



Online Games Threaten Children's Right to Life

FDHRD January 2023

By/ Zainab Saleh

Edited by/Mohamed Al-Badawi



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Forum for Development and Human Rights Dialogue

A civil organization – established in 2005 with registration number 6337 in accordance with Law 84 of 2002 and the situation was reconciled as a central association in accordance with Law No. 149 of 2019 with registration number 1084 - non-partisan

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Introduction

Online games have become widespread recently, especially among children and adolescents. Many studies and research have shown that children and adolescents spend long times playing online games equal to the time spent in school learning. The phenomenon of gaming addiction has become a global phenomenon that spreads among children and adolescents continuously, whether at home or in Internet cafes. Recently, we have noticed that parents resort to buying online means and games for their children, thinking that they are protecting them from the dangers and pests spread in the society. The main aim behind this is to provide multiple forms of entertainment, but unfortunately, the world of gaming turned into a world of captivity, which has sounded the alarm because of the severe psychological and physical damage it causes, which reaches death.

Egypt has recently witnessed an astonishing spread of violent electronic games that have invaded most homes and posed a great danger to children. These games have caused many children and adolescents to commit suicide in implementation of the game's orders. The willingness of children to commit suicide in Egyptian society remains rare despite the recent rise in the number of cases, compared to young people and adults.

As a result of the above, in this report we highlight the phenomenon of suicide, which has begun to spread among children and adolescents due to gaming addiction. Research and psychological studies conducted in this context have stated that electronic games cause a lot of harm to the child, especially to his physical, psychological, mental and behavioral health, and his culture in general. These games produce negative and dangerous results. A large percentage of electronic games depend on the entertainment and enjoyment of killing others, destroying their property, and attacking them unjustly. These games teach children and adolescents the methods, arts, and tricks of committing crimes, developing in their minds the capabilities of bullying and aggression, and the resulting crime. These abilities are acquired through growing accustomed to playing these games. These games may be more harmful than violent TV movies because they are interactive with the child and require him to assume the aggressive personality in order to play and practice it. Therefore, many psychologists blame online games for being among one of the reasons that lead to the emergence of some behavioral disorders and problems in children, the most important and dangerous for society is the phenomenon of suicide. Among the most important of these games, but not limited to, is the Blue Whale



Challenge game, and the Scary Mary, Momo, the Fire Fairy game, the Pokemon game, Buggy, Charlie and other games that have gained wide fame in the world, due to the large number of victims of these games.

The matter became extremely dangerous when the child closed the door of his room and all digital means were available to him from the computer, his own digital panel, and his smartphone, to use to talk and chat with strange virtual people, especially since these games make the child communicate with unknown people and they are the managers of them and often the child receives messages from them that are lured from her, with a complete absence of parental control. Since the world has become a small village as a result of globalization and there are no longer limits to the spread of information or a game, so it is necessary to warn and warn of the spread of this coming danger, embodied in some dangerous games, which aim to destroy adolescents and children mainly, and although young people know the danger of these games, they do them. Based on all of the above, we will address this serious problem in this report through several axes, namely: defining online games, presenting models on these games, explaining the reasons for children's attachment to them, and clarifying their danger to children, presenting some victims of these games from Children and adolescents in Egypt, presenting international and Egyptian efforts to reduce the danger of these games to children and adolescents, and finally making some recommendations.

What Are Online Games?

It is a recreational activity that appeared in the late sixties. It is a mental activity in the first place that includes: special video games, computer games, mobile phone games, in general includes all games with online language, which is an information program for games. This activity is practiced in a way that differs from the way other activities are practiced because the means that depend on them are their own, which are laptops and fixed computers, mobile phones, portable video games, Television, etc. They are also played on their own control stands or their online game rooms. These games provide the individual with pleasure through the challenge of hand-to-eye "visual-motor synergy" or a challenge to mental potential. This is through the development of online programs.

During the past forty years, computer games have evolved from Floppy Disk games to CD to the Internet. New forms of these games have evolved as they have become



characterized by a three-dimensional system and high processing speed, as well as a complex system of audio capabilities that affect the player during play. These games can be played individually by the player against the computer or against others on the Internet. These games also depend on a program and an information processor and means of output, in general consisting of the following elements: command inputs (running and playing are carried out via the keyboard, operation buttons, helicopter or plane steering sticks to fly, car steering for racing games, mouse, mask, etc. Tools), play programs, outputs (large screens, computer screen, mobile phone screen, speakers, electronic glasses) The player may be alone or with others. Online games can be defined as an activity in which players engage in artificial conflict, governed by certain rules, in a way that leads to quantifiable results.

Examples of these Games

-Blue Whale Challenge:

The application targets the age groups between 12 and 16 years. After the player registers to take on the challenge, he is asked to engrave the following symbol "F57" or draw a blue whale on the arm with a sharp object, and then send a picture to the administrator to ensure that the person has actually entered the game. The player is controlled by following some strange instructions that is part of the rituals of the game, including waking up early, watching some movies that contain terrifying scenes, listening to certain types of music, in addition to complete isolation and not talking to people. This ensures that the player reaches a bad psychological state in preparation for the last stage/ challenge, which is suicide.

It was founded by 21-year-old Russian Philip Budkin in 2013 to urge those who play to commit suicide, through many psychological experiences underwent by those who play it. This game did not spread until 2016 after one of the Russian journalists of Novia Gazzetta wrote about it and its danger, and linked it to more than one suicide incident. This directed media attention to the game and led to the arrest of its inventor. He was accused of inciting 16 teenagers to commit suicide. He was arrested by the authorities and brought before a court that convicted him and sentenced him to prison.

The game consists of fifty levels that gradually push you to depression and cravings for isolation and death. It seems that the founder of the game has a background and great knowledge of psychology, as it relies on steady steps that prepare the psyche



of the subscriber to commit suicide and isolate from those around them. After the person registers for the challenge, they are asked to draw a whale on their arm with a sharp object. The missions assigned to players then continue to escalate gradually until they reach the main challenge, which is suicide in different ways. It is believed that the game's designer was inspired by the phenomenon of blue whales "committing suicide" by swimming to the shore in some cases.

In case someone tried to withdraw, the game organizers threaten them. They will find them calling him on his phone and arriving at his house because in the initial stages of the game he gave them his data and videos of challenges containing the places near him and his place of residence.

- **Maryam's Game:**

This is a horror video game developed and published by Salman Al-Harbi, released on July 25, 2017. The game consists of a little girl named "Maryam" who is lost from her home, and the player helps her to return to it. During that, she asks him a set of personal and political questions about his life, such as (What is your name? Where do you live? Do you think I am beautiful? Do you want to know my father? Do you want us to be friends? Is your apparent name the real one? ... etc.). It may include a set of personal data, and to answer, the player has options to click, and Maryam answers according to the player's choice. The player may reach a stage that requires the player to wait until the next day, ie 24 hours, to complete the questions again. All of this takes place in an atmosphere with terrifying music and images that dominate the nature of the game, which causes terror and fear in the hearts of the players, especially the children. The state of the game is similar to horror movies, and at one stage Maryam, who looks like a ghost, asks to enter the room to meet her father, and in the end, she incites him to commit suicide, and if it is not responded to, she threatens to harm his family. Its maker, the Saudi programmer, Salman Al-Harbi, denied that it spied on the contents of the phone or violated privacy

"If the family is disjointed, then the child's brain is easy to penetrate in front of anyone to lead, control, and deviate with it towards any place to exploit it. The child needs anyone to talk to, and from here comes the game to open the field of communication between the child and a mature person." Here, Maryam's character appears to communicate with the player whose age group is over 12 years old. The game follows the child through the stages of brain development and creates another



imaginary child for him to live his life with, support and understand his problems. Therefore, it is easy to penetrate the psychological system of some children.

- **Fire Fairy Game:**

It is a game that appeared in March 2017 and pushes children to burn their homes and themselves. The game commands the children to turn on the gas stove in the kitchen, then repeat some 'magic words' that would turn them into a "fire fairy." The game first spread in Russia, when a Russian family found their house on fire, with their youngest daughter in the house exposed to burning. Then it was established that the five-year-old Sophia Izova was following the instructions of her favorite game, the "fire fairy". The child was not the only victim who carried out the instructions in the game. Many mothers were terrified at night because of the smells of gas in the house, and by searching for the reason, they discovered that the children were behind this act because of their love for the game and their desire to implement its instructions. All to have superpowers, and turn into fairies of fire.

The appeal for the child is different this time, as it is not the challenge like the Blue Whale game, rather through the similarity between it and another popular and beloved game among children called "Witches Club". It is similar to it in effects and animation. Once you download the game and enter it, cartoon graphics appear that resemble fairies in cartoon programs. At the beginning, the game is very nice. The game asks children to help the fairy get ready, comb her hair, and choose the clothes that suit her. This is what attracts children to the game. After that, the game begins to attract children to fairies more and more, and show them some game instructions.

The instruction are as follows: (It is at midnight, when everyone is sound asleep, get up and get out of your bed, and walk around the room three times chanting Witch Queen Alfie, sweet little fairies, give me strength, I beg you, and then go to the kitchen quietly and silently, without anyone noticing you, otherwise the magic of the words will disappear, then open the four burners of the gas stove, without igniting them, you don't want to get burned, do you? Then sleep, the magic gas will come to you, you will breathe it in while you sleep. The next morning, when you wake up say, "Thank you Alfie, you've become a fairy, and that's how you'll become a real fire fairy.") Of course, to any child who sees her sweet, lovable figure in front of her, she shows a face of tenderness, and promises that they will become a beautiful being with powers, resembling their favorite character. They certainly will not have the



slightest doubt, and will not back down from their action, which leads to disastrous results by all accounts.

- **Japanese Momo Game:**

Momo's image resembles a deformed woman with widened eyes without eyelids, lips reaching her ears, resembling characters in fantasy horror films. She is a portrait of one of the statues in China's Museum of Terrifying Art, warning: "If my instructions are not obeyed, I'll make you disappear from the planet without leaving a trace."

The instructions that "Momo" tells users, include not answering the same question twice, in addition to the need to avoid repeating the same words while talking to her. If she asks the user for something he must implement, and they are allowed one mistake. If they do not follow this, the person disappears without a trace. A Spanish newspaper published a detailed report about "Momo", warning children not to talk to it, fearing that this game is similar to the blue whale challenge, which claimed dozens of lives across the world, especially since the hacker speaks all languages using an automatic translator. According to research conducted by experts, the message does not seem to contain any kind of virus, so it is not another attempt to "phish" to steal sensitive data from phones. Momo contacts others by a strange number on WhatsApp and its source is in Tokyo, Japan. Among its negative effects are the victim's inability to sleep normally, frightening mental images, behavior change and disorder. It imprints malicious thoughts and suggestions in the child's mind.

- **Charlie Game:**

It is a challenging game or a game of pens also known as Charlie Game. It is a popular game that spread through a collection of videos on the Internet in 2015, and may have originated in Spanish-speaking countries. The game became popular in 2015. Young people and children began to play it around the world because of its humor and mystery. It is played by drawing a grid of four squares on a piece of paper with "yes" and "no", a pencil is balanced over another in the form of a cross, and then a player asks for something along the lines of "Charlie, Charlie are you here?" Or "Charlie, Charlie can we play?" The top pen moves because of the air, which the player usually blows without others being aware of it. When the pen moves, the other



player is usually surprised to think that something supernatural has happened: Charlie has answered.

Recently, popular legends have spread that the challenge was made to the "ancient Mexican tradition", according to which the player must summon a visit from the demon Charlie or the spirit of the dead Charlie. The game targets the child's instinct of fear of the unknown. The media used the game's fame to bring the audience to the debates and arguments it broadcasts.

However, the fact of the matter is, that the pens move due to the placement required by the game. They will always move whether or not they read the spells that summon Charlie. Nobody actually touches the pencils, but they probably actually see them being moved and that movement is caused by the fact that the pencils have to be balanced on top of each other to provide the active axis that affects the top pencil to make it possible to move easily due to environmental changes so slight that even the slightest movement from breathing or a slightly inclined surface will set it in motion.

- **The "Blue Scarf" or the so-called "Blackout Challenge":**

It is an online game that is accessed through the application «Tik Tok». It is a three-dimensional adventure game, where the player has to use his multi-shaped scarf to explore a magical environment, solve mysterious puzzles, and overcome difficult problems. Scarf game classifies itself as a puzzle, adventure, and action video game whose mission is to trap rebellious spirits who have created their own worlds. The player uses his phone to film his performance, where the game asks participants to enter the challenge of darkening the room and then record themselves holding their breath, arguing that they will feel different sensations and will have an unparalleled experience. The "scarf game" requires children to refrain from breathing until they lose consciousness in order to feel strong sensations.

Every year it causes accidents, some even fatal. The child or adolescent strangles himself or asks a friend to wrap a tie or scarf around his neck and tighten it to measure his ability. The challenge has spread among children in some cities in the world. It is based on the continued strangulation of the challenger until he reaches the stage of hallucinations and the lack of oxygen to the lungs. The scarf game or choking has resulted in many cases of permanent brain disability due to prolonged oxygen deprivation. The game caused the decision of the Italian Data Protection Authority, to suspend accounts whose age was not confirmed on the TikTok application after causing the suicide of a child.



- **PUBG Game:**

A fighting game that contains a fake map with unreal names, derived from a Japanese film released in 1999 by the Japanese writer Koushun Takami, where he made humans face each other. As for the name, it was improvised based on his experience of the game Arma, which gives you the default name Player One. He changed the word One to replace it with the word Unknown. In each round, the player fights 100 players for survival. To ensure that the players do not hide, the game designers have devised a way to force all players to face off, which is known as "zone". It spread because of its promotion through Twitter and YouTube.

It is one of the games that cause addiction due to brain secretions and brain chemistry. Its psychological danger is that the game resembles the real world. One of the rules of psychology is that the subconscious mind cannot distinguish between fact and fiction if the information is entered in a certain way, which is used in suggestion and conceptual imagination to reach goals. In the long run, imagination and illusion will turn into reality. What you do in the game of PUBG, you will do in reality. Unfortunately, it causes family disintegration, breeds motives for violence and killing, makes you think that this helps you survive and changes your psychological makeup and characteristics for the worse.

It is also the most dangerous game currently because of its negative effects. It makes the player project the problems of his personal life. The game becomes an outlet for him. The player gets used to it after 3 days, and consumes its images and effects after 5 days. All its damages are achieved in the long run when you practice it for an hour a day. You need 20 days to resist its damages. It causes depression and disappointment if you try to cancel the personality that the PUBG game created inside your mind and that you consider successful. It also causes psychological disturbance, pain in the vertebrae, convulsions and sleep disturbances, mental activity multiplies 4 times, tension in the digestive system and a feeling of exhaustion and nervous tension throughout the day.

Reasons for Children's Demand for Online Games:

The online and computerized games industry has succeeded in attracting these small consumers from a technical point of view to the game. Playing has become easier than before. The individual does not need computer knowledge in order to be able



to play. Personal computers have become somewhat easier to use, which helped the spread this type of games. It also succeeded because it is an entertainment means that allows children to discover and experiment without the risk of responsibility or punishment. They test their fears of certain things as well as get the satisfaction of accomplishing other things through the video game, without fear of failing in reality. Perhaps the psychological and social reasons behind children's attachment to online games, can be limited to the following points:

- **Attraction:** online games of all kinds attract the child with what they suggest to them of real battles in the jungle, or they are made to believe they enter prehistoric times such as dinosaur fighting or fly in space. The animations, colors, imagination and adventure are a major attraction for children.
- **Focus point:** The ideas and topics of online games are diverse. They sometimes offer a car race through which the child gets used to focusing, avoiding barriers and driving to some extent, or they offer science fiction games in space or a superhero character in the style of "Superman" who wrestles the bad guys and overcomes difficulties. Online games require the child to focus on managing his competitions, which creates a kind of excitement and fun for him.
- **Identification with heroes:** online games represent for the child a framework in which a hero acts, moves and modifies his behavior. The child merges with the hero. The overlap and integration provided by the online game contribute to the child's attachment to it, and provide the possibility of identification with heroes through exposure to obstacles such as mines, explosives and natural obstacles that the hero of the game must deal with.
- **Living in a virtual imaginary world:** online games create an imaginary world away from the real world, but limited in time and space, and represents a physical location and events that provide him with the possibility of representing himself in a framework. Through its integration with a specific hero who achieves himself by trying to control this imaginary world, the virtual imaginary world allows more room for the player's movement, and his ability to act and make decisions, without bearing the results in tangible reality, which would require more responsibility due to the difficulty in living with this reality or changing it.



- **Self-control:** The game framework is part of the social activity through which the child seeks to control himself and the world. The child who finds himself in the position of driving a car or even an airplane or in carrying a machine gun or driving artillery or a warplane, necessarily feels a state of superiority and self-enhancement in the virtual world.
- **Compensation for reality:** online games are a virtual opportunity for the child player to compensate for the difficulties and failures of real life, whether in terms of gaining virtual wealth for the disadvantaged in reality, or driving cars and planes for children who did not dream of being able to reach this level of control.
- **The need for psychological comfort "addiction":** provided by online games to players, especially in the case of addiction. The state of dependency makes these games a "dose of medicine" to remove anxiety and depression in children, which imposes the need for the child player to resort to this type of painkiller.

-The Danger of Online Games to Children:

Despite the benefits included in some online games, their negatives in the eyes of some are more than their positives because most of the games used by children and adolescents have negative implications that affect them at all stages of their development. Moreover, a large percentage of online games depend on entertainment and enjoying killing others, destroying their property and assaulting them unjustly. Children learn the methods of committing crime, its arts and tricks, and develop in their minds the capabilities and skills of violence and aggression, which results in crimes. Abilities are acquired through habitual play of these games, in addition to the various religious, behavioral, security, health, social, and academic damages they may cause.

Among these negatives are the following:

- **Addiction to play:** Children become overly addicted to online games, which makes it difficult to give them up. This affects the child's health significantly. This forced some countries to specify who is allowed to play these games in public.



- **Poor academic achievement:** These games distract young people from studying and lead to them skipping school and refrain from educational and academic achievement. The child may be exposed to academic failure and lack of achievement.
- **Acquisition of bad habits:** and the formation of a distorted culture and imported "foreign" educational reference.
- **The occurrence of laziness, lethargy and social isolation in children:** in addition to social tension, loss of the ability to think freely, and the lack of determination and individual will. The lack of other activities that develop children's skills also affects their abilities in the future.
- **The spread of violence:** The apparent thing in these online games is that they tend to include violence and conflict between two teams or between players. This imprints in the child's mentality that all life is a conflict and forgets dialogue, understanding, cooperation and integration as criteria for solving problems. Online games lead to violence and excessive nervousness in children. This is because there are many violent games that make the child more aggressive. Games rich with scenes of beatings, killings and criminality cause the child to be raised on violence and develop negative and aggressive feelings and make him finds it easy to kill, commit suicide, not fear crimes and has the ability to violate the law without fear, which threatens the safety and internal security of societies
- **Isolation and introversion:** Many of these games are designed for single players mode, which allows the child to distance himself from group play. This causes permanent anxiety and tension due to the large number of electronic games, and the unwillingness to talk to others. Rather, parents find it easy and prefer isolation under the pretext of distancing themselves from problems between children such as quarrels and others. This is not a solution, but here they plan, intentionally or unintentionally, to distance the child from social educational situations in which he learns the foundations of dialogue, the pleasure of interaction and problem-solving. Thus, he loses the most important educational method, which is learning through trial and error, experimentation and discovery through experimental educational situations. They ruin more than fix. The absence of effective family communication and joint dialogue leads to the child's addiction to the digital and



virtual world and makes him an easy prey, relying on the power and magic of the visual, audio and kinetic influence of games and their diversity and attractiveness.

- **Health damage:** Medical research has shown that sitting in front of computer screens and phones for a long time for children affects eye health, causing them to suffer from stress and leading to some problems, including myopia. Playing electronic games for a long time may lead to obesity resulting from lack of movement. Moreover, staying for long periods in front of electronic games and sitting in the wrong position causes problems in the spine, in addition to pain in the shoulders, neck, and joints. To add to that, exposure to radiation emanating from computers or smart phones when playing causes insomnia and sleep disturbances. Excessive playing with electronic games causes poor attention and concentration for children, which affects academic achievement. Headaches and migraines are one of the most prominent health problems that affect children as a result of electronic games.

Playing video games may provoke heart rhythm disturbances, thus threatening the lives of some children who are already exposed to heart disease. Children suffer from heart rhythm disturbances while playing video games; In many cases, children suddenly faint, and some even have a heart attack. Games are no longer just a hobby. In the past 20 years, it has developed into a competitive sport, sometimes with huge cash prizes. Physical and/or emotional stress is a catalyst for such injuries. Children may develop irregular heartbeats after celebrating victory. Also, these games can involve a surge of adrenaline that affects the cardiovascular system in a similar way to physical exertion, including raising blood pressure and heart rate.

According to many studies and researches, the practice of electronic games was the cause of some tragedies. These games during the last thirty-five years have been associated with an increase in violent behavior and a high rate of murders, rape and serious assaults in many societies. The common denominator in all of these countries is the violence that the media or electronic games presents, which is offered to children and adolescents as a kind of entertainment and pleasure. It also had a severe impact on the children's personalities and ways of thinking, especially those that contain violence and killing, which affects the child's perceptions. He is programmed to be a violent individual in his behavior and his interactions with himself and others. There are some games whose main goal is inciting children to commit suicide, the most important being the Blue Whale Challenge game and the



scary Maryam game, as well as other deadly games, which have gained wide popularity in the world, due to the large number of victims of these games, becoming extremely dangerous.

-Some of the children and adolescent victims of these games in Egypt:

Blue Whale 2018 Victims:

1- Suicide of a 12-year-old by hanging:

An Egyptian child named El-Sayed Ahmed El-Sayed, 12 years old, was found hanged in his bedroom in his grandfather's house in the Karma estate in Mahalla. The child's relatives found the Blue Whale game on his mobile phone. Investigations revealed that the child was going through a severe psychological crisis due to the separation of his parents, the remarriage of each of them, and his move to live in his grandfather's house. It was also found that during the last days he isolated himself in his room. The family believed that the reason for this was his grief over the separation of his parents and their remarriage to other people.

2- The suicide of a 12-year-old boy with grain preservation pills:

In Beheira, the General Hospital in Itay El-Baroud received the child "K.M.T", 12 years old, in the sixth grade of primary school, and a resident of one of the villages of the Itay El-Baroud Center, with phosphorus poisoning after ingesting an unknown toxic substance. After questioning him, he confirmed to the treating doctor that he had taken grain-preserving pills, in implementation of the orders of the Blue Whale game that he plays on the mobile phone. It was also found that there was a "death drawing" on the right arm of the injured child. He was transferred to the poison center in Tanta to receive the necessary treatment. He succumbed to his injury, after 12 hours of failed attempts to treat him by doctors.

3- Suicide of a 15-year-old student with rat poison:

In Alexandria Governorate, Al-Gomhoria General Hospital received "AD", a 15-year-old middle school student, residing in Karmouz, with severe fatigue and "allegedly ingesting an unknown substance." She was transferred to the toxicology department of the main university hospital. Her father, "ADA," 41 years old, a carpenter, was asked. He confirmed that his daughter had taken an insecticide, "rat poison," after a verbal altercation occurred between her and her mother because of her late return home and her poor academic level. He did not accuse anyone of



causing that. During the examination of the injured girl, the attending physician, the head of the toxicology department at the main university hospital, noticed that there is a tattoo of the letter P on the left leg of the patient. The patient later disclosed to her - upon her recovery - that she is playing the "Blue Whale" game via the Internet, which in its stages includes drawing a tattoo the letter p "the symbol of the game" on the left leg, and eating a toxic substance, because of her disagreement with her family.

4- The suicide of the son of a former Egyptian MP 18 years by hanging:

The body of the son of former MP Hamdi Al-Fakharani was found hanging in his house. The 18-year-old suicide victim was named Khaled Al-Fakharani, whose sister Yasmine Al-Fakharani stated, saying: "The Blue Whale game is the main reason behind my brother's suicide. We saw things inside his room, the sign of a blue whale, orders to watch horror movies in the middle of the night, to listen to strange music." On her brother's desk, she found some incomprehensible words and very long songs in English about death and strangers, as if he had learned them by heart.

5- A 17-year-old student set fire to her house:

Sohag Governorate in Upper Egypt witnessed the incident of a student, Shahinaz A.K, 17-years-old, who set fire to her house in the village of Al-Ghanimiya, Al-Balina Center district, after she poured gas on her mother and two brothers, in implementation of the game's instructions. This resulted in the death of the mother, "Shadia. M. A," 49 years old, a housewife, and her handicapped brother, "Muhammad A. K." 16 years old, a student, and the injury of the younger brother, Taha, 9 years old. In the investigations, she admitted that she had brought remnants of petrol with a jerrycan used by her father, who works as a driver, and sprayed it on them while they were sleeping. She explained this because of her mother's differential treatment between her and her male siblings, and that she has been playing the game Blue Whale for some time, and that she committed the incident based on the instructions of the game after it ordered her to do so, and that she has been practicing it for a while at home.

6- A 19-year-old teenager took a substance that led to his disorder:

Beni Suef General Hospital received "Mohammed S." 19 years old, accompanied by his friends, who had a disorder of consciousness and a tattoo on his hand. By asking his companions, they confirmed that he had told them about playing the Blue Whale



game. At one stage, the game admin ordered him to eat a certain substance, which led to his disorder.

The emergence of this game was the beginning of the curse, as deadly electronic games continued to appear and the number of victims of these games in Egypt increased among children and adolescents.

Victims of the PUBG game:

1- A 16-year-old first-year secondary student killed his teacher:

In 2018, the body of "Hanem M.A.", 59 years old, a chemistry teacher, was found inside her house, lying on her back with her clothes on the floor of the reception in the apartment where she lived on the fourth floor, next to her door, and she had several stab wounds in separate parts, and a school bag was found inside with a "large" knife inside a plastic bag. The investigations concluded that behind the perpetration of the incident, a 16-year-old named "Saif El-Din S", a student in the first year of secondary school, who was arrested and confronted with the findings of the investigations. He confessed to having committed the incident and said: "I killed Miss Hanem, motivated by the game of PUBG." With these words, the student, "Saif Al-Din", justified the crime of killing his school by stabbing her with a knife while he was receiving a private lesson at her house, as that game generated the idea of killing in him. He brought two knives from his house and went to the victim's house as usual every week to receive a private lesson with her. when he entered her house, he asked her for a glass of water and ignored her, and he stabbed her several times, so he took her life and fled, leaving behind his bag, shoes and jacket. He added that he got rid of the knife used to commit the accident in one of the streets with his escape route but was unable to guide them to it. He committed the accident coinciding with his birthday. The young man carried out his crime with precision, as he stabbed her several times throughout her body and fled the crime scene. He got rid of the weapon used in the accident, went to his home, and confessed to his father that he had committed the crime. The father handed him over to the police station. Investigations revealed that the accused planned to commit a murder and did not identify the victim, and that on the day of the crime he happened to have a lesson with his teacher in chemistry, so he decided to carry out the crime.

2- Suicide of an 11-year-old child by hanging:



In October 2020, an 11-year-old fifth-grade student committed suicide by hanging in his family home.

In the Sharkia Governorate, in northern Egypt, the investigations of the Egyptian Public Prosecution and the statements of the child's family showed that he got rid of his life by hanging in his bedroom, following continuous disputes with his family and reprimanding him for excessively playing the game PUBG, which made him go through an emergency psychological state. Investigations revealed that on the day of the accident, the parents rebuked the child by focusing on his lessons and minimizing distractions on the phone, after which he entered his bedroom, ignoring his family, brought a small ladder, climbed to the window of the room and hanged himself by throwing himself into the iron of the window curtain, and he got rid of his life. The investigations continued, that his sister and mother were the ones who discovered the incident, because he did not leave his room, so the door was opened and he was found hanged, and the Mashtoul Al-Souk police station was notified of the accident. A relative of the child said that his father loved him a lot and cared for him and encouraged him to study his lessons, and the child was very attached to the game of PUBG, so he advised him more than once to stay away from that game, but he did not respond. Before his death, the family took the phone from him, fearing for him and asking him to pay attention to his lessons, so he went into his room and took his life by hanging it with a curtain.

3- Death of a 12-year-old child due to cardiac arrest:

In September 2020, a twelve-year-old Egyptian child died, after suffering a heart attack as a result of using the game "PUBG" for hours on end. The child was transferred to Al-Salam Hospital in Port Said Governorate by ambulance after he breathed his last in his home after a sudden heart attack.

4- Suicide of a 16-year-old child by hanging:

In 2021, a 16-year-old child named "Muhammad", residing in the Beni Suef Center, committed suicide, as his older sister, while leaving her room to the hall, was surprised by her younger brother hanging at the door of the hall room. It was found from the investigations that the child was always playing with electronic violence games, including the game "PUBG", which was the last time he played, and that his family was rebuking him from playing such games. It was clear from the investigations that it was not the first time the child implemented the game scheme, as the previous year he burned the house and the family succeeded in extinguishing it.



5- Suicide of an 11-year-old girl by hanging:

In March 2021, an 11-year-old girl hanged herself in the Mokattam neighborhood, according to an Egyptian police report. Investigations revealed that the suicidal girl, Qamar, was addicted to the game "PUPG" and spent about 8 hours a day in it. She also prepared a noose from her clothes and fixed it to the ceiling of her bedroom, then committed suicide.

Victims of the scarf game:

In 2021:

-Death of 3 teenagers:

The blackout challenge game claimed the lives of 3 Egyptian teenagers, the last of whom was a young man named "Adham", 17 years old, in the Manshiyet Nasser neighborhood in Cairo. The social network "Tik Tok". It turned out that the young man closed the door to his room to participate in the "blackout challenge" on "Tik Tok", using his phone to film his performance. When a member of Adham's family noticed that he was unconscious, he was taken to the hospital, and was declared dead. Security sources confirmed the death of two young men in the same game. Investigations revealed that they died of suffocation. Adham lived in the same area where the accidents occurred, similar to two of his friends. The three bodies were transferred to forensic medicine for an autopsy, to indicate the causes of death.

According to an eyewitness close to the cases, the three cases, the last of which was Adham, fell into the trap of the game, successively, until they died. The friend who is close to the three cases added that the matter is similar, a state of great activity appears on the person, and in a surprise his family enters the room to find him dead in the same way as the game that they announced through Tik Tok to enter into its challenge "the blackout challenge", which leads to panic in the family. It makes them very sad, because there are no signs of their families taking action.

The uncle of the young man, Adham, who died as a result of the scarf game, revealed that they were shocked by the incident, as Adham was with them, sitting next to his mother in the afternoon. After eating lunch, his sister entered the room to find him hanged, which no one had imagined at all. The victim's uncle confirmed that the accident was like a thunderbolt on the family, especially since despite the death of two of Adham's friends in the same way, they did not imagine that he would be the next, calling for the need to legalize the status of Tik Tok in Egypt with these strange



incidents that afflict children and young people of age. early, which leads them to commit suicide. He also indicated that Adham was not suffering from any psychological diseases, between providing all the elements of a comfortable life that make him happy, he committed suicide in this way, indicating that he loved Tik Tok and was active on it, not knowing he was about to end his life by opening this application.

Charlie's Victims:

In 2022

1- Two students inside a preparatory school in a state of nervous agitation:

A tragic incident, which took place in the Imbaba region because of the Charlie game, which started in 2015, disappeared and returned again, as a student named Rania Muhammad Bakr, 17, and Salma Owais, 15, entered a breath-holding challenge at Al-Mustaqbal Preparatory School for Girls, in the Imbaba neighborhood, north of Giza. The two students were taken to Imbaba General Hospital for treatment.

It turned out that both students, Rania Muhammad Bakr and Salma Owais, had shortness of breath as a result of the Charlie game challenge. Their health conditions were stable. They were placed under observation at Imbaba General Hospital for treatment, and discharged as soon as they recovered. Investigations revealed that a number of female students were playing Charlie, inside a private middle school bathroom for female students in the Imbaba region. They caused panic among the school students, after trying a set of talismans for Charlie the game, which some claim is calling a jinn named Charlie. During that, one of the students was in a state of agitation. After that, she was transferred to Imbaba General Hospital for treatment. This necessitated the movement of all the executive agencies of Imbaba, and the arrival of the security forces to contain the scene, in addition to sending ambulances to transport the injured to the hospital.

The beginning, according to eyewitnesses, was when a group of girls entered the school bathroom, to play the game of Charlie, which some claim is hosted by jinn. Eyewitnesses indicated that one of those girls poked herself with a pin, and put drops of her blood on the talismans of the game and another on her eye, which caused panic among the students who thought that the jinn was the one who did this to their classmate, explaining that one of the girls who participated in the game fainted. She explained that the ambulance men immediately came to transfer the fainted women



to the hospital and contain the situation, in addition to the presence of security forces and a number of executive agencies in the area to contain the situation.

2- Suicide of a 12-year-old child hanged:

In 2022, a family in the Bahtim area of the city of Shubra Al-Khaima, Al-Qalyubia Governorate, found their 12-year-old son. Mustafa, a fifth-grade student at Yahya Al-Mashad Experimental School, was hanged by a rope in his bedroom at his home. His mother was surprised after returning home with her son's condition. During the investigations, the child's mother revealed that she had found a video clip that was next to him about how to use the "Devils Game" or the "Charlie Challenge" as it is called, through the "Tik Tok" application. The mother concluded that her son was trying to imitate the game, so he hanged himself with a rope, and died.

Egyptian and International Efforts to Reduce the Danger of These Games on Children and Adolescents:

In 2021, an Egyptian teacher launched an initiative to raise awareness and protect children from the danger of violent online games:

Under the slogan "Combating Violent Internet Games", an Egyptian teacher in the coastal governorate of Alexandria launched an initiative to raise awareness and protect children from the danger of violent online games, such as "PUBG" and similar games with the same content. Egyptian teacher Naglaa Ayyad said that this initiative aims to help students get rid of the addiction that afflicted this generation due to Internet games, especially after the increase in cases of violence and death among this generation due to these games, especially with the outbreak of the Corona pandemic and the suspension of studies. Several arguments and evidence used by the Egyptian teacher to convince students, including a simplified explanation of the effects of such games on physical and psychological health, and relied on some studies published in scientific journals and websites. Regarding the extent of students' interaction with them with the initiative, she confirmed that there was a great response from students, as a number of them took the initiative to participate in introducing it through a team they called "Fighters", which led to the rapid response of the rest of their colleagues to the initiative and their announcement to stop playing such games. The teacher hoped that the Egyptian Ministry of Education adopt this initiative to circulate it in the rest of the schools of the Republic, as well as the entry of the Ministry of Communications as an active party in the initiative because it has the mechanisms to block such games from the Internet.



In 2022, the Ministry of Education conducted campaigns in schools to educate students about the danger of online games to their safety:

Schools warned students not to watch games that represent a danger to their lives and health, whether at home or during the school day, as schools directed severe instructions to parents to educate their children about the danger of playing Charlie and Mary games, saying: If we find a student playing these games, we will take the necessary legal measures about him and he will be punished. The schools called on parents to educate students about the danger of online games and to follow the digital content that is seen, especially on the TikTok application and other existing applications, in order to ensure the health and life of students. The Ministry of Education and Technical Education called on parents to emphasize monitoring their children's activity on smartphones in light of the spread of online applications and games that may represent a serious danger to their mental and physical health. The ministry explained that it directed all educational departments nationwide to warn school principals to monitor any unusual activities carried out by students that may harm them, and to implement awareness campaigns about the harms of online games that some students seek to apply on the ground. The Ministry stressed that parental control has become an urgent necessity and a top priority in light of some students practicing dangerous activities through smart phone applications, which affects their mental and physical health, which in turn is reflected in their academic performance.

Abdul Raouf Allam, Chairman of the Supreme Council of Trustees, Parents and Teachers, announced the launch of an awareness campaign for students and parents in schools under the supervision of the Ministry of Education. He warned of the game spread on the Tik Tok application , which deludes students to evoke jinn and demons, and recently spread through Tik Tok, and warned the President of the Supreme Council of Trustees, parents and teachers, of the danger of the game, which leads in some cases to enter the student's mind in the stage of illusions and imagine things that are not real, and what is suspicious is that this challenge The participation of children or adolescents, not adults, is required, which affects their psychological stability, and some of them suffer from convulsions and absence from reality.

In 2022, the directorates of education raised the slogan (Not everything you see you imitate) (Not everything you hear you repeat) to raise awareness of the dangers of "games of death":

All educational directorates at the level of Egypt's governorates rose up to stand against any threat to the lives of their children, by monitoring and limiting the play



of such games inside schools, as well as enlightenment campaigns that take place inside schools and activating the role of sports and school activities. Where some educational directors have sought to limit such negative phenomena to benefit from these games by turning it from a threat to an opportunity during online sports to activate plans and programs through which it aims to benefit from online games in a correct way and dye them in the spirit of challenge and mental competition, while Egypt is one of the Arab countries that have been exposed to several suicides.

The Directorate of Education in Giza, after the repetition of unfortunate events, directed all schools affiliated with the administration to intensify awareness seminars on the danger of online work in order to ensure the safety of students, follow up students inside the classrooms, the school yard, all corridors and roads, review the record of emergency cases for students and call the guardian, if necessary, in order to evaluate the behavior of students.

The Directorate of Education in Cairo, directed the work of awareness seminars and guidance programs on the need to stay away from such games, and coordination was made with Al-Azhar Al-Sharif in the work of awareness programs about online mania and harmful games and their danger to humans, and preventive plans and programs were also developed for such a bad use of technology and focus on the parent use of games, and emphasize the importance of the role of the teacher, the pioneer of the classroom, who gives students in all aspects of life and guide them in peaceful and correct ways and activate the role of the social worker and psychologist, whose role is essential in the educational process, and an awareness campaign is conducted in schools called Towards a more tolerant and ethical generation, in cooperation with Al-Azhar Al-Sharif, to support sound and benign moral values.

The Board of Trustees in each educational administration conducts educational seminars for students through specialists in cooperation with social service and specialists from the Ministry of Awqaf, the Ministry of Solidarity and civil society institutions.

The Directorate of Education in Suez launched several initiatives, including under the title: (Not all that you see imitating), (Not all that you hear you repeat), the initiative of online games and their danger to our youth, targeting the basic education stage, and the secondary stage. Several awareness campaigns were held for parents about the danger of these games and parental control for their children.

Sayeda Zeinab Educational Administration directed the conduct of seminars to educate students on the danger of these games and prevent their use through clerics



and the work of various educational and sports sites, to exploit students their time in these competitions.

Al-Zaytoun Educational Administration: It works to reduce the danger of these games by organizing seminars to spread awareness about the danger of these games, and we are also working to integrate students into physical sports games and form sports teams within schools.

Al-Waili Educational Department: It sheds light and uses all its mechanisms in order to educate students about these games, including activating lectures and seminars inside schools and using university professors, doctors, psychologists, social workers and clerics to spread awareness among students of the importance of preserving oneself and spirit, as well as activating the maximum penalty in the school discipline regulations on the perpetrators of such games inside the school, preventing the entry of mobile phones, and emphasizing awareness today through the school radio in the morning queue and increasing Various activities to contain the energy of students and discover and develop their talents each in his field and take advantage of the time students gather in the school space to present meaningful competitions and fine music as well as continuing to activate the sports day in all our schools and increase supervision to contain and invest gathering times as well as conducting awareness seminars for parents to urge them to monitor their children Monitoring the sites they deal with and activating all partnership protocols between the Ministry of Education and other ministries such as youth, sports, media, health and social solidarity to cooperate with each other in raising and evaluating young people.

In 2022, Dr. Reda Hegazy, Minister of Education and Technical Education, issued a periodical book No. 36 on following up on the proper functioning of the educational process. The Minister directed him to organize awareness seminars on the danger of online games on students, to report immediately any emergency, and to communicate immediately and directly with the Ministry.

International Efforts to Protect Children from Negative Online Games:

International and regional conventions recognize the right of the child to play and use the media, but they place an end to that, which is harmful.



A. Convention on the Rights of the Child of 1989:

At its forty-fourth session, the United Nations General Assembly unanimously ratified the Convention on the Rights of the Child, thirty years after the 1959 Declaration of the Rights of the Child and ten years after the proclamation of 1979 as the International Year of Children. The final text of the Convention on the Rights of the Child was adopted on November 20, 1989, which constituted a long effort and work within the framework of the United Nations Commission on Human Rights.

It is based on article 17 (a) and (e) of the Convention on the Rights of the Child, which provides that the media shall be encouraged to disseminate material and information of social and cultural benefit to the child, as well as the development of appropriate guidelines for the protection of children from information and materials harmful to their interests.

There is no doubt that the Internet is one of the media that must be used in order to contribute effectively to the proper development of children, and it is inevitable that online games with a non-cultural or scientific dimension will cause damage to children that is difficult to deter.

The United Nations Committee on the Rights of the Child, at its thirteenth session on October 7, 1996, also addressed the issue of protecting children from the negative influences of the media, which could harm children, making their protection from foreseeable harm mandatory.

B. African Charter on the Rights and Welfare of the Child of 1990

The African Charter on the Rights and Welfare of the Child of 1990 issued by the African Union, which entered into force on 29/11/1999, also stipulates the right of the child to play and to engage in recreational activities appropriate to his age. In the sense of violation, any activity, whatever its content, that causes danger to the child, especially online games, is included in the framework of prohibition.



Recommendations

1. Parental awareness and supervision are the best and most important solution now to prevent children and adolescents from entering the world of these games, causing harm to themselves or others.
2. Parents should choose online games that are appropriate for their children's ages, and that are free from any content that harms their morals and their physical, emotional and psychological health.
3. Parents should surround their children with care and attention, give them more time to be with them, monitor their psychological state, and any changes in their lives, and not underestimate any decline in their children's psychological state, or changes in behavior and way of thinking.
4. Parents should check their children's devices regularly to monitor the applications they download and use.
5. Parents should not allow the child to play online games until after completing homework.
6. Children need to be preoccupied with school and extracurricular activities such as participating in sports, cultural or artistic clubs that nourish the body and refine the conscience.
7. The elements of attraction, excitement and suspense that are in famous online games should be included and added in the production of educational games that are compatible with the customs and traditions of eastern and Arab societies.
8. Parents need to set a daily time for the child to play online games and stick to it.
9. Parents playing online games along with their children is an opportunity to control the quality and characteristics of the games, which helps them prevent their children from playing violent games.
10. Legislation and laws need to be enacted to prevent the broadcasting and design of this type of online games based on violence and loss of life.
11. Dangerous games must be banned, stopping their activity, especially online games that have proven dangerous to young people and society, including games that drive some addicts to suicide.



Through this study, we have shed light on the multidimensional phenomenon of violent electronic games, as well as its relationship to aggressive behaviors among students. What the heroes of the game represent and what they represent in terms of perceptions, principles and aggressive ideas that the child acquires in the form of sensory events that he embodies on the ground, and this phenomenon extends to include the school environment where the child finds a suitable environment to translate virtual violence with his peers.

As the technology of electronic games, in addition to the possibilities of imagination, sound and image effects, and the scenarios of the proposed play, depends heavily on the element of effectiveness in the management of the game, which brings together a mixture of social groups and human races from all over the world, which enables all players to have opportunities to meet and converge in the symbolic spaces of the game, These games are initially based on the challenge and the feeling of the child or young person coming to it that he is entering an adventure from which he acquires a strong personality, but as soon as he feels safe, he becomes addicted to it, to move to a more advanced stage in which estrangement with the family environment and complete isolation with them prevails in exchange for devotion to the mobile phone or the electronic tablet, then, “in the last stage, the addict of these games becomes mentally ill, and the threat of using his personal data may lead him to severe depression and search for ways to harm himself, to end his life by committing suicide.”