Cyber-Crime/Hacking Movies Impact on Young Generation

Samiksha Sanjay Malage[1] | Gauri Ansurkar[2]

[1]Department of Information Technology, Keraleeya Samajam's Model College, Dombivli East, Mumbai, Maharashtra, India.
[2]Assistant Professor, Department of Information Technology, Keraleeya Samajam's Model College, Dombivli East, Mumbai, Maharashtra, India.

To Cite this Article

Samiksha Sanjay Malage and Gauri Ansurkar. Cyber-Crime/Hacking Movies Impact on Young Generation. International Journal for Modern Trends in Science and Technology 2022, 8(11), pp. 74-81. https://doi.org/10.46501/IJMTST0811013

ABSTRACT

This research paper is to describes the impact on young generation watching cyber-crime/hacking movies. Movies with narratives that include aspects of cyber-crime/hacking are being made more frequentlyand collectively, these films are shaping how the young generation views cyber-crimes. This study is to see if any recuring themes in how these movies are portrayed, in order to accomplish the impact on this generation. Using qualitative data analysis technique, rules are constructed to identify the films that genuinely have the capacity to influence public perception. This generation are more likely to get inspired to act by movies. Instead of passively waiting for things to go our way, they provide us the motivation and ideas to choose the good out of it. Some of them are influenced in positive way but some choose to take illegal benefits out of it. This generation can better distinguish between good and evil through movies.

KEYWORDS: *Cyber-crime, hacking, cyber-security, influence, young generation.*

1. INTRODUCTION

The film industry is notorious for its inaccurate portrayals of cybercrime and hacking movies. What does these movies get right when it comes to hacking and digital security? Films about cybercrime and hackers have romanticised the world of compromised digital security. The level of realism in each movie production varies , but they all choose thrill over reality. A cynical person on a keyboard for few seconds while exclaiming, "I'm in", is a prevalent enough trope in movies about cybercrime to serve as its own running gag. Movies frequently portray hacking as crime but in reality it is just about data or importance of data storage which is significant on people's personal information.The daily lives of students include watching movies. Currently movies are widely accessible in a number of formats to easily playable on everyday basis. Due to which students get more obsessed with watch such crime movies. Sometimes these also gets effected through educational notice also. Choosing hacking as a career option has also increased in may ways. In future mental health can be seen effected through such movies . Several current cyberattacks combine a number of techniques, such as social engineering attacks. For illustration, phishing emails and phone frauds make use of to visitors to click a link several social psychology theories are used creating

a sense of scarcity. In movies and on television computer professionals works at keyboards at speeds that are difficult for most of us to match. But hacking movies frequently feature active, thrilling cybercrime cases involvement, resulting in creating more interesting in watching them.

2. WHAT IS CYBERCRIME / HACKING

Criminal actions that uses or targets a computer network or a net worked device is known as cybercrime. The majority of cybercrime is conducted by hackers or cybercriminals who are after bad influenced by wrong knowledge gain. However there are times when cybercrime tries to harm systems or networks for personal, financial, or political purpose. Cybercrime can be committed by both individuals or groups of online criminals who are well organised employ cutting-edge methods and have extensive technical skills. Some hackers are newbies

5 most common types of cybercrime are:

- Phishing scams
- Internet fraud
- Online intellectual property infringements
- Identity theft
- Online harassment and cyberstalking

Hacking is the act of identifying and then exploiting weaknesses in a computer system or network, usually to gain unauthorised access to personalorganiseddata. Although hacking is not always harmful, the phrase has a bad reputation because of its connection to online crime

3. WHAT ARE CYBERCRIME/HACKING MOVIES

In 1983, WarGames was on of the first hacker movies. David, a lackadaisical high school guy who also happens to be a computer prodigy, is the story's protagonist. He stumbles into a system that doesn't identify itself but lets him play games while trying to hack into a computer game company. Cybercrime which have been on an increasing trend seemed to have influenced many movies production. With an aim to create awareness these crimes which are otherwise lesser-known these movies present different types of cases that could happen to anyone. Most of cybersecurity movies or programs are based on true story, which makes them watching them exciting and educational at the same time.

Some of the best cyber movies are:

- Live free or die hard (2007)
- Cam (2018)
- Swordfish (2001)
- Bad Samaritan (2018)
- Intelligence (2020)
- Hacker (2016)
- Deep web (2015)
- Cyber secrets (2013)

4. CONSEQUENCES OF CYBER CRIME/HACKING MOVIES

Given the urgent demand for professionals in the sector of cybersecurity, it is crucial to understand the reality of hacking. While movies can hacking look exciting and glamorous, the reality is that many hacking techniques have shown harmful effects on users watching.

A. TEENAGE HACKERS:

According to criminal study, young individuals are more likely to get involved in cybercrimes/hacking. Teenage hackers are motivated by idealism and impressing their mates rather than getting aware of frauds. Most of them are influenced to get unlikely to be involved in theft, fraud or harassment. Teenage hackers find such movies more entertaining, instead they saw hacking as "moral crusade". Others are motivated by a desire to tackle technical problems and prove themselves to friends. Young hackers could profit from their skills if they avoided cybercrime.

In a reasonable effort at realism, the film Blackhat (2015)attempted to show how email phishing could be used to get someone's password, but it's unlikely someone working at the National Security Agency (NSA) would fall for such a scam.

Still, when this type of social engineering is accurately depicted in movies or on television, it can increase the threat of more scams through teenagers.

B. EXPECTATION VERSUS REALITY:

Most frequently, hacking is portrayed as a frenzied activity, with frantic music to heighten the stress and boxes flashing on screen.

In one episode of the fantasy series ARROW however, the protagonists are able to continue "hacking" despite not being able to see their screens and eventually this hack-war turns into tennis match with both hackers

sending power surges and forth until the antagonist's computer is blown up.

However, movies capabilities frequently don't correspond well to the features or applications of actual hacking systems. When dealing with people's expectations of computer and their comprehensions of hacking operates particularly common hacks that non-technical people are susceptible to, it can be problematic when dealing with the expectations of people regarding the use of computers and hacking.

5. EFFECTS ON YOUNG GENERATION

In reality, hacking is a long boring process of data collection in bits and pieces and using these small data to exploit into someone's rights or system for example: access to the targets facebook account.

Some effects on watching movies on young generation:

MENTAL HEALTH:

Movies can be used in a variety of ways to provoke certain feelings and mood that are beneficial to a person's development and wellbeing. Young generation watching such hacking movies for amusement or even as a learning tool, which promotes brain development. depending on the program that somebody is watching, different cybercrime/hacking movies genres produce varied mood inclinations and drops. Depending on a person's history, interests, and personality, certain films may have a different impact on them than others. Young people's physical and psychological states are greatly influenced by movies; adverse consequences and destructive behaviour, whereas beneficial benefits include productivity on mental health. The numerous kind of cybercrime related the young child may view will influence how they behaves as they start to mature. According to psychological study, seeing hacking movies may causes the young minds become less sensitive to pain, suffering of others, be more scared of world around them, and be more inclined to behave in aggressive or harmful ways towards each other.

EXPOSED TO VIOLENCE:

Today's young generation have access to media on both conventional devices like TV and mobile ones like laptops and tablets. Due to which they are more likely to be exposed to violent content like online hacking or doing cybercrime easy way as a result of increased access, which results in being harmed or people being hurt in real life. Violence shown in such movies can leads to growth of young minds to do crime more. They start to compare the real world as a part of movie character which makes them encouraging to hack for evil purposes.

SAFETY OF DATA IN EDUCATION;

The extensive usage of internet both on and off the campus is a big risk for universities. Students, professors and staff personnel use extensive Wi-Fi and LAN networks that span across and between campus. On range of devices from desktop computers in laptops, tablets and cell-phones in drom hundred or thousands of people are the network to access the internet. Students are heavily using internet to research projects, communicate with friends, send email, and delight themselves by visiting sites that are frequently if not always dubious. The risk that someone will become a victim of web-borne threats by clicking on bad link in their email, or harmful advertising, malicious links or drive-by downloads on websites increase with the number of users and broad, intensive internet usage. Hackers will occasionally specifically target educational institutions by posting links on student-friendly websites or sending phishing emails to university email accounts. Such kinds of criminal aspects have been in creasing from young generation to cheat during papers or to get valuable information of others and use them in blackmailing purpose to others in order to get their work done or for entertainment purpose.

INCREASING IN CRIMES:

According to government data released, India reported 50,000 occurrence of hacking crimes in 2020. Which is an increased of 11% from the previous year, including more than 500 incidents of false news all over media. As per the research, the rate of cybercrime climbed from 3% in 2019 to 3.7% in 2020.

ADVANTAGES ANDDISADVANTAGES

Movies depict hacking as a quick operation(with a monitor filled with running green texts). Watching cybercrimes and hacking movies are not always impact on negative basics there are some positive effects also through this. Young generation should know the importanceof knowledge shown in movies versus the actual process or work done in real life. Hacking is not just about black mailing, or secretly sharing personal information, but sometimes hacking can more than that.

Some of the major advantages that young generation can gain through movies are : Reconnaissance, scanning, Gaining Access, Maintaining access, Clearing Tracks, Reporting crimes in emergency. Students motivated from movies can take ethical hacking as their career options as there are more need of employment in various sector for maintaining or storing data of their firms from criminal hackers. Hacking in legal manners should also be the prime importance of the learners, as movies pretend to be illegal way of describing it to young generation. Hacking in legal way may help to fight against cyber terrorism or to prevent any kind of loss of secrets or private information from hackers. Even in terms of banking the security of large amount of data can be prevented. Younggeneration should know that technological security isn't perfect all the time there are always loop holes.

While there are some disadvantages that young generation can movies affects more on young generation as they get more influenced in wrong way. Such bad influence can led to rise of terrorism. They may increase in cybercrime without any fear of getting caught. Cyber crimes such as malicious attack on someone's private system which completely illegal. Inspiring such half knowledge from movies may led the young generation in trouble. Such activities may cause changes in their behaviour, actions and may change their perspective towards everything, they fail to differentiate between reel life and real life. Such movies encourages them to take revenge, which leads them to turn into harassers.
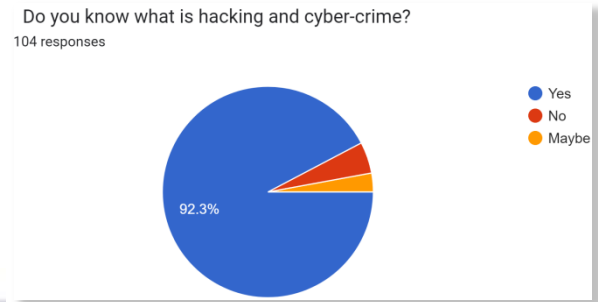
6. PUBLIC SURVEY

We deployed our data gathering utility, often known as survey bot, to a variety of people and collection information on various facets of cybercrime/hacking impacts on young generation.
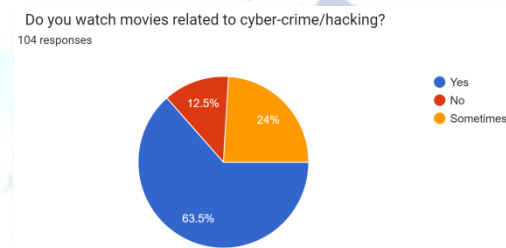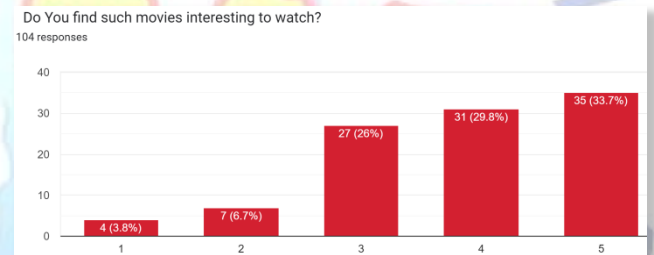
SURVEY QUESTIONNAIRE AND RESULTS
Age group
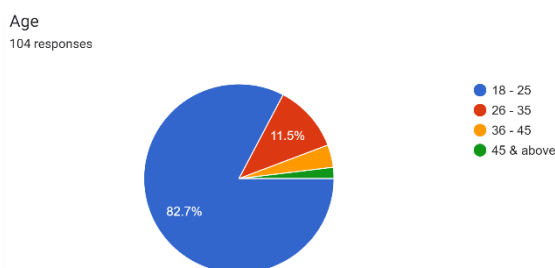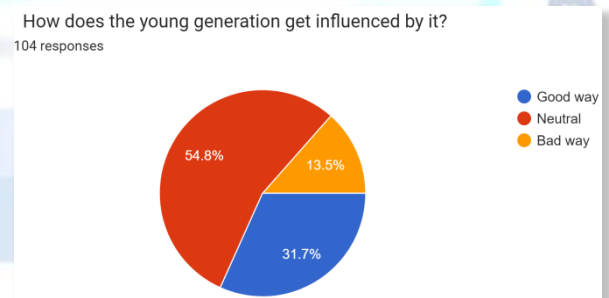

Do you know what is hacking and cyber-crime?

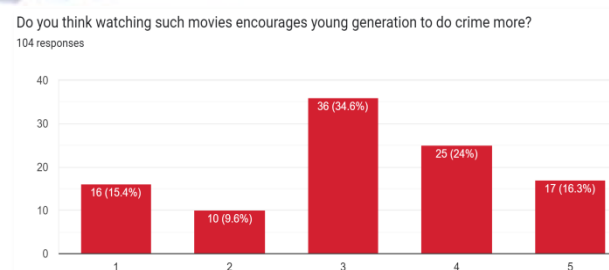### Do you watch movies related to cyber-crime/hacking?

Do you find such movies interesting to watch?

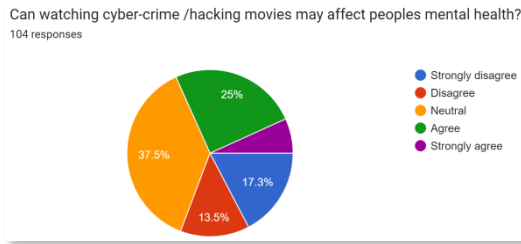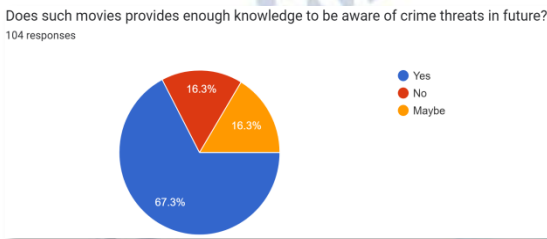### How does the young generation get influenced by it?

Do you think watching such movies encourages young generation to do crime more?
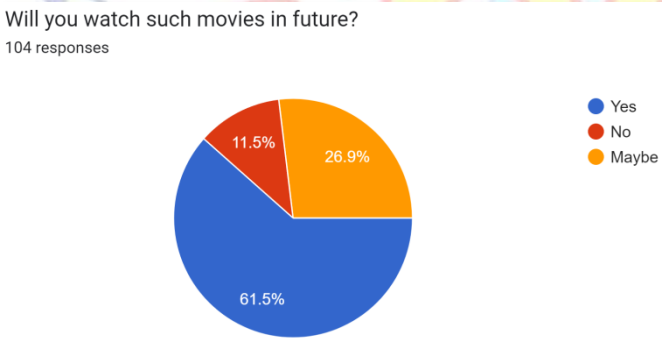
Can watching cyber-crime /hacking movies may affect people's mental health?

Does such movies provides enough knowledge to be aware of crime threats in future?

Will you watch such movies in future?

7. DESCRIPTIVE STATISTICS

Descriptive statistics is a means of describing features of a data set by generating summaries about data samples.

Do you know what is hacking and cyber-crime?	
Mean	1.105769
Standard Error	0.03845
Median	1
Mode	1
Standard Deviation	0.392113
Sample Variance	0.153753
Kurtosis	15.12164
Skewness	3.916374
Range	2
Minimum	1
Maximum	3
Sum	115
Count	104

Do You find such movies interesting to watch?	
Mean	3.826923
Standard Error	0.107106
Median	4
Mode	5
Standard Deviation	1.09227
Sample Variance	1.193055
Kurtosis	-0.10796
Skewness	-0.69625
Range	4
Minimum	1
Maximum	5
Sum	398
Count	104

How does the young generation get influenced by it?	
Mean	2.230769
Standard Error	0.088796
Median	3
Mode	3
Standard Deviation	0.905547
Sample Variance	0.820015
Kurtosis	-1.62447
Skewness	-0.4766
Range	2
Minimum	1
Maximum	3
Sum	232
Count	104

Do you think watching such movies encourages young generation to do crime more?	
Mean	3.163462
Standard Error	0.123817
Median	3
Mode	3
Standard Deviation	1.262688
Sample Variance	1.59438
Kurtosis	-0.76356
Skewness	-0.28512
Range	4
Minimum	1
Maximum	5
Sum	329
Count	104

Does such movies provides enough knowledge to be aware of crime threats in future?	
Mean	1.490385
Standard Error	0.074835
Median	1
Mode	1
Standard Deviation	0.763172
Sample Variance	0.582431
Kurtosis	-0.25332
Skewness	1.168767
Range	2
Minimum	1
Maximum	3
Sum	155
Count	104

Can watching cyber-crime /hacking movies may affect people's mental health?	
Mean	2.778846
Standard Error	0.13385
Median	3
Mode	3
Standard Deviation	1.365005
Sample Variance	1.863237
Kurtosis	-0.95728
Skewness	0.223614
Range	4
Minimum	1
Maximum	5
Sum	289
Count	104

Will you watch such movies in future?	
Mean	1.653846
Standard Error	0.086169
Median	1
Mode	1
Standard Deviation	0.878759
Sample Variance	0.772218
Kurtosis	-1.29776
Skewness	0.742677
Range	2
Minimum	1
Maximum	3
Sum	172
Count	104

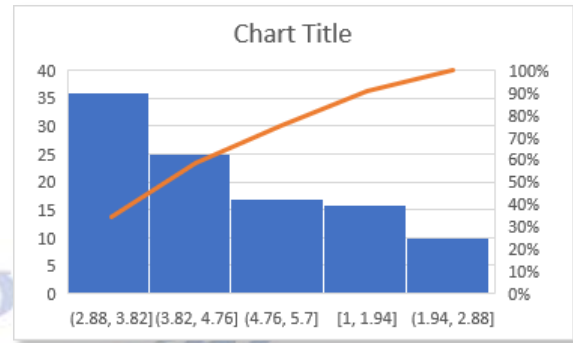| Do you watch movies related to cyber-crime/hacking?	
Mean	1.605769
Standard Error	0.083584
Median	1
Mode	1
Standard Deviation	0.85239
Sample Variance	0.726568
Kurtosis	-1.06845
Skewness	0.861221
Range	2
Minimum	1
Maximum	3
Sum	167
Count	104

HISTOGRAM

The histogram is a popular graphing tool.It is employed to present interval-scaled summaries of discrete or continuous data. It is frequently used to conveniently depict the main characteristics of the data distribution.
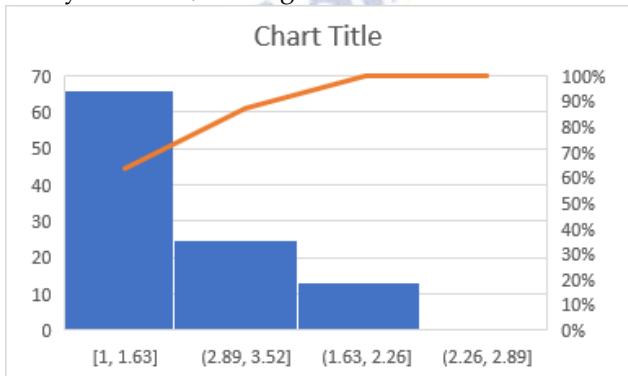
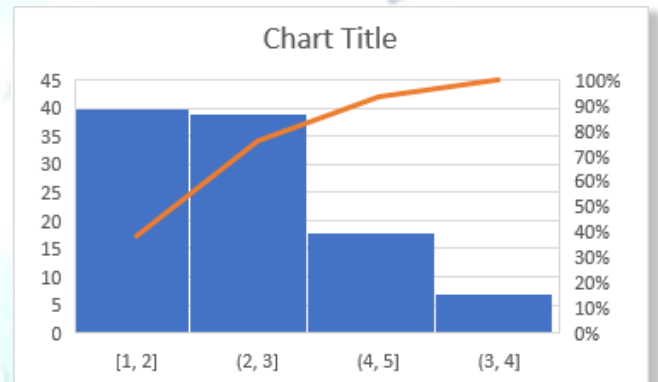Do you know what is hacking and cyber-crime?
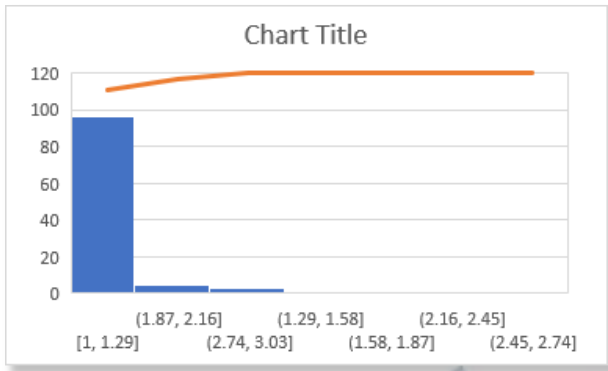
Chart Title

Chart Title with bins: [1, 1.29], (1.87, 2.16], (1.29, 1.58], (2.74, 3.03], (1.58, 1.87], (2.16, 2.45], (2.45, 2.74]

➢ Do you think watching such movies encourages young generation to do crime more?

Chart Title

Bins: (2.88, 3.82], (3.82, 4.76], (4.76, 5.7], [1, 1.94], (1.94, 2.88]

➢ Do you watch movies related to cyber-crime/hacking?

Chart Title

Bins: [1, 1.63], (2.89, 3.52], (1.63, 2.26], (2.26, 2.89]

➢ Can watching cyber-crime /hacking movies may affect peoples mental health?

Chart Title

Bins: [1, 2], (2, 3], (4, 5], (3, 4]

➢ Do You find such movies interesting to watch?

Chart Title

Bins: (4.24, 5.05], (3.43, 4.24], (2.62, 3.43], (1.81, 2.62], [1, 1.81]

➢ Does such movies provides enough knowledge to be aware of crime threats in future?

Chart Title

Bins: [1, 1.57], (1.57, 2.14], (2.71, 3.28], (2.14, 2.71]

➢ How does the young generation get influenced by it?

Chart Title

Bins: (2.34, 3.01], [1, 1.67], (1.67, 2.34]

Will you watch such movies in future?

Chart Title

Bins: [1, 1.65], (2.95, 3.6], (1.65, 2.3], (2.3, 2.95]
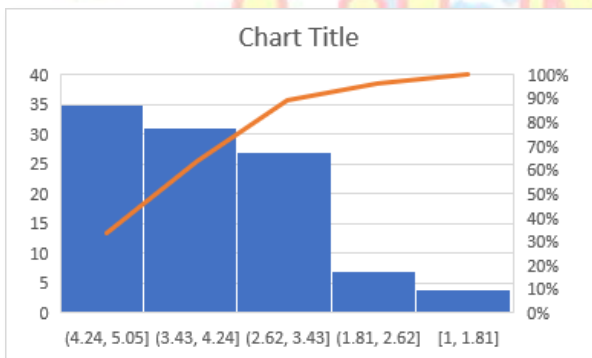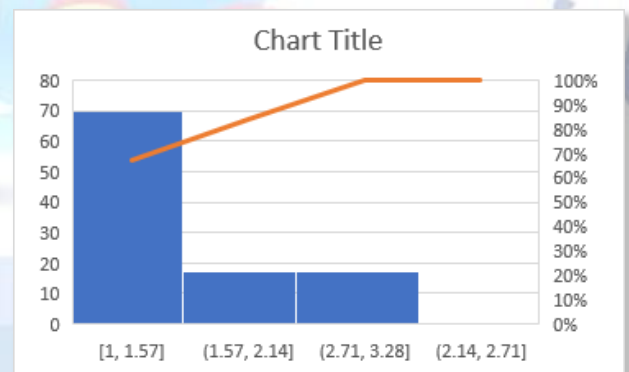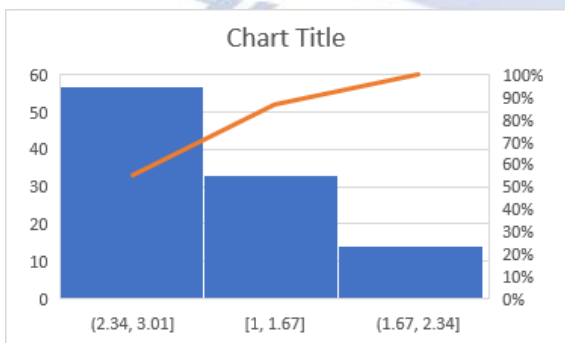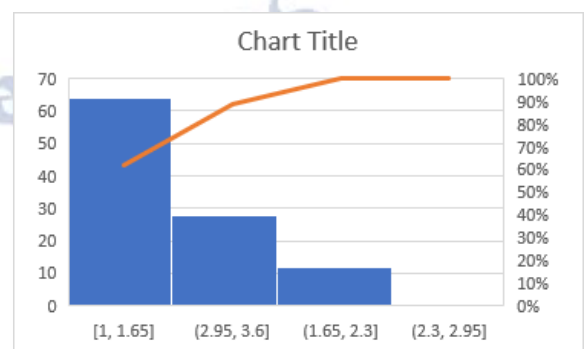
8. FINDINS

I. Young generation is more interested in watching such cybercrime/hacking movies more than 60% are still interested in watching them in future .

II. But they are also aware that some of them get influenced by such moves in bad way and can get encouraged to do crime more.

III. Choosing correct movies, watching them under proper guidance and adapting needed knowledge through such movies is prime step towards avoiding the wrong influence on young generation.

IV. They must be aware of mental health, physical health can be affected by such movies.

V. Being knowledgeable of hacking can be beneficial in decreasing the cybercrime rates and having more secure data life in future.

9. CONCLUSION

The cyber security field is frequently portrayed in movies in a way that is inaccurate. However, by recognising the divergences from reality, we gain a greater understanding of the necessity and worth of cybersecurity solutions as a whole, particularly in the contemporary period of rapid technological advancement. While working in cyber security whether as a system expert or a white-hat can result in a large salary, hacking and cybersecurity are not nearly as fascinating as they are in movies. And a world that is safer for the people you love and know, that fact is superior to any film.

In general, the study supports the possibility of a beneficial effect, as in the case of changing the attitudes of postgraduates, but it also highlights the necessity of considering viewer individual characteristics in order to accomplish desired effects. Particularly, variations in pre-movie sentiments are presumably the root reasons of variations in the effectiveness of the film's impact. The film may have had a negative impact on students because of their original hostile attitudes toward others. The findings serve as the foundation for further study and raise the following crucial issues: elucidating the role that individual differences play in impact effectiveness, predicting how positively films will affect various demographic groups, and identifying the mechanisms underlying sustainability.

Conflict of interest statement

Authors declare that they do not have any conflict of interest.

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