Research on the Phenomenon of "Female Cyber Violence" from the Digital Perspective -- Taking "Game" as an Example

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Abstract: In the evolution of the times, every major change has provided humanity with a new perspective to view the world, which has driven changes in structural political characteristics and ways of action. In the digital era, due to the rapid development and application of digital technologies such as Big data, artificial intelligence, new computing, blockchain and 5G communication, the ability to perceive and acquire human beings has further expanded and developed, and has generated risks with wide boundaries and clear connections. At the same time, it has also triggered a series of Social phenomenon and problems, including the increasingly acute "cyber violence against women", which has become a hot event, attracted the attention of various entities and departments throughout the country, and caused some panic and influence in the society. For example, this article takes "games" as an example to analyze the concept, theory, and causes of "online violence" against women, and proposes possible intervention strategies.

Keywords: Digital Technologies; Female Cyber Violence ; Games

1. Introduction

At the same time, the widespread application of digital technology has accumulated increasingly rich data resources, providing necessary elements and technical support for the country to promote the governance of digital online violence. However, the choice of the perspective of national governance has become the key to the governance of women's online violence in China.

2. Cyber violence
2.1 Vocabulary

In social work, the internet is a community that is not restricted by geography. By combining the virtuality and infinity of the network, it can be classified as a specialized community in space, a gathering place composed of people active in a specific geographical space. Violence: When different groups or individuals are unable to coordinate their interests peacefully, they often use coercive means known as violence to achieve their goals.

2.2 The definition of online violence

Refers to the violent behavior of network users, which is an extension of online social violence. Online violence is different from physical violence in real life, but rather uses the virtual space of the Internet to harm and defame people with language and words. These malicious comments, images, and videos are often published by a certain number of internet users due to events that violate a person's public morality and traditional values, and touch people's moral bottom line. The main characteristics of these languages, texts, images, and videos are malice, cruelty, and anger, which go beyond the usual comments on these events. They not only organize the naming and malicious defamation of the parties involved in the incident, but also transmit such harmful behaviors from the virtual network to the real society, which not only seriously affects the mental state of the parties involved in the incident, but also damages their work, study, and life, and even causes serious consequences.

2.1 Introduction to the game
2.1.1 Game history Metaverse is a virtual online environment of social network

It can be accessed through VR glasses, articulated reality glasses, motion sensors, computers, electronic game consoles, etc. to create their own Metaverse images, perform actions on virtual images, and gain immersive experience. The game "Oasis" in the movie "Number One Player" is Metaverse. Players not only play games on the screen, but also in the game. Everything that happens in the game seems to be real, including sexual violence in the game.

2.1.2 Violence against Women in Online Games Last May

SumOfUS, a non-profit organization dedicated to corporate disobedience, investigated Metaverse's Horizon Worlds. One hour after the female scientist from Horizon World entered the game, she raped a male user of the virtual image. The user bumped her back and forth, causing her to turn around because she wanted to "do it from behind," while another user looked at her and bullied her. They gave each other a virtual bottle of vodka, and many users looked out the window. Some of them said, "Look, this is a free performance!" Prior to this, Nina Jane Patel was also sexually assaulted in Horizon World. Nina's job is to explore the Metaverse space suitable for young people, but less than a minute after entering the game, three or four male virtual images appeared in front of her, and male voices were basically in her ears. These people raped him and took photos of him. When he tried to leave, he shouted to him, "Don't pretend you don't like it!" Another game, Population One, and Horizon World belong to the same company, the World of the Year. Some users claim that the player touched his avatar and even ejaculated. Other users report more than three cases of sexual harassment per week. Are you safe in the Metaverse? She experienced sexual harassment in just ten minutes by experiencing a reporter's VR chat room. Seven players pushed him to the wall, spreading many rumors. She also witnessed simulations of oral sex and extreme hate words that many women do not express in real life. Chinese news also reported such incidents. According to frustrating reports, the girl Wu Tong (also known as) looked at the bottom of her skirt while resting in the game, while Fang Minxin (also known as) was tracked by two users.

Metaverse can make people blur the boundary between reality and virtual reality, but users are intellectually aware that everything in front of them is just a code that looks more real but will not cause significant harm, which may increase the possibility of people being hurt. The Extended Mind, a Polish market research institution, and Pluto VR, a virtual community platform, conducted research in 2018. A joint study on virtual sexual harassment was conducted in 2008. Among the 609 respondents, 49% of women and 36% of men reported experiencing at least one sexual harassment, including verbal harassment, physical contact, observation, and decent behavior. This is enough to show that Metaverse sexual violence is not an extreme case, but it has brought hidden damage to many players. The virtual reality, real trauma, and sexual abuse in the virtual world may be mysterious. This photo is fake and there is no physical contact. In Horizon World, the character even has a floating upper body. How can this be considered sexual abuse? According to the rape law that governs the real world, sexual violence involving genital insertion is difficult to classify as sexual violence in Metavers. However, based on the harm caused to the victim against their will, Metavers' sexual violence is very similar to real sexual violence. A female researcher who was sexually assaulted in Horizon World said, "This is happening too fast. I'm a bit detached from reality, my brain is confused. I think, 'Oh my god, I've been sexually assaulted.' On the other hand, I think, 'This doesn't really happen.'. A user of the "VRChat" game, a Japanese netizen named "Autumn Sky", posted that he was sleeping with VR glasses and was sexually raped after waking up, "Although there is no physical injury, it is still very difficult to suffer from VR psychologically, which is equivalent to transferring our brain to a virtual body. Its loyalty is enough, and we will have the same emotion when exploring the virtual Universal Time and the real Universal Time. A team investigating online harassment at Washington University said that there is not much difference between the virtual world and the real world of sexual aggression, which will make people have The same psychology and nerves. System response. Although space is virtual, the feelings it brings to users are real, and the trauma is also real. The legal theory magazine Research on Legal Status mentioned that the vagueness against others in the Metaverse should constitute a vague crime that harms women's

sense of sexual shame. Sexual assault in Metavers is usually an image of one sitting on another, accompanied by dirty activities, chest attacks, and dignified harassment.

Thanks to the vibration of sensors in virtual image contact with users, there are now vests suitable for VR games. Afterwards, users can truly experience wind, shooting, and other experiences in the game. Therefore, the feeling of being harassed and spoiled is very real. In addition to the fact that sensors actually vibrate, Metaverse players often experience a "sense of fantasy" as well. Because the virtual reality world is too realistic, players can also feel the real body sensation when you touch virtual images, grab things with your hands, or catch fire on your face.

3. Intervention strategies for "cyber violence" from a digital perspective

3.1 Conduct legislation on "cyber violence"

Since 2017. Since 2005, the Network Security Law of the Cybersecurity Law of the People's Republic of China and the Network Security Law (hereinafter referred to as the Network Security Act) have been promulgated. Subsequently, the interpretation of the Supreme Court and the Procurator's Office of the Supreme Court, as well as the interpretation of the Supreme Court and the Procurator's Office, is applicable to several applicable matters of law in criminal cases involving infringement of citizens' personal data (hereinafter referred to as the interpretation of the Supreme Court and the Procuratorate) and other laws. It is illegal and criminal for Human flesh search engine engines to disclose information to others. To some extent, "Human flesh search engine engine" can affect and harm individuals from virtual to real, which is the phenomenon and form of "cyber violence". On this basis, the country should develop systematic and classified legislation to address the issue of online violence against women. The specific content includes: coordinating the concept of online violence in the digital age, specific behavioral phenomena, definition of illegality, and criminal issues; In addition, due to the diversity and rapid development of online violence, the state must conduct regular investigations and inspections, and timely adjust and improve the rules related to online violence.

3.2 Promote the investment of enterprises and social organizations in the public welfare cause of "cyber violence"

At present, the country is vigorously developing and promoting state-owned welfare enterprises. In areas where public welfare development is relatively advanced, many companies have established public welfare departments and created separate public welfare projects; There are many social organizations, charitable organizations, and foundations that provide venture capital for different types of projects, and have supported and developed characteristic public welfare projects to promote and assist public welfare enterprises. Regarding the phenomenon of "online violence", relevant companies and organizations, especially internet related entities, can be actively managed and promoted to prevent "online violence issues", provide services, advertising services or organize venture capital for society in projects, promote and manage the development of public welfare circles, and prevent online violence by public welfare companies.

3.3 Establishing a mechanism for publishing incidents of online violence, one of which is the disclosure and publication mechanism

On the one hand, coupled with individuals' unilateral understanding of society when analyzing the reasons, there is a positive public disclosure of the central and broad public interests on the theme of "online violence". Post introduction posters and play promotional videos on public transportation such as buses and taxis; Various communities, streets, and national welfare organizations provide bulletin boards to promote themes, etc. Each place can conduct comprehensive and systematic advertising and publicity for the public's well-being based on its characteristics and situation, so that the public can have a deeper understanding of online violence against women. This is not only a warning, but also a preventive awareness. The second is the news release mechanism: well-known television stations, personal media, and media units from different places work together to create specialized input hotlines, channels, or columns, forming a news release mechanism for online violence against women. If there are incidents of online violence against women such as violent games, a green channel will be established to provide timely, coherent, and comprehensive event reporting and analysis to society, help citizens cultivate prevention awareness, and enable them to have a deeper understanding and learning of online violence

based on specific events.

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