

Digital violence in a higher education institution**Violencia digital en una institución de educación superior**VALDEZ-PINEDA, Dina Ivonne^{†*} & GONZALEZ-NAVARRO, Nora Edith*Instituto Tecnológico de Sonora, México.*ID 1st Author: *Dina Ivonne, Valdez-Pineda* / ORC ID: 0000-0001-8660-1787, Researcher ID Thomson: S6895-2018, CVU CONAHCYT ID: 282771ID 1st Co-author: *Nora Edith, Gonzalez-Navarro* / ORC ID: 0000-0002-7112-8082, Researcher ID Thomson: S-6890-2018, CVU CONAHCYT ID: 280977

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Abstract

Digital violence is a reality both in the global, national and local context. In different areas, including the Institutional, as is the case of Higher Education institutions. So, in order to know the presence and types of violence that are manifested through digital media in university spaces, it is relevant and urgent to carry out a diagnostic study at ITSON. The objective is to know the presence of the types of violence that are manifested through digital media in university spaces in students of the Administrative Economic DES. The research carried out is an exploratory and quantitative study. The selected technique was the survey and the elaborated instrument was an ad hoc questionnaire of 35 questions, in order to measure the degree of incidence of digital violence through a survey and the analysis of results through the statistical method, using probabilistic sampling. Contributing to influence the university community in the prevention and action of digital violence through institutional measures and policies aimed at raising awareness, training and training of all members.

Resumen

La violencia digital es una realidad tanto en el contexto mundial, como el nacional y el local. En diferentes ámbitos, incluidos el Institucional como es el caso de las instituciones de educación Superior. Así que para conocer presencia y tipos de violencia que se manifiestan a través de medios digitales en los espacios universitarios, es relevante y urgente realizar un estudio diagnóstico en el ITSON. El objetivo es conocer la presencia de los tipos de violencia que se manifiestan a través de los medios digitales en los espacios universitarios en estudiantes de la DES Ciencias Económicas Administrativo. La investigación realizada es un estudio de tipo exploratorio y de corte cuantitativo. La técnica seleccionada fue la encuesta y el instrumento elaborado fue un cuestionario ad hoc de 35 preguntas, con el objeto medir el grado de incidencia de violencia digital mediante una encuesta y el análisis de resultados por medio del método estadístico, utilizando el muestreo probabilístico. Contribuyendo a incidir en la comunidad universitaria en la prevención y la actuación la violencia digital a través de medidas y políticas institucionales dirigidas a la sensibilización, formación y capacitación de todas y todos los integrantes.

Violence, Digital, Education**Violencia, Digital, Educación**

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Introduction

Nowadays, the exponential development of information technologies has led to the proliferation of behaviors that directly affect the users of the same, it is said that there is violence through digital media when they present acts such as: threats, insults, violation of data and information of the private life of any person in their gender. RE" video of digital violence" (Infoem, 2022).

Any means that is used technology, social networks that, through these electronic and technological dissemination mechanisms, undoubtedly generates a digital violence damage, but that under the conditions cited by the concept of digital violence "Are all those acts of harassment, harassment, threats, insults, data breach and personal information that can be disclosed as falsehoods" according to (Infoem, 2022).

According to the digital page of the Anahuac Mayab University, in the publication of the article "Digital Violence, what is it and how to identify it" mentions that violence is a line that can facilitate its multiplication in an algorithmic way and reproduce itself in electronic devices such as: cell phones, tablets, computers, audio devices among others, Moguel (January 25, 2022).

Digital violence as described both in electronic media and social networks is undoubtedly a platform to expose personal situations, which may damage and place in an uncomfortable and violent position of the person being talked about (Moguel, 2022).

There are other platforms that can also lend themselves to express digital violence ranging from the variety of internet platforms such as: social networks, emails, messaging applications, video games and others that will result as new cyber presences that will be shown in the future (Moguel, 2022).

Within digital violence there is also the famous cyberbullying, which is intimidation by technological means as described by the United Nations Children's Fund (UNICEF), from

Similarly, it can occur in social networks, gaming platforms, cell phones or other electronic media, which seeks to direct activities or malicious actions.

Under this situation is that digital violence should be measured and corrected to avoid future health problems, communication problems through technology and other possible affectations that may arise. Social networks and electronic media should be supervised and regulated to avoid and protect this type of digital violence.

Justification

Digital violence does not have a formal definition but is understood as "violence that is committed and spread through digital media such as social networks, email or mobile messaging applications and that causes harm to dignity and integrity, and prevents the empowerment, development and full enjoyment of human rights such as dignity, freedom of expression and information, protection of personal data and access to justice UN Women (2020, July 20). <https://mexico.unwomen.org/es/digiteca/publicaciones/2020-nuevo/diciembre-2020/violencia-digital>

Digital violence is a reality in the global, national and local contexts. In different spheres, including the institutional, as in the case of higher education institutions. So to know the presence and types of violence that are manifested through digital media in university spaces, it is relevant and urgent to conduct a diagnostic study in ITSON.

Problem

Knowing the elements or actions that are generated by digital violence and that are identified should keep safe from committing them and respect the privacy and general welfare of people. In addition, it is important to remember that people who are victims of media violence through the Internet should not be blamed.

No person seeks, induces or provokes violent acts towards them on digital platforms, their life, freedom and integrity must be respected in offline and online life. That is why the research question is: What kind of digital violence is manifested in digital media in university spaces, especially in students of administrative economics?

Objective

Conduct a diagnostic study to determine the presence of the types of violence that are manifested through digital media in university spaces in students of Economic and Administrative Sciences. In order to influence the university community in the prevention and action of digital violence through measures and institutional policies aimed at awareness, education and training of all members.

Theoretical Framework

The exponential development of information technologies has led to the proliferation of behaviors that directly affect the users of these technologies, although in a greater proportion to women, even representing new threats, derived from violence against women. New threats, derived from the violence with which information is disseminated in this environment; the possibility of accessing information thanks to search engines; the virility and the lack of forgetfulness of this information available on the network, represent additional difficulties to access the information. on the network, represent additional difficulties for its elimination. Recently, progress has been made in the conceptual development of a new type of violence known as Digital violence.

"Digital violence is any malicious action carried out through the use of information and communication technologies, which exposes, distributes, disseminates, exhibits, transmits, commercializes, offers, exchanges or shares images, audios, or real or simulated videos of intimate sexual content of a person without their consent, without their approval or without their authorization and that causes them psychological or emotional damage, in any area of their private life or in their self-image described in (Gaceta Parlamentaria, 2021).

Those malicious acts that cause harm to the intimacy, privacy and / or dignity of women, which are committed through information and communication technologies can also be presented in social networks, gaming platform, cell phone or other electronic media, which seeks to direct activities or malicious actions.

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Those malicious acts that cause harm to the intimacy, privacy and/or dignity of women, which are committed by means of information and communication technologies."

This type of violence causes damage to dignity, integrity and/or safety and has an impact on people's bodies and lives; it is committed through digital media, such as: social networks, email and messaging applications.

Digital violence is characterized by the violation of rights through digital or telematic services, the consequences of which may result in significant psychological or emotional damage in the area of privacy and self-image.

There are other types of digital violence that observe through: Sexting "sex" and Texting "which has to do with content, videos showing pornography and erotic actions, it is mentioned that this type of digital violence started from 2005 and it is believed that this has been increasing at present. In fact, in the United States, there is a study that mentions that 15% of young people between ten and eight-eight years old practice this type of sexting. Puyol (2020).

Fernandez (2021) describe grooming, shaming and doxing are also other types of violence in the case of women and girls are more exposed in digital media and this may include affecting freedom of expression even to diseases that will require psychological help to manage emotions, stress, fatigue, isolation among other possible situations.

The government of Mexico has implemented the "Ley Olimpia" whose concept is defined as the set of rules of the general law on women's access to a life free of violence and the federal criminal code that seeks to recognize digital violence and punish crimes that violate the sexual intimacy of people through digital media". Issued by the government of Mexico and described by the Procuraduría Federal del Consumidor (2021).

It arose as a result of an exposure of a sex video published without the woman's authorization, where her rights were exposed and her dignity was violated, so that this arises as an initiative on her part to raise awareness about this situation.

Subsequently, a set of legislative regulations were proposed to recognize such digital violence and promote punishments for those who originate it. Finally, this in various penal codes in different states of the country with the intention of punishing and pointing out those individuals who expose such situation to any person on the publication of video, images, audios and others that encourage such violence.

Methodology to be developed

The research has a descriptive, quantitative scope with a non-experimental design. The information was collected through a personal survey and the instrument developed was an ad hoc questionnaire of 37 questions, at a single time, during the months of August to December 2021, in order to measure the degree of incidence of digital violence.

The subjects of the study were the students of the Department of Economic and Administrative Sciences of the Instituto Tecnológico de Sonora (ITSON). A non-probabilistic sample of 528 students was selected by convenience, where 153 were men and 375 were women, whose sampling was randomly stratified by areas.

The sample was determined by convenience due to the lack of participation and time students had to answer the survey), the criterion for participation will be their availability and access to answer the questionnaire (form to be applied in Microsoft Forms) to the students of that department.

An instrument of 37 questions of a liker scale was used, branched according to the gender with which the sample subject identifies, in order to obtain the research information, which was applied by means of the questionnaire elaborated in the Microsoft google form platform, in which the same link was generated and socialized via WhatsApp or mail. In relation to the basic statistical fundamentals of (Salazar, 2019)

The survey was applied to 528 students of the Economic and Administrative Sciences Department of the Technological Institute of Sonora, of which 153 were men and 375 were women.

Of the total number of people surveyed, 90% did not consider themselves part of the lesbian, gay, bisexual, transgender, transsexual, transvestite, intersexual and queer community (LGBTITIQ), six percent considered themselves part of it and four percent preferred not to answer.

Respondents ranged in age from 18 to 24 years old, three percent belong to an ethnic group, 100 percent live with their family and most have knowledge of digital violence.

Results

A large percentage have received without their consent scenes, images and/or intimate photographs (packs) or videos of a sexual nature through social networks. The most used security measures were not to open the emails, the violence occurred in the period before the pandemic and during the pandemic being the victimizer in the highest percentage a male stranger who does not belong to the university.

It was also observed that they are not students, the comments that have been sent to them are; sexual insinuations, insults and offense to their cell phone, email or social networks, this occurred in both periods before and during the pandemic.

One percent have been offended, they shared without their knowledge intimate photographs on a social network, that was before the pandemic, where the victimizer was a female acquaintance. No one has had private information or details related to him/her shared without his/her authorization on a social network, email or similar digitalized space.

1% have had their social network hacked or taken over to send intimate photographs and messages of a sexual nature in their name.

Also, 1% have been asked to send photos or videos for sexual purposes through a social network, email or similar digitized space by a female acquaintance, not a college student, before the pandemic.

No one has been blackmailed or threatened to disseminate intimate audiovisual material (photographs, videos, screenshots) in any social network, email or similar digitalized space in exchange for money or some kind of exchange.

Likewise, no one has been criticized for their gender expression (dress, attitudes and behaviors) in any social network, email or any similar digitalized space.

None of the people surveyed have been sexually harassed on internet sites that they visit regularly. Likewise, no one has defamed or damaged their reputation through false and offensive comments about their privacy and/or sex life in any social network, email or any similar digitalized space to the respondents.

3% of respondents have been victims of "stalking" or "Cyberstalking", situations in which someone obsessively monitored their activities through social networks, email or similar digitalized space in periods of pandemic and pre-pandemic, this was caused by their ex-partner and a stranger, these were of the male sex.

21% of the respondents have lived experiences on Facebook, Messenger, Instagram, twitter, whatsapp and email, which have produced them: anxiety, anger, sadness, disgust, anger and impotence. For this they have done nothing about their experiences: they said they did not know if the university implements actions to prevent digital gender violence. Suggesting actions that can be implemented to prevent digital violence, use the following space.

- 1) Correct management of social networks.
- 2) Respect for your peers.
- 3) Be punished as a crime.
- 4) Continue giving more lectures, workshops and courses.
- 5) Attending conferences, workshops and courses on gender, sexual violence and everything related to gender as a degree requirement.

Important findings that are identified with this research, is that, in relation to the population studied, they do not have well defined the concept and application of digital violence and the consequence that could cause this problem at the time of presenting at the University.

The student population in the case of ITSON as a university has not been presented to date any type of digital violence, and it is important despite not having any case of digital violence.

Important that despite not having any case it is important to maintain the policy of training and induction in students on this issue.

In the case of the academic, administrative and managerial population, the issue of digital violence should be a topic that will help in the future to keep the university free of violence in terms of any aspect that may arise.

While institutional policies have expressed the appreciation and responsibility to contribute to these issues and others that put in safekeeping the peace and tranquility of the university community.

As a result, the Instituto Tecnológico de Sonora has had the good will to understand, sensitize, train and incorporate into the curricula through educational programs at all levels of study the mainstreaming of the gender perspective.

To continue describing and inquiring about the culture of gender, equity, inclusion, respect and non-violence in any aspect of life is what makes people better humans, better humans make a world of peace.

Given that in the general case in the page of Complaints of Transparency and Access to Information (Infoem, 2022) mentions that Mexico within the 104.2 million internet users. 42.3% are women and 38.9% are men and the rest did not answer. And with this it is also demonstrated that this research also the digital violence turned out to be prone in the feminine gender coinciding in this sense said % (Inafoem,2022).

Conclusions

Students relate, in the vast majority of cases, to digital violence with cyberbullying as mentioned (Corona, 2016) This association Arises from school and family work of awareness of digital harassment.

Indeed, many had notions about this problem and were able to conceptualize it. In contrast, young people had great difficulty conceptualizing other types of digital violence as such.

Before this research, both the dissemination of intimate images without consent and digital gender-based violence appeared as issues of concern and of real anchoring in their daily lives, but both a priori, were not perceived as digital violence.

This lack of association has to do with the absence perceived by themselves, of institutional approaches, as in their homes, of both problems.

From the above points, it is clear that the role of adults is essential to generate conceptual and abstract debate on everyday issues for students.

Therefore, this research shows that digital violence has not existed so far in the students and university staff of ITSON and it is expected that as policies of respect, equality and gender equity continue to be adopted and emphasized, the university population will value and appreciate the peace and tranquility that exists in this issue as it has until now.

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