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Cyber Crimes

Introductory

“The easy access of internet has ill effects on the youth”

“The contents displayed on the various sites on internet are negative & misguiding”

“Lack of privacy as a result of easy access of net : hacking”

1.1 Introduction

The Internet is a global system of interconnected computer networks that use the standard Internet protocol suite (TCP/IP) to serve several billion users worldwide. It is a network of networks that consists of millions of private, public, academic, business, and government networks, of local to global scope, that are linked by a broad array of electronic, wireless and optical networking technologies. The Internet carries an extensive range of information resources and services, such as the inter-linked hypertext documents of the World Wide Web (WWW), the infrastructure to support email, and peer-to-peer networks.

Most traditional communications media including telephone, music, film, and television are being reshaped or redefined by the Internet, giving birth to new services such as voice over Internet Protocol (VoIP) and Internet Protocol television (IPTV). Newspaper, book and other print publishing are adapting to website technology, or are reshaped into

blogging and web feeds. The Internet has enabled and accelerated new forms of human interactions through instant messaging, Internet forums, and social networking.

With the evolution of the Internet, along came another revolution of crime where the perpetrators commit acts of crime and wrongdoing on the World Wide Web. Internet crime takes many faces and is committed in diverse fashions. The number of users and their diversity in their makeup has exposed the Internet to everyone. Some criminals in the Internet have grown up understanding this superhighway of information, unlike the older generation of users. This is why Internet crime has now become a growing problem in the United States. Some crimes committed on the Internet have been exposed to the world and some remain a mystery up until they are perpetrated against someone or some company.

1.2 Online Fraud

Internet with its numerous advantages always remains in news all across the globe for different reasons. If there are good services and features to make the life easier and secure then there are also loopholes that work against its benefits to destroy the balance and create trouble.¹ The virtual world is no exception to it, everyday developers and security professionals are coming forward with great features offering better security, but on the other side of it, there are community of scammers and hackers who are constantly trying to transgress the security wall and access the valuable information that is supposed to remain protected and secured.

¹ 2012 - 2013 [http:// CyberCrimeindia.org](http://CyberCrimeindia.org)

Internet is one of the most wonderful inventions of the last century. Now it has become an integral part of our life and it is continuously making human life easier and simpler in various ways. From information accessing to money transfer all kinds of task are performed using the internet. Today more and more people are relying on online banking and online shopping for the day to day to the task. Make your internet surfing safe and secure, follow simple safety steps and avoid any kind of miss-happening.

Despite several laws and awareness program every year millions of people get sacked by fraudulent people. Scams, frauds, cons are prevalent all over the world and they are active in cheating and fooling people. Though internet is widely used for various purposes, but there are large numbers of people who rely on internet to learn and know more about investment opportunities. Hackers and scammers are also on high alert at such websites. They create mirror site and it is impossible to find whether the website is genuine or fraud. They ask user to share personal information like credit card number, phone number and internet has emerged as a great platform for the investors. Every year, billion of dollars are drained with phishing.

1.2 Online Fraud

Internet crime is crime committed on the Internet, using the Internet and by means of the Internet.

Computer crime is a general term that embraces such crimes as phishing, credit card frauds, bank robbery, illegal downloading, industrial espionage, child pornography,

kidnapping children via chat rooms, scams, cyberterrorism, creation and/or distribution of viruses, Spam and so on. All such crimes are computer related and facilitated crimes.

The different types of Internet crime vary in their design and how easily they are able to be committed. Internet crimes can be separated into two different categories. There are crimes that are only committed while being on the Internet and are created exclusively because of the World Wide Web. The typical crimes in criminal history are now being brought to a whole different level of innovation and ingenuity. Such new crimes devoted to the Internet are email “phishing”, hijacking domain names, virus immistion, and cyber vandalism.

1.3 Statistics

Cyber crime cases have increased significantly in India. However, there is a general lack of awareness among public at large as well as police and judicial system regarding cyber law and cyber crimes. As a result most of the cyber crimes are not reported at all. Even if some cyber crimes are reported they are not investigated properly and this results in very few cyber crime convictions.²

In most of the cases lack of cyber crime conviction is the primary result of absence of proper legal assistance to prosecute cyber crimes.

² <http://www.cyberlawsindia.net/news.html>

CHAPTER 2

Historical Background:

Internet leading the youth towards Crime

2.1 What are cyber crimes

Parents, teachers, non-profits, government, and industry have been working hard to protect kids online. However, we also need to think about protecting the Internet from kids who might abuse it. ³

The Department of Justice categorizes computer crime in three ways:

1. The computer as a target - attacking the computers of others (spreading viruses is an example).
2. The computer as a weapon - using a computer to commit "traditional crime" that we see in the physical world (such as fraud or illegal gambling).
3. The computer as an accessory - using a computer as a "fancy filing cabinet" to store illegal or stolen information.

*So what are cyber crimes?*⁴ Can the law enforcement authorities find criminals online? How can we create context for our children to understand what cyber crimes are? The following information (and areas throughout the site) will help familiarize us with unethical and illegal online behavior.

³ www.cybercrime.gov, www.cert.org, www.infragard.net

⁴ <http://cybercitizenship.org>

We have very few cyber law firms in India that are truly cyber law firms. Perry4Law is the best cyber law firm of India that is providing cyber law and other techno legal services.

2.2 Geographic origin

In some cases Internet Fraud schemes originate in the US and European countries, but a significant proportion seems to come from Africa, particularly Nigeria and Ghana, and sometimes from Egypt. Some originate in Eastern Europe, Southwest Asia and China. For some reason, many fraudulent orders seem to originate from Belgium, from Amsterdam in the Netherlands, from Norway, and from Malmö in Sweden.

2.3 Geographic targets

Europe, US, and some Asia Pacific countries like Singapore and Australia are the leading targets of this type of fraud.

2.4 Popular products

Fraudsters seem to prefer small and valuable products, such as: watches, jewelry, laptops, ink cartridges, digital cameras, and camcorders. These items are usually commodities that are easily sellable and have a broad range of appeal. However, fraud in hosted marketplaces such as Ebay covers a broad range of products from cellular phones to

desktop computers. The craft has continually evolved in sophistication. In some instances, a picture of the product is sent in place of the actual product. Other times, products are outright never sent after the bill is charged to credit card accounts. Victims are left to deal with credit card companies for chargebacks.

Some Fraudsters market intangibles such as software downloads or documentation. Pricing on such items is low in order to encourage a purchase perceived by the consumer as low risk (in accordance with low cost.) Software download scams are frequently targeted at high-population buying communities such as online gaming worlds. Wow stat hack is an example of one such scam.

CHAPTER 3

Analysis of Data

Ill effects of internet on physical, cognitive and social development of the child

3.1 Negative Effects of Internet Usage on Child Development

The Internet has some positive aspects but there are also negative aspects to the information highway. There is now some concern from educators and psychologist about the impact of the Internet on the physical, cognitive, and social development of children. According to the HomeNet study, it was found that teenagers are much heavier users than their parents (Affonso, 1999). The main use of the Internet for teenagers is to play games, to listen to music, and to meet new people.⁵

3.2 Impact on Physical Development

Early childhood development emphasizes physical manipulation coordinated with observation and social interaction about the effects of manipulations (Pierce, 1994). The “hands on” experiences are vital to the developing concepts such as conversation and cause-and-effect relations. There is no evidence that virtual manipulation will generate the same intellectual skills and personal agency that come from physical manipulation.

The Internet consists of quick and easy access to a vast amount of information. In early-child development it has been a practice to limit children’s obtaining of information by simplifying messages and sequencing content. Given the reported negative impact of

⁵ <http://www.verdick.org/child-development-and-the-internet/child-dev-neg>

information overload on some adults, such as “information fatigue syndrome,” it is likely this volume of information could be quite confusing to children with immature physical and cognitive structures (Pierce, 1994).

3.3 Impact on Cognitive Development

Information posted on the Internet is lawless. Young children depend on adults to validate what they see, hear and feel. The information on the Internet is uncontrolled and there is no way to check its reliability, and further, often no practical way to ensure referability (Pierce, 1994). Consequences children face by getting on the Internet are that they are less able to discriminate between what is and is not real, and they are unable to test reality in the virtual world.

Professor James Collins, a specialist in writing and teaching of writing at the State University of New York, at Buffalo, sees several educational problems surfacing among school kids that are directly traceable to their exposure to the online world. Students who are facing trouble in writing courses are plagiarizing research projects. Additionally, chattiness and informality considered appropriate in email communication is spilling over into the “formal” writings of high school students’ essays (Gates, 1998). Such negative influences are not only a threat for younger children but also for those in college. At a large university in New York, the dropout rate among freshmen new comers rose dramatically as their investment in computers and Internet access increased. Administrators learned that 43% of the dropouts were staying up all night on the Internet (Wallace, 1999, as cited in Affosno, 1999).

3.4 Impact on Social Development

The Internet can enrich children and their school-based learning and can be a tool for creative and intellectual work with others. However, when abused, Internet usage can also take children away from doing important social activities such as homework, chores and spending time with family and friends. Michael A. Weinstein, professor of Political Science at Purdue University believes Internet users will “lose the savvy and skills and patience to conduct social relations in the corporeal world,” and that the Internet will intensify the negative effect television has already had on our social skills (Weinstein, 1995, as cited in Affonso, 1999). Furthermore, there is a serious concern involving the proliferation of inappropriate content, such as violence, bias, hate speech, profanity, and pornography. The Internet gives children an easy way to find information and it permits unwelcomed messages to find their way to children.

Because of the seriousness of the impact of pornography on child development, a few extra words about the topic must be mentioned. Pornography can be generally defined as erotic depictions intended to provoke a sexual response (Casanova, 2000). It can exist in many forms, including videos, films, still pictures, and even comics. Child pornography pictures and videos usually depict acts of sexual intercourse, sodomy, cunnilingus, and fellatio between children and between a child and an adult (Esposito, 1998). It is easy to see how child pornography harms the child and destroys the idea of his or her childhood. Since child pornography is an illegal underground industry, it is impossible to determine

the number of children involved in its production. Consequently, pornography is rampant on the Internet because pedophiles can transmit and download an illegal picture anonymously from a source, which is unregulated, and thereby avoid law enforcement. Child pornography causes much harm through its use by pedophiles as a tool to destroy children's inhibitions, teach the performance of sexual acts, and threaten or blackmail children, thereby furthering actual abuse (Esposito, 1998). Society has struggled to regulate pornographic sources and materials on the Internet, which are unregulated and thereby avoid law enforcement.

3.5 Sociology of the Internet

The Internet has enabled entirely new forms of social interaction, activities, and organizing, thanks to its basic features such as widespread usability and access. In the first decade of the 21st century, the first generation is raised with widespread availability of Internet connectivity, bringing consequences and concerns in areas such as personal privacy and identity, and distribution of copyrighted materials. These "digital natives" face a variety of challenges that were not present for prior generations.

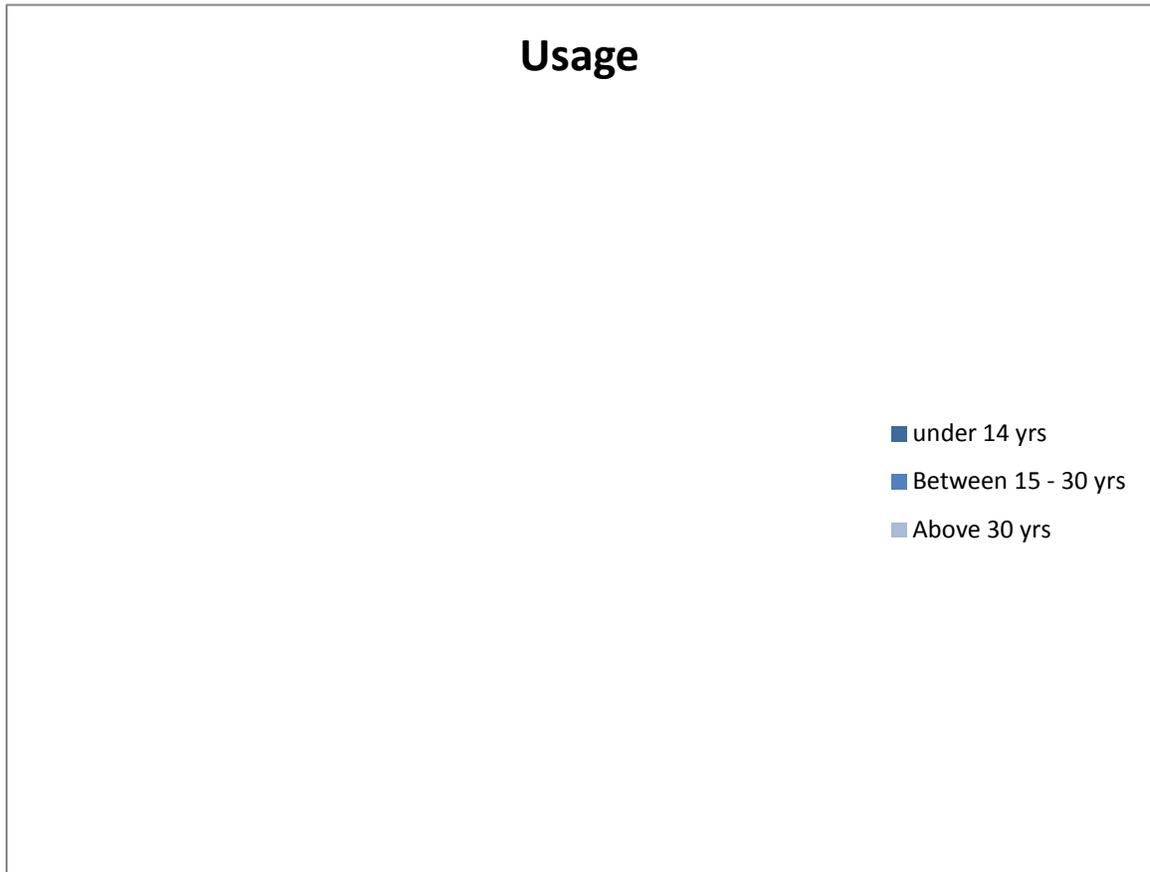
On research for data collection of the maximum usage of internet there were three groups of individuals based on their ages namely

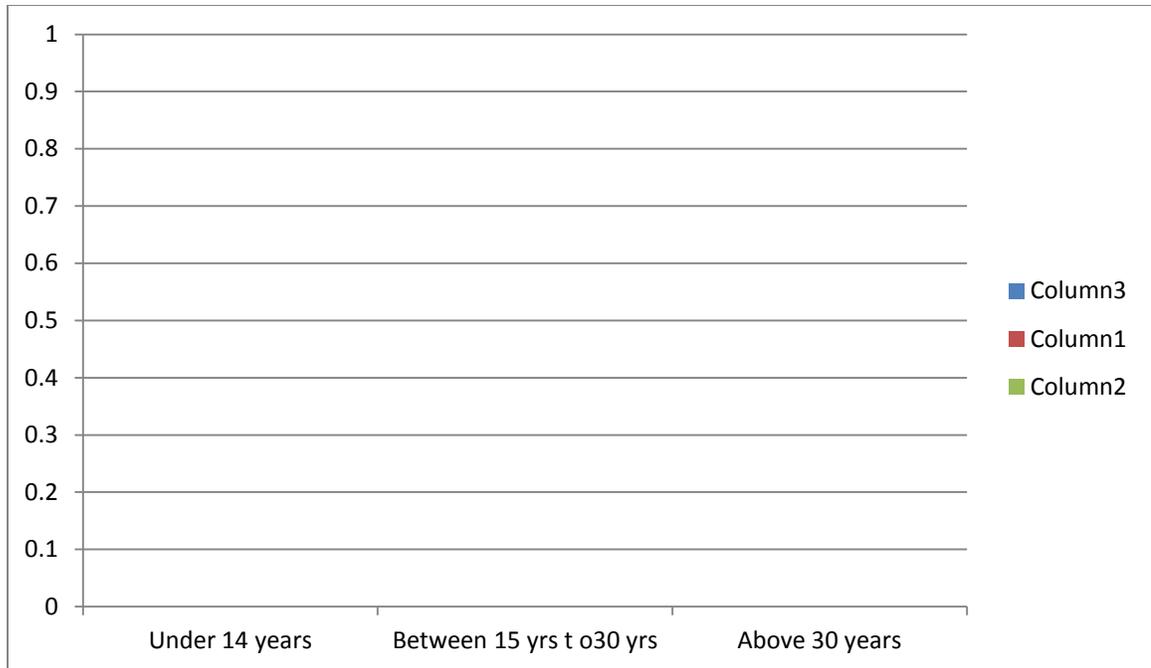
GROUP 1 : Under 14 years

GROUP 2 : Between 15 to 30 years

GROUP 3 : Above 30 years.

Below is the graph which shows the maximum usage is in the age group of individuals between the age of 15 years to 30 years.





3.6 Social networking and entertainment

Social networking service or Social impact, Many people use the World Wide Web to access news, weather and sports reports, to plan and book vacations and to find out more about their interests. People use chat, messaging and email to make and stay in touch with friends worldwide, sometimes in the same way as some previously had pen pals. The Internet has seen a growing number of Web desktops, where users can access their files and settings via the Internet.

Social networking websites such as Facebook, Twitter, and MySpace have created new ways to socialize and interact. Users of these sites are able to add a wide variety of information to pages, to pursue common interests, and to connect with others. It is also possible to find existing acquaintances, to allow communication among existing groups

of people. Sites like LinkedIn foster commercial and business connections. YouTube and Flickr specialize in users' videos and photographs.

The Internet has been a major outlet for leisure activity since its inception, with entertaining social experiments such as MUDs and MOOs being conducted on university servers, and humor-related Usenet groups receiving much traffic. Today, many Internet forums have sections devoted to games and funny videos; short cartoons in the form of Flash movies are also popular. Over 6 million people use blogs or message boards as a means of communication and for the sharing of ideas. The Internet pornography and online gambling industries have taken advantage of the World Wide Web, and often provide a significant source of advertising revenue for other websites. Although many governments have attempted to restrict both industries' use of the Internet, in general this has failed to stop their widespread popularity.

Another area of leisure activity on the Internet is multiplayer gaming. This form of recreation creates communities, where people of all ages and origins enjoy the fast-paced world of multiplayer games. Free and fee-based services exist for all of these activities, using centralized servers and distributed peer-to-peer technologies. Some of these sources exercise more care with respect to the original artists' copyrights than others.

Internet usage has been correlated to users' loneliness. Lonely people tend to use the Internet as an outlet for their feelings and to share their stories with others, such as in the "I am lonely will anyone speak to me" thread.

3.7 CYBERSECTARIANISM , it is a new organizational form which involves: "highly dispersed small groups of practitioners that may remain largely anonymous within the larger social context and operate in relative secrecy, while still linked remotely to a larger network of believers who share a set of practices and texts, and often a common devotion to a particular leader. Overseas supporters provide funding and support; domestic practitioners distribute tracts, participate in acts of resistance, and share information on the internal situation with outsiders. Collectively, members and practitioners of such sects construct viable virtual communities of faith, exchanging personal testimonies and engaging in collective study via email, on-line chat rooms and web-based message boards."

Cyberslacking can become a drain on corporate resources; the average UK employee spent 57 minutes a day surfing the Web while at work, according to a 2003 study by Peninsula Business Services. Internet addiction disorder is excessive computer use that interferes with daily life. Psychologist Nicolas Carr believe that Internet use has other effects on individuals, for instance improving skills of scan-reading and interfering with the deep thinking that leads to true creativity.

CHAPTER 4

Generalizations, findings that are arrived on based on the above research or study.

4.1 EFFECTS OF INTERNET

Similar to watching the news and keeping abreast of current events, the use of the Internet can relate to an individual's level of social capital. In one study, informational uses of the Internet correlated positively with an individual's production of social capital, and social-recreational uses were negatively correlated (higher levels of these uses correlated with lower levels of social capital).⁶ Another perspective holds that the rapid growth of social networking sites such as Facebook and Myspace suggests that individuals are creating a virtual-network consisting of both bonding and bridging social capital. Unlike face to face interaction, people can instantly connect with others in a targeted fashion by placing specific parameters with internet use. This means that individuals can selectively connect with others based on ascertained interests, and backgrounds. Facebook is currently the most popular social networking site and touts many advantages to its users including serving as a "social lubricant" for individuals who otherwise have difficulties forming and maintaining both strong and weak ties with others.

This argument continues, although the preponderance of evidence shows a positive association between social capital and the internet. Critics of virtual communities believe that the Internet replaces our strong bonds with online "weak-ties" or with socially empty interactions with the technology itself. Others fear that the Internet can create a world of

⁶ http://legal_aspects_of_computing

"narcissism of similarity," where sociability is reduced to interactions between those that are similar in terms of ideology, race, or gender. A few articles suggest that technologically-based interactions has a negative relationship with social capital by displacing time spent engaging in geographical/ in-person social activities. However, the consensus of research shows that .the more people spend online the more in-person contact they have, thus positively enhancing social capital.

4.2 Top 10 Negative Effects of Internet on Students

Hence, on compilation of the above research data following negative effects of the easy access of the internet can be arrived at.⁷

Internet is the most powerful invention and if used in the positive direction, internet can prove to be very productive. But, these days, due to the social networking sites such as Facebook taking over, internet is producing adverse effects on the students, especially those students studying in college. As it is rightly said, something that has some positive effects also has some of the negative effects on the other hand. In this article, we are discussing the top 10 negative effects that internet produces on the students.

1. No Face to Face Communication

When students are very much indulged in the usage of internet, they might not be able to achieve face to face communication with the friends and the family. There are many instances where students talk to each other on Facebook the entire day and they are in

⁷ <http://www.verdick.org/child-development-and-the-internet>

front of each other in reality, they react like they do not even know each other. This is a great disadvantage of internet as this reduces face to face communication among the students. Even the family is ignored by such students and they tend to sit in front of their laptops or desktops the entire day.

2. Thinking Capacity Reduced

These days, whenever teacher gives assignments to students, they tend to search it on the internet and copy down the facts. But, this is not the right thing to do. This would reduce their thinking capacity and they just cram the facts listed on the internet. This also makes students lazier. If this thing continues in the future as well, chances are there that students would not do anything on their own and just cram what is given on internet, they would not even try to think whether the matter given there is actually correct or not.

3. Sexual Exploitation

According to a study conducted by University of Florida, the students who use internet two to three hours on a daily basis are likely to fall a prey to sexual exploitation. With the advent of internet, exploiting small children sexually has become very easy. There are a large number of sexual predators lying there on the internet and once a student comes in contact with such people, his mind and thoughts are affected by that. In the long run, this can produce adverse effects on the mental health of the student and he is sexually exploited online. In the extreme cases, student might not be able to tell this thing to anyone.

4. Privacy is disturbed

The more you use internet, more are the chances that your privacy is disturbed. Hacking the internet has become very easy these days, hackers are very intelligent and you cannot even imagine how they are going to use this talent of theirs to spoil your life. Not only your basic information, but some of your most confidential details might get into their hands if you do not use the internet safely. Students must operate the internet under supervision of their parents and even if they think they are old enough, parents should not allow them to be that much self-dependant.

5. Addiction

After alcohol and drugs, internet is the third most addictive thing. Once you fall a prey to this drug of internet, it is very difficult to come back from there. The internet addiction can be of any kind, a student might be addicted to the social networking sites or the gaming sites and in the extreme cases, a student might even fall a prey to the gambling sites. In the third case, student may even lose all his family's wealth.

6. Insomnia

Due to the presence of internet, some students shorten their sleeping hours. They sit on their laptops late at night, chatting with their friends or playing games on the online gaming sites. If this thing continues for a long time, insomnia may occur. This is a state where a person is unable to sleep. This condition is very harmful as we all know that proper sleep is a must for good health. Not only it would affect your mental growth, but your physical growth would also be very much affected by it. These days, students check their updates on Facebook and Gmail even in the middle of nights on their mobiles. This also causes problems in the eyes of the students.

7. Moral corruption

There are many things available on the internet that should not be in the reach of students. But internet does not have any hard and fast rule for that. A 5 year kid can approach the content which only an 18+ is allowed to see. This leads to some kind of moral corruption among the students. The innocence and purity of the school students as well as the college students is extremely affected by such things.

8. Cyber bullying

When students use the internet to bully other students of the same age group, this is known as cyber bullying and this is a very negative effect of the internet on the students. Students feel insulted or embarrassed when someone bullies them and this may lead to depression sometimes. Mental harassment also comes under this category. There have been many cases reported where some of the students have committed suicides as a result of cyber bullying. As the usage of internet is increasing day by day, cases of cyber bullying are also increasing simultaneously.

9. Wastage of Time

Obviously, the more you sit in front of your computer, lesser the time you would give to your studies. Students do not realise this fact soon and when their exams approach, they feel like a lot of course is yet to be studied and they have wasted all their time on the internet. In some of the cases, students start failing in their exams which lead to further depression. Internet is a very valuable resource no doubt, but if students use it excessively, even this resource can produce very negative effects.

10. Inactivity

These days, students hardly do any of the physical exercises. They prefer bikes instead of cycles or walking. This may cause obesity. And, to add to this problem, internet is there. Students spend most of their leisure time sitting at one place in front of their computers and very less movement is done by their body. Lack of any kind of activity is one of the root causes of all the problems occurring to the body. Even at night, instead of sleeping, they prefer to waste their time on the internet. Many of other health related problems may also rise due to obesity and inertia.

CHAPTER 5

Legislative Enactments

Verification of results and Conceptualization

This chapter deals with identifying the cause of the crimes due to easy access of internet and the solutions that the judiciary has sought.

5.1 INFORMATION TECHNOLOGY ACT 2000

In May 2000, both the houses of the Indian Parliament passed the Information Technology Bill. The Bill received the assent of the President in August 2000 and came to be known as the Information Technology Act, 2000. Cyber laws are contained in the IT Act, 2000.⁸

This Act aims to provide the legal infrastructure for e-commerce in India. And the cyber laws have a major impact for e-businesses and the new economy in India. So, it is important to understand what are the various perspectives of the IT Act, 2000 and what it offers.

The Information Technology Act, 2000 also aims to provide for the legal framework so that legal sanctity is accorded to all electronic records and other activities carried out by electronic means. The Act states that unless otherwise agreed, an acceptance of contract may be expressed by electronic means of communication and the same shall have legal validity and enforceability.

⁸ Information Technology Act 2000, Wikipedia, the free encyclopedia

5.2 Advantages of Cyber Laws

The IT Act 2000 attempts to change outdated laws and provides ways to deal with cyber crimes. We need such laws so that people can perform purchase transactions over the Net through credit cards without fear of misuse. The Act offers the much-needed legal framework so that information is not denied legal effect, validity or enforceability, solely on the ground that it is in the form of electronic records.

In view of the growth in transactions and communications carried out through electronic records, the Act seeks to empower government departments to accept filing, creating and retention of official documents in the digital format. The Act has also proposed a legal framework for the authentication and origin of electronic records / communications through digital signature.

5.3 Yahoo Groups (2003)

In September 2003, Kynhun, a Yahoo group linked to the "Hynniewtrep National Liberation Council" (an illegal, minor separatist group from Meghalaya), which discussed the case of the Khasi tribe was banned. The Department of Telecommunications asked Indian ISPs to block the group, but difficulties led to all Yahoo! groups being banned for approximately two weeks.[16]

5.4 Websites blocked (2006)

In July 2006, the Indian government ordered the blocking of 17 websites, including some hosted on the Geocities, Blogspot and Typepad domains. Initial implementation difficulties led to these domains being blocked entirely. Access to sites on these domains other than those specifically banned was restored by most ISPs after about a week.

Orkut and Indian law enforcement agreement (2007)

In 2007, Indian law enforcement entered an agreement with the then popular social networking site Orkut to track down what it deems defamatory content which, in their example, includes content critical of Bal Thackeray.

The "IT Rules 2011" were adopted in April 2011 as a supplement to the 2000 Information Technology Act (ITA). The new rules require Internet companies to remove within 36 hours of being notified by the authorities any content that is deemed objectionable, particularly if its nature is "defamatory," "hateful," "harmful to minors," or "infringes copyright". Cybercafé owners are required to photograph their customers, follow instructions on how their cafés should be set up so that all computer screens are in plain sight, keep copies of client IDs and their browsing histories for one year, and forward this data to the government each month.

5.5 Websites banned

In March 2011, the Government banned several websites, Typepad, Mobango, Clickatell, and Facebook for sometime without warning.

On 21 July 2011, all file hosting websites were blocked by ISPs to prevent piracy of the film Singham, causing anger amongst Internet users. This ban was later lifted.

On 24 December 2011, Reliance Communications, a widely used ISP, again blocked access to file-sharing sites, having obtained a John Doe order from a Delhi court to prevent piracy of the movie Don 2 several days before its release. The block was lifted on 30 December 2011.

5.6 Pre-screening of Internet content

On 5 December 2011, The New York Times India Ink reported that the Indian government had asked several social media sites and internet companies, including Google, Facebook and Yahoo!, to "prescreen user content from India and to remove disparaging, inflammatory or defamatory content before it goes online." Top officials from the Indian units of Google, Microsoft, Yahoo and Facebook had several meetings with Kapil Sibal, India's acting telecommunications minister to discuss the issue in recent months, India Ink reported. In one meeting, Sibal asked these companies "to use human beings to screen content, not technology," the article said.

On 6 December 2011, communications minister of India Kapil Sibal held a press conference confirming the India Ink story. "We have to take care of the sensibilities of our people," Mr. Sibal told more than 100 reporters during a press conference on the lawn at his home in New Delhi. "Cultural ethos is very important to us."

On 7 December 2011, The Times of India revealed that the search engine Google was asked to remove around 358 items by the Government of India out of which 255 items were said to criticise the government as per a Google transparency report. The government had asked Google to remove 236 items from Orkut and 19 items from YouTube for the same reason, it added. Other reasons include defamation (39 requests), privacy and security (20 requests), impersonation (14 requests), hate speech (8 requests), pornography (3 requests) and national security (1 request). Google admitted that 51 per cent of the total requests were partially or fully complied with.

Google on this matter has also said that :

"When content is legal and does not violate our policies, we will not remove it just because it is controversial, as we believe that people's differing views, so long as they are legal, should be respected and protected."

While presently there are talks going on between the government and officials of internet companies like Google and Facebook, there is no consensus on this issue.

5.7 Ban on Cartoons Against Corruption

The website of Cartoons Against Corruption was blocked by Crime Branch, Mumbai in December 2011

In 2011, a nation wide anti corruption movement India Against Corruption gathered pace in the leadership of a veteran Gandhian Anna Hazare demanding Jan Lokpal Bill.

Political cartoonist Aseem Trivedi joined the crusade and started a cartoon based campaign, Cartoons Against Corruption to support the movement with his art. He launched a website www.cartoonsagainstcorruption.com consisting of his sharp anti corruption cartoons targeting corrupt system and the politicians. He displayed his cartoons in the MMRDA ground, Mumbai during the hunger strike of Anna Hazare.

Aseem Trivedi was exhibiting his political cartoons from Cartoons Against Corruption in the anti-corruption protest at the MMRDA grounds, when his website was suspended by Crime Branch, Mumbai. It was only 27 December, the first day of the protest, when he received an email from BigRock, the domain name registrar with which his website was registered, saying, "We have received a complaint from Crime Branch, Mumbai against domain name 'cartoonsagainstcorruption.com' for displaying objectionable pictures and texts related to flag and emblem of India. Hence we have suspended the domain name and its associated services."

The site was suspended after a complaint to the Mumbai Crime Branch by a Mumbai-based advocate and congress leader, R.P. Pandey. The complaint stated that "defamatory and derogatory cartoons" were displayed as posters during Mr. Hazare's hunger strike in Mumbai. Noting that the posters were created by Aseem Trivedi and "are believed to be made at the instance of Shri Anna Hazare," the complaint requested "strict legal action in the matter." Following his website's ban, Aseem Trivedi uploaded all the cartoons to a blog he quickly created.⁹

⁹ Save Your Voice campaign
Main article: Save Your Voice

5.8 Websites blocked

Screenshot of a blocked site: Starting 3 May 2012, a number of websites including Vimeo, The Pirate Bay, Torrentz and other torrent sites were allegedly blocked by Reliance Communications, on orders from Department of Telecom without any stated reasons or prior warnings. As of 12 May, the ban had been lifted and all sites are working properly again. As of 18 May, there were work-arounds and browser extensions like Unblock that unblocked access to most of the blocked sites, either using a simple proxy like Google translate or redirecting to unblocked versions of the site. The sites Vimeo, Dailymotion, Torrentz.eu were later unblocked.

5.9 Reliance DNS servers compromised

In May 2012, Anonymous India (AnonOpsIndia), a branch of the hacktivist group Anonymous hacked the servers of Reliance Communications to protest the blocking of Vimeo, The Pirate Bay, Torrentz and other torrent sites. Reliance Communications, an ISP stated that it simply followed a court order. The group also hacked Reliance DNS servers preventing direct access to Twitter, Facebook and many other websites in India on 26 May 2012 for allegedly blocking its Twitter handle @OpIndia_Revenge. They went on to warn the Government to restore all the blocked websites till 9 June 2012, and has planned a nationwide protests on the same date.

Annulment motion in Parliament against 2011 IT Rules

An annulment motion against the Information Technology (Inter--mediaries Guidelines) Rules, 2011 moved by Member of Parliament (MP) -P -Rajeev of the Communist Party of -India (Marxist) in the Rajya Sabha, was the first serious attempt by internet freedom activists to get the Information Technology (IT) Act, 2000 discussed and reviewed by the country's lawmakers. Not unexpectedly, the motion (specifically against the rules governing intermediaries – clause (zg) of subsection (2) of Section 87 read with subsection (2) of Section 79 of the IT Act, 2000) was not carried. However, the discussion that preceded it at least demonstrated the concerns of parliamentarians about what internet freedom activists have termed the “draconian” provisions of the IT Act.

CHAPTER 6

Compilation of Data based on the above research and accordingly deriving the conclusion.

6.1 CONCLUSION :

The internet plays an important role in adolescent life as a cultural artifact and a culture in itself. It is important to recognize that adolescence is a developmental stage with some common characteristics and at the same time a socially nonhomogeneous group of individuals who adopt different components of the internet for different purposes.¹⁰

Rather than thinking of the internet in dichotomist terms, either reflecting social values and norms or generating a Net-generation, it is useful to think of constant interrelations that are being created, bridging and mutually affecting online and offline youth lives.

Youth adoption of the internet presents opportunities for participation in the information society. The most frequent use of the internet is for conducting social contact with family, friends, and acquaintances. For some adolescents, belonging to a peer group and participating in social activities are dependent on access. The social participation of adolescents is shaped both by their developmental need for social

¹⁰ www.verdick.org

association and the technological features of the internet. The need for social association explains why the majority of the contacts in Social Network Sites and IM are with friends from school. The features of the internet support the intensification of youth social life that is expressed in perpetual contact. The need to manage this perpetual contact leads to media and social multitasking—strategies that are needed to cope with perpetual contact with one's peer group.

A smaller group of adolescents are active participants in the production of web content and digital culture. Rejecting parental conceptions of privacy, youth are using commercial and noncommercial sites to express to a large and often unknown audience their identities, artistic creations, and everyday experiences. The expression of identity is a developmental need that is expressed in a digital space. Here again, the social meets technology and in this unique encounter creates a change in our conception of private and public space. Personal information about our feelings and whereabouts are published on the internet. The perception is that we are sharing experiences and emotions with our friends, when in fact they are being shared with an infinite audience. Thus, online spaces are being used as a continuation of everyday communication, to reflect on experiences at school and plan joint activities. At the same time, the online experience of conducting multiple activities and conversations with others is incorporated in the

way youth approach daily life, and the boundaries between offline and online, public and private, are constantly being blurred, mutually affecting each other in various ways.