

EXPLAINING THE IMPACT OF CYBERSPACE ON STREET VIOLENCE: A PREVENTIVE APPROACH

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Recebido em: 26/02/2025

Aprovado em: 20/03/2025

ABSTRACT

There has been no cohesive research conducted on the impact of cyberspace on street violence. Therefore, the aim of the present study is to analyze the impact of cyberspace on street violence with a preventive approach. This research is qualitative and was conducted using a thematic analysis approach over a six-month period from Spring 2024 to Fall 2024. The statistical sample consisted of a group of 14 experts, including university professors and specialists in the studied field, selected through the snowball sampling method. To verify the validity of the data and the model extracted from the interviews, two methods (retesting and within-subject agreement) were used to ensure the reliability of the findings. The research findings revealed that the analysis of the impact of cyberspace on street violence includes six main themes: (a) street violence, (b) virtual violence, (c) social factors, (d) psychological factors, (e) economic factors, and (f) legal factors. These themes encompass 17 sub-themes and 256 basic themes, which, after removing duplicates, were reduced to 83 basic themes. The results indicate that various factors are involved in the formation of street violence; however, from the perspective of cyberspace, these factors can be categorized as social, psychological, economic, and legal. Therefore, implementing the solutions proposed in this study can contribute to reducing street violence.

Keywords: street violence; cyberspace; solutions and strategies; cyber governance.

EXPLICANDO O IMPACTO DO CIBERESPAÇO NA VIOLÊNCIA DE RUA: UMA ABORDAGEM PREVENTIVA

RESUMO

Não houve nenhuma pesquisa coesa conduzida sobre o impacto do ciberespaço na violência de rua. Portanto, o objetivo do presente estudo é analisar o impacto do ciberespaço na violência de rua com uma abordagem preventiva. Esta pesquisa é qualitativa e foi conduzida

usando uma abordagem de análise temática, durante um período de seis meses da primavera de 2024 ao outono de 2024. A amostra estatística consistiu em um grupo de 14 especialistas, incluindo professores universitários e especialistas na área estudada, selecionados pelo método de amostragem de bola de neve. Para verificar a validade dos dados e do modelo extraído das entrevistas, dois métodos (reteste e concordância dentro do sujeito) foram usados para garantir a confiabilidade dos resultados. Os resultados da pesquisa revelaram que a análise do impacto do ciberespaço na violência de rua inclui seis temas principais: (a) violência de rua, (b) violência virtual, (c) fatores sociais, (d) fatores psicológicos, (e) fatores econômicos e (f) fatores legais. Esses temas abrangem 17 subtemas e 256 temas básicos, que, após a remoção de duplicatas, foram reduzidos a 83 temas básicos. Os resultados indicam que vários fatores estão envolvidos na formação da violência nas ruas; no entanto, da perspectiva do ciberespaço, esses fatores podem ser categorizados como sociais, psicológicos, econômicos e legais. Portanto, implementar as soluções propostas neste estudo pode contribuir para reduzir a violência nas ruas.

Palavras-chave: violência nas ruas; ciberespaço; soluções e estratégias; governança cibernética.

1 INTRODUCTION

Iran, recognized for its rich Islamic-Iranian cultural heritage, is one of the culturally and academically distinguished nations in the region and even the world. This country, with its diverse ethnicities and cultures throughout its history, has excelled in various fields. One of the key features of advancing a nation's cultural level is creating peace and security at different urban levels (home, street, society, etc.). Undoubtedly, the disruption of societal security and tranquility can cause fear among people both domestically and internationally. Such fear can, over time, alter different perspectives toward a city and society.

Islam, in various teachings, prohibits disturbing the peace of people, and this has been confirmed and condemned by both Islamic and non-Islamic scholars. One of the main factors disrupting public tranquility is street violence, which manifests in various verbal and behavioral forms. The fear of city streets has long preoccupied public perceptions. Numerous books, films, and television programs have exploited and propagated this fear with graphic depictions of urban decay, violent youth, and corrupt police officers. Several video games revolve around this very fear, and entire musical genres are dedicated to portraying the daily brutality of street life. The prevailing image that emerges is that streets are synonymous with violence.

Previous research suggests that the phenomenon of “street violence” is largely rooted in the value systems, beliefs, symbols, rituals, and collective actions of people living in marginalized neighborhoods and urban contexts (Gibson, Fagan, and Antle, 2014). In the

research literature, street violence has often been associated with urban youth and minority groups, delinquents, the glorification of individualistic and antisocial behaviors, morally degraded values, and extreme or deviant identities (Klein, 1996).

Undoubtedly, existing research in this area often takes a reductionist approach and aligns with stereotypical representations that are prevalent in the public sphere (Flynn & Fleisher, 2020; Young, 2004). These approaches tend to focus too much on the criminal aspects, while ignoring other dimensions of this culture, such as artistic creativity and hidden talents. Hence, there is a need for more nuance and nuance in examining violence in street culture.

Street culture cannot be viewed as a single, fixed, and homogeneous phenomenon, where all its members think and behave in the same way. On the contrary, it is more understandable as a flexible analytical framework that encompasses a diverse set of experiences of urban marginalization (Anderson, 1999). In fact, street culture can be said to be formed in a continuum in which there are different degrees of participation, from those whose presence on the street is merely transient and peaceful, to those who systematically use violence to gain power or economic benefits (Hagedorn, 2008). Therefore, violence should not be considered as an absolute, but as a spectrum of actions and situations, the intensity and form of which varies from one context to another (Ross et al, 2017). Only a fraction of the people involved in this culture resort to violence consistently, and the likelihood, type and intensity of violence vary greatly across different situations. Ignoring these complexities can lead to the reproduction of public stereotypes, the reinforcement of discriminatory views and the legitimization of harsh police policies (Vigil, 2002).

Research on violence is largely dominated by studies that focus on the prevalence of violence and the psychological, social, and economic characteristics of perpetrators of violence (Hearn, J., Strid, S., Humbert, A. L., & Balkmar, 2022). For example, various studies have shown that heavy alcohol consumption significantly increases the likelihood of committing or being a victim of violence (Rossow, 2004). These studies have played an important role in advancing our understanding of the characteristics of perpetrators of violence and the circumstances in which it occurs and are valuable for designing interventions that target high-risk groups and vulnerable environments (Hagedorn, 2008). In addition, some studies have categorized and explained types of street violence; including violence driven by economic interests, domestic violence, violence related to alcohol and drug use, as well as violence rooted in group rivalries or cultural heritage (Van Amsterdam et al, 2020).

However, the present study does not address the aforementioned issues. Instead, it

focuses on examining the impact of cyberspace on street violence, with an emphasis on prevention and post-event measures. This research explores the role of cyberspace and the use of online platforms in exacerbating street violence. Specifically, the study highlights scenarios where individuals predisposed to violence engage with cyberspace, join groups that promote violence, consume violent content online, connect with like-minded individuals, follow such individuals on digital platforms, or access any form of online material that fosters violence in public spaces.

The research adopts a post-event approach, meaning it examines the subject from the perspective of street violence offenders. Ultimately, it aims to propose preventive and corrective strategies that can be implemented to reduce street violence at both urban and national levels. Accordingly, the primary research question is: To what extent does cyberspace contribute to the increase in street violence, and what preventive and corrective measures can be employed to mitigate it?

2 RESEARCH LITERATURE AND THEORETICAL FRAMEWORK: VIOLENCE AND STREET CULTURE

Violence, in the context of social sciences and legal studies, encompasses diverse interpretations. For instance, Foucault defines violence as the exertion of physical force on an object, individual, or social group (Focouhi, 2004, p. 276). Violence can also be seen as a harmful act committed to achieve personal goals. It is not limited to physical dimensions but also includes psychological (e.g., verbal abuse, humiliation, isolation, shouting, harassment, and assault), economic, and material dimensions, such as the destruction of surrounding objects (Carr, 2000, p. 272).

The type of violence considered in this study refers to acts occurring in urban settings, encompassing uncivil or public indecent behaviors. These include actions by disrespectful youth or beggars, which, while not legally classified as crimes, disrupt the public's comfort in shared spaces. Street violence constitutes behaviors aimed at harming others, ranging from humiliation and verbal insults to physical assault, property destruction, and even murder (Sedigh Sarvestani, 2008, p. 113).

According to Gessen (1995, p. 19), it is essential to differentiate between two sets of factors when analyzing violent acts. On one hand, there are personality traits and situational factors that explain the motives behind such acts. On the other hand, there are interactional processes that lead to the actual manifestation of violence, which form the dynamics of the act

(Sedigh Sarvestani, 2008, p. 152). In this context, a criminal act represents a personality's response to a specific situation.

The causation of violence can be traced back to three elements: the perpetrator's personality, the pre-criminal circumstances, or the moment of convergence between these two factors (Sedigh Sarvestani, 2008, p. 153).

The victim, as one of the pre-criminal factors, can play a significant role in the occurrence of street violence. This is because, beyond accelerating the transition from the contemplation of a crime to its commission through provocation, encouragement, or seduction, the victim—due to pathological characteristics—may provide opportunities and circumstances that facilitate the criminal act, positioning themselves as suitable targets for potential offenders. Among the factors that serve as pre-criminal conditions leading to violence, the study of victims of violence, their relationship with offenders, and the impact of their behavior on criminal phenomena has emerged as one of the most pivotal topics, opening new horizons in criminological research and its scope (Gessen, 1995, p. 96).

Victimization is often the result of various factors, such as physical weakness, emotional or psychological imbalance, lack of social standing, and inadequate environmental supervision. Certain individuals, due to their specific traits, are more prone to victimization than others. Thus, these individuals can be identified as vulnerable or potentially susceptible victims (Tavajohi, 1998, p. 286). For this reason, Zelig identifies a "perfect victim"—someone with highly susceptible characteristics—as one of the most significant pre-criminal conditions (Gessen, 1995, p. 193). Undoubtedly, the victim, as a central element of the pre-criminal situation, plays a crucial role in initiating and advancing the process of street violence. The existence of individuals who are more vulnerable than others and considered attractive or accessible targets by potential offenders can expedite the criminal process, whether during the planning and contemplation phase or in the execution stage of the act.

For those victims who are deliberately chosen, factors such as attractiveness, ease of control, accessibility, minimal risk, or low levels of danger are significant in their selection. In other words, it can be argued that there is a profound relationship and similarity between victimization and offending (Tavajohi, 1998, p. 285). Hence, it can be stated that "the risk of victimization is not equally distributed among members of society" (Tavajohi, 1998, p. 286), and some individuals, due to pathological factors and specific characteristics, are more likely to be selected by offenders than others.

According to Durkheim's theory, in mechanical societies, crime is natural (the punishment of criminals, which is equated with detestable acts, helps maintain social

cohesion). In organic societies, the function of law is to regulate the interactions between different segments of society. When laws are insufficient, anomie occurs. Anomie refers to the lack of consensus on social goals, collective expectations, and behavioral patterns for members of society.

Research on violence is dominated by studies that focus on the prevalence of violence and the psychological, social, and economic characteristics of perpetrators of violence (Stanciu, Mihailescu, and Stefanescu, 2021). For example, a number of studies have shown that individuals who drink heavily are at greater risk of committing and being victims of violence (Sontate et al, 2021). Studies such as these have significantly improved our understanding of the perpetrators of violence and the conditions from which they emerge. They are also valuable for developing interventions that target groups likely to commit violent acts and the environments in which violence is most likely to occur (Welsh, Zane, and Mears, 2024).

Sociological researchers, particularly phenomenologists and symbolic interactionists, have advocated for more qualitative and situational approaches to the study of violence. Rather than focusing on the contextual conditions of violence (such as ethnicity and childhood experience), micro-sociologists focus primarily on the body-to-body interactions and experiences that occur during the encounter. Katz (1988) has played a key role in setting this micro-sociological agenda. He writes that while the scientific literature is rich in data about the psychological and socioeconomic forces that can lead individuals to commit crimes such as violence, it “contains only scattered evidence of the meaning, feeling, sounds, tastes, or appearance of committing a particular crime” (Nassauer, 2022). Katz and his colleagues’ work, such as; (Jackson-Jacobs, 2013; Lloyd, 2017) represents a line of phenomenological research that examines how violence is perceived from within by those involved in violence (Tutenges 2023:13-14), with a particular focus on the embodied, emotional, and deceptive dynamics of encounters.

Violence in street culture is a multifaceted phenomenon that is not limited to aggression and harm, but also forms part of social, symbolic and cultural mechanisms in marginalised communities and urban youth. In this space, violence can be a means of gaining respect, creating identity or maintaining personal image, and sometimes acts as a form of perception management. On the other hand, there are different types of violence; from retaliatory and instrumental violence aimed at social control or obtaining material benefits to playful and theatrical forms that have a more entertaining or symbolic function. Consequently, street violence should not be considered simply as a deviant behavior, but as a

language and means of communication in a specific cultural context; a language through which values, power, status and social relations are reproduced. Understanding this phenomenon requires a sociological and cultural perspective that analyzes violence in relation to class structures, feelings of injustice and the need for social recognition and respect.

3 RESEARCH BACKGROUND

Bastami *et al.* (2022) conducted a study examining cyberspace and both overt and covert violence (Case Study: Citizens of Rasht). According to their findings, exposure to violent content in cyberspace, the use of social networks, and the desirability of external conditions and environment contribute to the increase of both overt and covert violence. Based on the results of multiple regression, the variable of violent content in cyberspace explains 48% of the variance in the violence variable, and this variable has the most direct effect on both overt and covert violence.

Shekarbeygi *et al.* (2021) investigated the impact of cyberspace use on violence among couples. The results indicated a significant relationship between cyberspace use and physical, sexual, psychological, economic, and relational violence. According to the regression analysis, the most significant and strongest effects of couple violence were found to be direct effects on psychological violence (0.478), sexual violence (0.380), and relational violence (0.318). This variable also had an indirect effect on sexual violence with a weight of 0.218, yielding a total weight of 0.558 on the dependent variable.

Ghadampour *et al.* (2019) predicted addiction to cyberspace and the inclination toward risky behaviors based on emotional self-regulation in high school students in Tehran. The results from the analysis of research data revealed a significant negative relationship between addiction to cyberspace and the inclination toward risky behaviors with emotional self-regulation in students ($p < 0.05$). Emotional self-regulation showed a higher predictive power for the inclination toward risky behaviors compared to addiction to cyberspace among students.

Taleei *et al.* (2019) conducted a phenomenological study on violence and aggression in virtual social networks from the perspective of adolescents. Data were collected through semi-structured interviews using Colaizzi's method. Sixteen students aged 14 to 16 from District 18 of Tehran, who were active on social networks, were selected based on the criteria for entering the study. The analysis of the interviews led to the identification of two main themes (impudence and bullying) and seven sub-themes (motivation, modeling, transmission

of verbal conflict, false self-presentation, virtual fighting, group virtual fighting, and escalation of conflict), resulting in 102 primary concepts. Violence in virtual social networks is initially experienced through the modeling of verbal conflicts and then displayed as bullying through false self-presentation to satisfy the need for visibility and recognition.

Moghadam (2017) analyzed the impact of cyberspace on violence against women, stating that violence against women and girls has no clear boundaries, encompassing all races, cultures, and individuals from various economic backgrounds. Not only does it make women and girls its victims, but it also affects the people around them and society as a whole. The increasing access to the internet, rapid dissemination of information, communication technologies, and the diversity of social media offer new opportunities to bring attention to the issue of violence against women and girls. However, on the other hand, cyberspace has become a tool for perpetrating violence against women and girls.

Hassanzadeh (2017) conducted a study reflecting on space and crime, specifically focusing on the orientation of public, private, and cyberspace in Iran. He argues that the weakening of public spaces and the displacement of citizens to non-interactive spaces can play a negative role in directing citizens' behavior towards crime, violence, law-breaking, and the undermining of interactive and civic moral values. The question raised is: How does the reduction of the public domain affect the internal domain (home/family) and adolescents' inclination toward cyberspace? Moreover, how does this shift into non-interactive cyberspace impact the emergence and increase of crime and violence among adolescents and in society as a whole? While the dual structuring associated with the emergence of what thinkers like Turner call "third spaces" or "threshold spaces" is evident, classical studies suggest that the achievement of independence resulting from maturation for adolescent boys occurs within a symbolic space that has both ritualistic and threshold dimensions. Violent and criminal actions may stem from the divergence of a sense of unity and the lack of a dialogical, intersubjective, and intertextual relationship between the individual and their social spaces. This research aims to discuss the impact of the reduction or harm to public and private spaces on the tendency towards cyberspace, the emergence of crime and violence, and the decline of individual and civic ethics.

Tutenges and Sandberg (2024) explored different types of violence within street culture. The results indicated that violence generally includes respect-based violence, commercial violence, drunkenness-related violence, and domestic violence. Violence associated with respect, trade, or alcohol consumption is typically tolerated and sometimes even glorified, whereas domestic violence is generally condemned. Violence is not a uniform

phenomenon; it has different forms and is experienced within different cultural contexts. These findings challenge a prevailing trend in contemporary sociology, led by Randall Collins, which focuses on identifying universal laws of violent situations at the cost of sensitivity to cultural diversity.

Asad and Fatima (2024) examined the impact of cyber violence and online victimization on the cognitive development of female students in higher education institutions in Pakistan. The findings of this study reveal that cyberbullying is the dominant form of cyber violence, while doxxing has a significant impact on the cognitive development of female undergraduate students.

Rodríguez-de Arriba *et al.* (2021) investigated "The dimensions and criteria of cyberdating violence among adolescents." Their results led to the identification of 26 different criteria, indicating a clear lack of cohesion between the measurements. Although the theoretical dimensions observed in various studies vary, cyberdating violence is viewed as a multidimensional structure, driven by both sexual and non-sexual content, with control/surveillance being the most commonly evaluated dimension.

Fan *et al.* (2021) conducted a study on the effects of information overload, excessive communication, and inequality on digital distrust: a mechanism for cyber violence behavior. The findings reveal that informational inequality is a strong external driver, with a significant positive impact on digital distrust and negative emotions. However, the effects of information overload on digital distrust and the adverse consequences of communication overload on negative emotions should not be overlooked. Both digital distrust and negative emotions have notable positive impacts on cyber violence, together accounting for 11.5% of the variations in cyber violence. Furthermore, information overload, excessive communication, informational inequality, and digital distrust account for a 27.1% variation in negative emotions. This study also provides evidence for the competitive mediation of digital distrust by informational load, informational inequality, and cyber violence. The results of this study have implications for individual practitioners and researchers, as well as for organizations and policymakers concerning cyber violence behavior. To test their hypotheses, the authors developed an empirical, multidimensional model that includes the role of specific mediators in creating relationships.

Nasi *et al.* (2021) explored the consumption of criminal news and fear of violence: the role of traditional media, social media, and alternative information sources. The results indicated that the more widespread the consumption of social media and alternative information sources, the greater the likelihood that respondents would report a fear of street

violence. In terms of the conceptual model, fear of violence was present in all three aspects of fear: media-induced, experiential, and expressive.

A review and analysis of previous studies reveal that there is limited research on the impact of cyberspace on violence, and the existing research has not deeply addressed this issue. Given that the present study investigates the impact of cyberspace on street violence from both a prevention and post-event perspective, the novelty of this research compared to past studies is evident.

4 METHODS

The present study is qualitative and follows a case study approach, utilizing thematic analysis as the primary technique. It was conducted over a six-month period, from spring 2024 to autumn 2024. Given that the objective of this research is to analyze the impact of Cyberspace on street violence, a topic that has received limited attention in the existing literature, the use of a thematic analysis-based technique is deemed appropriate for this study. The implementation of the theoretical framework for thematic analysis in this research follows a four-step process. The first step involves formulating relevant questions to gather the necessary information (Lichtman, 2023). Below are the sample questions posed by the researchers during the interview process:

1. What is meant by street violence?
2. What are the various aspects and impacts of Cyberspace in relation to street violence?
3. How do live broadcasts, violent statements, sharing images, and viewing violent videos contribute to street violence?
4. What strategies can prevent or reduce street violence through Cyberspace?

The next step involves data collection, which is typically carried out through semi-structured interviews and library research (Barbour, 2013). For this purpose, the sample consisted of criminal judges, criminologists, sociologists, psychologists, and legal experts, all selected purposefully and using a snowball sampling approach. Initially, four criminal law judges with sufficient knowledge and awareness of the issue under investigation were selected as experts available to the researcher for the commencement of interviews. Following the interviews, their opinions regarding the subject were gathered. At the end of the interview process, each judge was asked, if possible, to recommend other experts (preferably within the researcher's geographical and accessibility range) for further data collection. This process continued until theoretical saturation was achieved, and the final dataset included responses

from 14 participants, which were analyzed and presented as the findings. The demographic information of the interviewees, including their field of study and occupation, is presented in Table 1.

Table 1 - Demographic Information of the Interviewees

| Row | Gender | Occupation | Field of Study |
|-----|--------|-----------------------------|------------------------------|
| 1 | Male | Judge | Criminal Law and Criminology |
| 2 | Male | Judge | Criminal Law and Criminology |
| 3 | Male | Judge | Criminal Law and Criminology |
| 4 | Male | Judge | Criminal Law and Criminology |
| 5 | Male | University Faculty Member | Sociology |
| 6 | Male | University Faculty Member | Criminal Law and Criminology |
| 7 | Female | University Faculty Member | Psychology |
| 8 | Female | University Faculty Member | Sociology |
| 9 | Male | Judge | Criminal Law and Criminology |
| 10 | Male | Judge | Criminal Law and Criminology |
| 11 | Male | Judge | Criminal Law and Criminology |
| 12 | Male | Cybercrime Specialist | Computer Science |
| 13 | Male | Crime Prevention Specialist | Social Sciences |
| 14 | Male | Lawyer | Criminal Law and Criminology |

During the interview process, to prepare the data obtained from the interviews and analyze it, the researchers transcribed the points raised by the experts. Subsequently, the themes were categorized, and a thematic network was ultimately developed.

To assess the credibility of the information and the patterns derived from the interviews, two methods were employed: retesting and within-subject agreement. For validating the findings through retesting, written records of four randomly selected interviews were chosen, and each was re-coded by the researcher after a one-week interval. The data regarding the agreement and alignment, as well as the non-alignment of the codes with one another, were then compared. The findings indicated a 90% level of reliability in the coding process and the formation of the findings at both time points.

For validation through within-subject agreement, a scholar in the field of Criminal Law and Criminology was asked to recode two randomly selected interviews from the documented cases. The examination and comparison of the similar codes (agreement), dissimilar codes (disagreement), and all extracted codes revealed an agreement rate of 87%, which indicates a satisfactory level of credibility for the research findings.

5 RESULTS

This section presents the findings derived from the research, specifically concerning the interviews and their analysis. Accordingly, the three main steps of thematic network analysis—text decomposition, theme transformation, and the discovery and development of the thematic network—are detailed as follows:

Text Decomposition: In this phase, the interview text was carefully reviewed, and any parts of the text relevant to the research topic (Cyberspace and street violence) were identified and recorded as basic themes. A total of 256 initial concepts were extracted, and after removing repetitive concepts, they were categorized into 83 basic themes.

Transformation of Themes: After identifying the basic themes, organizing themes and overarching themes were abstracted based on the basic themes. In this phase, the aim was to reorganize the initial themes (basic themes) into more abstract themes. As a result, 17 secondary organizing themes were extracted.

Discovery and Description of the Thematic Network: By examining and analyzing the related themes, six main themes were identified: a) Street violence, b) Virtual violence, c) Social factors, d) Psychological factors, e) Economic factors, f) Legal factors. These are explained in detail in the following sections.

Table 2 - Identification and Classification of Main and Sub-Themes

| Main Themes | Sub-Themes | Basic Themes |
|------------------|-------------------------|---|
| Street Violence | Verbal Violence | Insults, cursing, threats, offenses, verbal abuse, fear and insecurity, psychological pressures, distorted character |
| | Behavioral Violence | Continuous honking in the streets, turning the lights on and off, extreme and meaningful stop-and-go behavior, humiliation, physical assault, prolonged disturbing and sexualized looks, fighting |
| Virtual Violence | Smart Retort (repartee) | Motivation, role modeling, transfer of verbal conflict |
| | Bullying | Displaying a fake self-image, individual virtual fights, group virtual fights, intensifying conflicts |
| Social Factors | Place of Residence | Slums, crowded areas, conflict-prone locations, conflict situations |
| | Social Status | Low social status, unemployment, lack of proper employment |
| | Cultural Poverty | Lack of knowledge and education, dropping out of school, academic decline, low education of parents, low personal education, ignorance of the harmful consequences of conflict |
| | Family Issues | Family conflicts, divorce, family disputes, lack of proper parental supervision in child-rearing, influence of street upbringing on children |
| | Moral Issues | Declining religious beliefs, decline of ethics in popular culture, disregard for ethical principles in political relationships, disregard for ethical principles in Cyberspace |
| Psychological | Weak | Emotional poverty, jealousy, desire for self-display, lack of |

| | | |
|------------------|--------------------------|---|
| Factors | Communication Skills | communication skills |
| | Low Tolerance Threshold | Low capacity in group discussions, failure to release unaddressed emotions in Cyberspace |
| | Personality Disorders | Personality disorders, having hostile personality types |
| | Presence in Cyberspace | Feeling of freedom in Cyberspace, using violent films, using violent images, using violent content, using fabricated and fake content, film theft, sharing information without permission from content owners (films, photos, texts), provoking public emotions or some Cyberspace audience, spreading lies, violating privacy, isolation from real social environments, circulation of films and images related to (murder, accidents, street fights), weakening religious beliefs and spreading ideological doubts, normalizing relationships between men and women, exposure to violent Cyberspace content, using social media networks, desirability of external conditions and environment, rapid spread of information and communication technologies, diversity of social media, weakening of public space, pushing citizens into non-interactive spaces |
| | Video Games | Increase in violent computer games among adolescents and failure to release unaddressed emotions, use of violent video games |
| Economic Factors | Economic Poverty | Low income, inflation, relative financial deprivation, widening social gap, financial conflicts, inequality between income and expenses |
| Legal Factors | Governance in Cyberspace | Lack of effective policies in creating proper leisure time activities, lack of supervision over Cyberspace |
| | Legislation | Legal weaknesses, lack of public trust in law enforcement, lack of decisive intervention and mediation, lack of awareness about deterrent laws related to street violence, insufficient laws to confront street violence perpetrators |

a) Street Violence

This overarching theme encompasses two sub-themes: verbal violence and behavioral violence. Verbal violence includes elements such as insults, offensive language, threats, verbal harassment, creating fear and insecurity, psychological pressure, and damage to personal dignity. Behavioral violence, on the other hand, covers persistent honking in the streets, flashing lights, excessive and deliberate maneuvers, acts of disrespect, physical assaults, prolonged lecherous and disturbing stares, and physical altercations.

b) Cyberspace Violence

This main theme includes two sub-themes: retorts and bullying. Retorts refer to motivations, role modeling, and the transmission of verbal disputes. Bullying involves self-

fabricated displays, individual virtual disputes, group virtual altercations, and the escalation of conflicts.

c) Social Factors

This primary theme covers sub-themes such as:

Residential location: Factors include marginalization, crowded areas, conflict-prone zones, and settings conducive to disputes and altercations.

Social status: Includes lower social standings, unemployment, and lack of suitable employment opportunities.

Cultural poverty: Refers to lack of knowledge, dropping out of school, poor academic performance, low parental education, low individual education, and unawareness of the negative consequences of conflict.

Family issues: Includes family disputes, divorce, domestic quarrels, lack of effective parental supervision in raising children, and children's susceptibility to street-influenced upbringing.

Ethical issues: Covers the weakening of religious beliefs, a decline in public morality, neglect of ethical principles in political relationships among officials, and disregard for ethical standards in cyberspace interactions.

d) Psychological Factors

This overarching theme comprises sub-themes such as:

Deficient communication skills: Includes emotional deprivation, jealousy, the desire to seek attention, and lack of skills in fostering positive interactions.

Reduced tolerance threshold: Refers to low capacity for group discussions and failure to release suppressed emotions in cyberspace.

Personality disorders: Includes various personality disorders and having confrontational personality types.

Presence in cyberspace: Encompasses feelings of freedom in cyberspace, consumption of violent videos, images, or content, use of fabricated and false materials, film theft, sharing information without the consent of content owners (e.g., films, images, and texts), hurting public or individual sentiments in cyberspace, spreading falsehoods, violating individuals' privacy, social isolation, circulation of violent content related to murder, accidents, or street brawls, undermining religious beliefs, spreading intellectual skepticism, normalization of relationships between young males and females, and exposure to violent digital content. Other

factors include the attractiveness of external conditions, rapid information dissemination, diverse social media platforms, the weakening of public spaces, and pushing citizens toward non-interactive environments.

Video games: Includes the proliferation of violent computer games popular among adolescents and the failure to release pent-up emotions through other outlets, as well as the use of violent video games.

e) Economic Factors

This theme focuses on economic poverty, covering aspects such as low income, inflation, financial deprivation, widening class disparities, financial disputes, and the imbalance between income and expenses.

f) Legal Factors

This theme encompasses two sub-themes:

Governance in cyberspace: Highlights the lack of effective policies in establishing appropriate models for filling individuals' leisure time and insufficient monitoring of cyberspace.

Legislation: Addresses deficiencies in legal frameworks, public distrust in laws for assertive intervention and resolution, lack of awareness about preventive regulations concerning street violence, and the absence of adequate laws to address individuals perpetuating street violence.

6 CONCLUSIONS

The findings led to the identification of six main themes and 17 sub-themes. The main themes included street violence, cyberspace violence, social factors, economic factors, psychological factors, and legal factors.

Street violence is a form of aggression that can manifest in two dimensions: verbal and behavioral. When citizens or individuals engage in actions such as verbal abuse, threats, intimidation, insecurity, or offensive language in the streets, these behaviors are categorized as verbal violence. On the other hand, persistent honking, flashing lights, excessive and deliberate maneuvers, acts of disrespect, physical assaults, prolonged lecherous stares, and physical altercations fall under the category of behavioral violence. Each of these forms of violence, when occurring in public streets, causes distress to others and is legally considered a crime.

On the other hand, some forms of violence occur within cyberspace, such as retorts and bullying by certain users. Retorts can sometimes lead to misunderstandings and grievances that escalate into verbal violence, causing discomfort and emotional harm to others. Similarly, bullying in cyberspace can create psychological pressure and tension among individuals, disrupting their mental well-being.

These types of violence, whether occurring in cyberspace or in the physical world—particularly in streets—stem from various factors. These include social, psychological, economic, and legal elements, each of which plays a significant role in fostering such behaviors.

Sometimes, an individual's place of residence contributes to street violence. People who grow up in marginalized urban areas or neighborhoods prone to violence, who associate with aggressive individuals or frequently witness violent behavior in their residential environment, are more likely to exhibit violent tendencies in the streets. These individuals, when exposed to violent films or content in cyberspace, may become more emotionally charged, which increases the likelihood of engaging in violent actions in various situations. Additionally, cultural poverty, familial issues, and moral challenges further exacerbate this issue.

An individual lacking adequate knowledge of civic rights, who has not received proper education on such matters, with lower educational attainment and insufficient media literacy, is more susceptible to the influence of violent online content. Such individuals are more likely to fall victim to the impact of cyberspace and violent media, becoming overwhelmed by it. Therefore, social factors play a crucial role in influencing street violence.

On the other hand, psychological factors also significantly contribute to violent behavior in the streets. A person with a low tolerance threshold and poor ability to engage in logical discussions within groups is prone to anger quickly and often makes impulsive, irrational decisions during moments of frustration. Video games further aggravate this condition, especially when the games are inappropriate for the individual's age. Such exposure can lead to heightened emotional instability. If these heightened emotions are not properly managed, they may manifest in various ways, including violent behavior in public spaces. Furthermore, deficiencies in personal skills and underlying personality disorders also play a role in this context. When several psychological factors converge in one individual, their propensity for violent behavior may increase significantly.

Economic factors, including financial hardship, also contribute to rising tension and violence in the streets. A person experiencing economic struggles may express dissatisfaction

with society in various ways and might even use violence as a means to gain financial benefit. Thus, economic deprivation can lead to street violence, particularly when such individuals are exposed to violent behavior in groups, live streams, or other platforms, further amplifying their tendency toward aggressive actions.

Finally, the absence of proper regulations and governance in cyberspace can create a fertile ground for the escalation of violent behavior in streets. The lack of regulatory frameworks and effective management in cyberspace amplifies the potential for such actions. Therefore, implementing governance in cyberspace is essential to mitigate this issue.

If every employee complaint to labor dispute resolution bodies is examined under the presumption of employer guilt, employers will inevitably transition from being the stronger to the weaker party in labor relations, making it increasingly disadvantageous for them to hire workers.

An alternative development path could emerge: employers, seeing the inevitability and futility of labor disputes, may comply fully with the Labor Code of the Russian Federation to minimize conflicts.

Justice exists in labor relations but heavily favors employees. Employers, if they fail to comply with labor legislation, risk becoming the weaker party in the relationship. This trend is characteristic of modern employers. It seems essential for employers to cultivate the image of a conscientious employer capable of bringing justice to labor relations.

- **Limitations**

As this research was conducted through semi-structured interviews, its validity was confirmed by the interviewees themselves. This reliance on participant confirmation is one of the study's limitations.

- **Research Suggestions**

Considering the research limitations, it is recommended that future studies employ quantitative methods to investigate the impact of cyberspace on the emergence of street violence.

In summary, it is essential to create an environment where violence originating from such spaces can be mitigated. The accumulation of violent tendencies, some of which may be beyond the control of families, can lead to irreversible damage. Encouraging participation in sports classes and fostering open, friendly conversations with adolescents and young adults can provide them with opportunities to feel supported by their parents. Additionally, the

establishment of laws and governance in cyberspace can significantly reduce street violence arising from this domain.

The following strategies are suggested to reduce street violence stemming from cyberspace:

- Prioritizing education as a fundamental approach to counter violence by enhancing public skills in personal, familial, and social interactions through educational programs.
 - Efforts to reduce unemployment and create job opportunities for young people.
 - Institutionalizing cultural teachings that promote desirable beliefs and behaviors and encouraging their adoption by society.
 - Emphasizing the prominence of instructive social institutions.
 - Preventing the growth of deviant subcultures within society.
 - Blocking access to cold and hot weapons, as the possession of such items by certain individuals fosters false pride, domination, and a display of power.
 - Enforcing strict judicial and legal punishments, including financial and criminal penalties, without leniency for offenders and those disrupting public order.
- **Ethical Considerations**

This study adhered to ethical principles by acknowledging all referenced sources and respecting the intellectual property rights of the authors. Furthermore, the research was conducted with the informed and voluntary consent of participants, who were part of an expert group. The principles of confidentiality and anonymity regarding participants' identities were strictly observed.

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