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**Follow-up to the World Summit for Social Development and  
the twenty-fourth special session of the General Assembly:  
Priority Theme: Socially just transition towards sustainable  
development: the role of digital technologies on social  
development and well-being of all**

### **Statement submitted by Foundation for Preventing Youth Violence (FPYV), a non-governmental organization in consultative status with the Economic and Social Council\***

The Secretary-General has received the following statement, which is being circulated in accordance with paragraphs 36 and 37 of Economic and Social Council resolution 1996/31.

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\* The present statement is issued without formal editing.



## Statement

In terms of the Sustainable Development Goals launched by the United Nations, the moment has come that the actual procedures should be taken into account to eradicate and prevent cyber violence so as to pursue continuous happiness and peace for youths all around the world.

Cyber violence around the world has been on the rise steadily, while it is associated with one of the Sustainable Development Goals, for example, Quality Education (SDG4), Gender Equality (SDG5), Peace, Justice and Strong Institutions (SDG16), and Partnerships for the Goals (SDG17), all of which are the main focus of the modern society.

It is needless to say we already take advantage of the advance of digital technology in numerous ways. There are more technologies that are utilized in social welfare, which enables the suffered ones to ease the accessibility to the technologies for them to be able to get universal benefits. However, there are a number of underlying problems to be dealt with. For instance, it has been noticed that digital technologies have caused side effects on youths who are vulnerable to every type of violence.

In short, we define this as ‘Cyber violence’. ‘Cyber violence’ is a crime that the use of digital-communication tools makes another person feel intimidated physically or mentally by repetitively doing it on purpose. The types of cyber violence are as follows: Cyber verbal violence, Defamation, Stalking, Sexual violence, Bullying, and Information leakage and these frequently occur.

The reasons why youths are vulnerable to cyber violence are as follows.

Firstly, we do not teach or educate them on how to use this technology in the right ways whereas technology is evolving faster than ever before. There is a need for a new approach to making them be able to utilize digital technology to foster digital citizenship rather than just considering it as a problem itself.

Secondly, unexpected problems due to rapid changes caused by COVID-19 are directly passed onto youths. As of 2020, youths have been more exposed to cyber violence as online learning goes viral during the pandemic. Although there are many press reports saying, online learning contributes to reducing school violence, in fact, school violence changed into the form of cyber violence. Unfortunately, many parents are ignorant of their children who are leading or suffering from cyber violence.

Lastly, there is a limit to cope with this new violence through previous standards or laws related to previous school violence which makes this issue extremely hard to deal with. Also, it has been turned out that government regulation itself cannot successfully prevent ever-changing digital technology from having effects on someone in a negative manner.

Therefore, the Foundation for Preventing Youth Violence urges everyone to realize the seriousness of this issue, and we also suggest a number of solutions to settle the problems. The Foundation for Preventing Youth Violence (Blue Tree Foundation) is a youth organization that has been dealing with school violence issues for 25 years. It is the first foundation in the Republic of Korea which alerts how severe school violence can be to society and it was founded on the basis of preventing school violence and solving the related issues. In recent years, it takes the initiative in eliminating cyberbullying issues all around the world.

As number of violent crimes committed by youths associated with cyber addiction is increasing each year, the overall phenomenon has to be reviewed with sociocultural contexts. Recently, there are more nuclear families and working couples

in Eastern Asia, which often results in leaving their children alone most of the time although that is not necessarily right. Therefore, cyberbullying becomes one of the places to get rid of the stress they are having instead of relieving it with other wholesome games. Owing to the technology, access can be possible anywhere, anytime and it becomes getting much easier for everyone.

The statistics regarding cyber violence among youths from all over the world have been increasingly boosted due to digital technology development and the pandemic. In case of the Republic of Korea with its advanced information infrastructure, the situation is much worse. According to the national survey of school violence examined in the year of 2019 in the Republic of Korea, it shows that the response rate from primary and secondary students reporting school violence reached 11.2 percent, increased by 4.6 percent point from the previous year. Many experts consider cyber violence as a main factor in causing this change. Moreover, the number of reported cases of cyber violence and counselling to the foundation is constantly increasing since it is invisible and easy to commit.

With the aim of preventing and eradicating cyber violence, the Blue Tree Foundation proposes six virtues and four solutions. The six virtues are essentially described as ‘Pro-social Capacity’, which are Honesty, Promise, Forgiveness, Responsibility, Consideration, and Ownership.

- **Honesty:** Not to hide the truth and to express thoughts without any lie
- **Promise:** To share words with faith and trust to each other, and to follow the statements told to oneself
- **Forgiveness:** Not to scold someone for his fault, but to understand him first without any hate
- **Responsibility:** To do the best to a given task, and to treat everyone in a fair way
- **Consideration:** To wish to help and care people
- **Ownership:** To be aware of what is mine and what is other people’s, and to cherish but not desire theirs

To solve the cyber violence problem, the Foundation for Preventing Youth Violence suggests the four solutions as follows:

- **Study:** The definition of the term ‘cyber violence’, research on the actual condition of cyber violence observed in each school, type and media, and appropriate education system for children should be organized.
- **Platform:** An integrated mobile platform should be developed for all the students, parents, teachers, and citizens to ask for help when needed and to participate in violence prevention activity.
- **Education:** In-school cyber violence prevention education should be conducted with interesting content that can induce students’ willing participation and foster their morality.
- **Culture:** A cultural movement that all the people concerned can participate in should be progressed, to create a peaceful school climate and spread non-violence culture.

Through this activity and practice, the law and the system are ultimately needed to be examined and established. For this work, the criteria and regulation for the term ‘Cyber violence’ should be set up clearly. The right definition is needed to cover various types of violence which are growing rapidly through smartphones, for example, and to establish the proper education, counselling, and treatment for suffering people. The Foundation for Preventing Youth Violence calls on the

Commission for Social Development to proceed with the policy that can deal with the circumstances. Non-consensual and unprescribed regulations can only keep the situation that youths suffer from cyber hell.

Finally, we emphasize that cyber violence can be prevented and eradicated with the efforts of government organization and private enterprise, school and the local community, the individuals and global society, altogether. We call on everyone's cooperation and support for the youth cyber violence problem.

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