobile (cellular) means of communication 6].

According to T. L. Tropina, cybercrime is data crimes within computer systems or computer networks [7].

Since the development of information and communication technologies is different in each era, scientists have given their definitions to cybercrimes based on the state of technology at that time.

The set of cybercrimes externalizes cybercrime, and according to L. Boranov, cybercrime is a set of crimes that combines many types of crimes in the field of information and communication technologies 8].

Musofir.ru, information and news site for Uzbek-speaking citizens of the Russian Federation, and the official website of the newspaper "Kashkadarya", state that cybercrime is the fourth most common crime used technologically illegally in the world.

Scientist L. Kochkina calls cybercrime as "crimes in the field of computer data", "information crimes", "crimes related to computer equipment", "crimes in high-tech computers", "crimes in the field of information" [9]. And T. Borodkina called these crimes "crimes in the field of information" [10].

Scientist I.M. Rassolov suggests that crimes of this category should be considered as separate crimes in the criminal law [11].

According to Sh.Tolmasov, cybercrime is illegal use of information technologies by people for criminal purposes.

According to V.A. Dulenko, R.R. Mamley, V.A. Pestrikov, "cybercrime" is any crime committed using a computer network, that is, any crime committed in an electronic environment.

In general, scientists give different explanations for this concept, some of them say that it is a group of people who are connected to each other through a computer network and are simultaneously entangled in the graphic data of any computer that intersects at different geographical points. In "Neuromancer", the first novel of his "Cyberspace" trilogy is defined as a walking virtual space, while other scientists call it a digital environment, where information and communication technology products operate that allow creating highly complex systems of agent interaction in order to share and manage it, as well as to implement communications in various networks.

According to A. Ksenia, cybercrime is computer systems, through networks and data, which leads to their confidentiality, integrity and availability, as well as abuse of these systems, networks and data. When considering the legal description of cybercrimes, this special attention should be paid to the aspects of the crime. In particular, the object of cybercrime is protected by information and communication technologies, or other social relations can be threatened by these technologies, but protected forms of social relations.

For this reason, crimes committed in relation to information and communication technologies are called cybercrimes. In practice, cybercrimes are almost always committed intentionally (directly or indirectly). However, cybercrimes can also be committed negligently in some cases, as a result of negligence on the part of the victims or perpetrators. The age of responsibility for cybercrimes varies from country to country. At the top of these crimes are cybercrimes against individuals.

Development of information and communication technologies as a result, the number and severity of cybercrime is increasing today. In order to properly fight against them, it is necessary to take measures to create a safe cyber space in our country. Accordingly, it is the fight against cybercrime and as a result of this research on cyber security in our country, we have come to the following conclusions: In our opinion, it is appropriate to define the concepts as follows: "Cybercrime is a criminal socially dangerous act (act or inaction) carried out using or against information and communication technologies, which is prohibited and punishable by the Criminal Code in the cyber environment.

Cyber suicide is a complex, multi-dimensional issue that highlights the darker side of the internet. As technology continues to evolve, so too must our approach to mental health and online safety. While the internet can offer profound benefits, it can also be a space where vulnerability is preyed upon, and distress is exacerbated. As a society, it is critical that we work together to create a safer digital environment—one that supports those in need, discourages harmful behaviors, and provides hope for those who may be struggling in silence.

The conversation about cyber suicide should not be limited to awareness alone but should extend to tangible steps that protect vulnerable individuals, provide appropriate support, and help prevent further loss of life. By fostering empathy, understanding, and responsibility both online and offline, we can make the digital world a safer space for everyone.

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