



**Digital drugs and their effects on the young people of Iraq.
A field study of the city of Baghdad**

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Abstract

The global interest in studying and tracking the phenomenon of digital drugs has increased recently as one of the secretions of technical use, the technological revolution, and the latest types of drugs used, as consumption is no longer limited to traditional means (injection, smell, chewing, smoking), but the methods of using them have evolved to turn into electronic and digital, the issue is more dangerous than we imagine, especially if it comes to a kind of drugs that the world did not know a counterpart to in the past, Which threatens the very foundations of society, which is the youth category through internet sites, and the numbers are terrifying in this direction, as one study indicates that there are nearly 200 million addicts to these drugs in the absence of a real and serious scientific study of the phenomenon, and with mockery and skepticism and fleeing forward by other parties to shirk their responsibilities in light of the plague-like creep of this deadly drug in a wide open world.

Keywords

digital drugs, youth

The first topic: the methodological framework

First: the research problem

The phenomenon of digital drug use is one of the new deviant practices associated with the Internet, which has spread among large groups of young people, especially within Western societies, to the extent that it has become a problem that threatens the security and lives of young people, and with the beginning of its entry into a number of Arab societies - Although it has been less so until now, it becomes important and the duty of science to try to approach the nature of this practice, its origin and development and the cultural dimensions associated with it, and the risks and damages that it may entail on the security of

our Arab society, especially the security of its youth; As they are the segment most exposed to such dangers, and the problem of digital drug abuse cannot be limited to one aspect, as it includes multiple psychological, social, media, medical, legal and economic aspects, so it is a broad problem that requires concerted efforts in many fields to prevent the harm caused by digital drugs, so this research is about to shed light on the definition of this phenomenon and the extent of its seriousness and effects on Iraqi youth.

Second: The importance of the study:

It is very important to clarify the importance of conducting the study to solve the problem that the researcher assumed and to identify the reasons from a scientific and social point of view; This is because the research will reveal the importance through:

- 1- The scientific aspect: the results and information we can obtain based on a scientific approach characterized by accuracy and objectivity, and how we can use these results to face this problem that strikes society, benefiting from technological development, and how we direct and influence the recipient by using modern technologies approved globally, and this allows workers in this field to benefit from it in harnessing websites to support human-building efforts in a proper manner.
- 2- The social aspect: Knowing and analyzing the communicative contents of the media message and developing plans to immunize the Iraqi citizen will necessarily lead to the elimination of one of the most important reasons that lead the Iraqi society to the abyss and its future to enjoy a dignified, healthy and safe life.
- 3- The practical aspect: This study reveals the outputs that the researcher found through his field study.

of the study Objectives

- 1- Learn what digital drugs are
- 2- Identifying the level of awareness of Iraqi youth about the effects of digital drugs

The Study Approach

The study adopted a quantitative descriptive research methodology based on collecting quantitative data from the study sample using a questionnaire for the purposes of achieving its goals, as this approach is commensurate with the goal that the study seeks to achieve (1), which is to measure the awareness of the Iraqi youth, represented by the youth group in the province of Baghdad, about the effects of the digital drug.

The study community

The research community is defined as all elements from organizations, groups, individuals or data that the researcher wants to include in his study or

generalize the results of his research on them. Therefore, the researcher tends to select a sample to conduct his research on (2).

The study sample

The sample is the part that represents the community or the model on which the researcher conducts all his work. The research cannot succeed unless the researcher uses special methods for selecting samples. In our research, a standardized questionnaire was used on a random sample in Baghdad by (100) individuals.

previous studies

1 - Wafqi Hamed Abu Ali - 2003 (3)

The researcher identified the research problem in a main question (the phenomenon of drug abuse, causes, effects and results), the importance of the topic is that the problem of drug abuse is a security, social, economic, psychological, health, religious and cultural problem, and therefore falls within the scope of the interest of state agencies and institutions. The responsibility placed on government institutions, according to their work, and the responsibility of the individual and the local community to prevent it, The researcher found that the selection of the analytical descriptive approach using the content analysis tool, which led him to obtain important results, including: the concerned authorities should inculcate positive values and traditions in the youth, conduct research and field studies to identify the dimensions of the problem, use media awareness intensively, and establish and activate useful laws.

2- The study of Abdullah bin Dowayan Al-Ruwaili - 2012 (4)

The researcher presented his problem with the following main question (What are the factors affecting the prevalence of drug abuse among secondary school students in the Kingdom of Saudi Arabia), and this study is of importance to the researcher due to the lack of studies that investigate the factors affecting the prevalence of drug abuse, as well as drawing attention to this phenomenon and identifying the causes Therefore, the researcher set a number of goals, including: Identify those factors affecting the prevalence of drug abuse from the point of view of (educational supervisors, school principals, and student counselors). The researcher relied on the survey method by using the questionnaire tool to collect data, and concluded that there are a number of reasons leading to this, including drug abuse by a family member, weak religious commitment, or high crises due to the death of one of the parents or due to divorce.

Concepts

1 - Digital drugs: They are clips of musical tones that are heard through high-quality headphones for both ears, by transmitting certain frequencies in the

right ear, and low frequencies with a difference calculated in the left ear, or the frequency difference between the two ears varies according to the type of drug desired, and its effect is through the two frequencies differ, which shows the third wave that is heard and has an effect similar to the drug.

2- Youth: they mean the social group in which the average age ranges between 15 to 22 years, and they are students whose ages range from 15 to 18 years and college students whose ages range from 19 to 22 years.

The second topic: the theoretical framework

Drugs

Drug abuse is a subject with a past, a present, and a future: the past is distant and reaches the dawn of human social life, the present is broad and includes the entire world, and the future is renewable and not specific. There is no society whose history has reached us through the centuries or through the various levels of civilizational change, that we did not find between the lines of this biography what directly or indirectly foretells about dealing with a substance that cause specific changes in the psychological state in general and in the mental state of the the one who takes them. The problem of drug abuse arouses the interest of many from the angle imposed on him by his life with its intertwining and his work with its requirements: fathers and sons, educators and students, men and women, media professionals and recipients of media messages, politicians and citizens, but there is no doubt that they all care to be aware of other information that touches a different angle from the angle of specialization, especially if this information is harmful to human behavior, so they may see that they employ this information in areas that they had not thought of in the public and private life. These are all audiences eager to follow up solid information sources that address them with real content and information in an easy and simple manner through mass communication means that affect the field of work and affect the target audience, through educational methods aimed at persuading effective planned communication messages. And to shed light on this scourge that strikes severely the most important treasures of humanity, which is the human mind, causing it many mental and psychological diseases and social difficulties that afflict the family, society and country due to the abuse of drug toxins. Drugs are one of the serious social problems that have spread throughout the world, and if they are found in a society, they spread corruption and cause chaos and destroy morals, and become a direct cause of the spread of crimes(5).

So conferences were held and agreements were concluded between countries, and bodies and organizations , especially when drugs transcended the concept of traditional crime to become a threat to social security in most of the countries of the world. The organized global response to drugs began since the beginning of the twentieth century, when the first international conference on drug control was held in (Shanghai) in China, but despite the continuation of all kinds of

control, the spread of drugs is increasing day by day and this was confirmed by the World Health Organization. As for Iraq, it was one of the countries that was considered a transit for the passage of drugs before 2003 to the Gulf countries and even Europe, but circumstances necessitated that Iraq became a drug user and promoter, and a station for drug cultivation and manufacture, while still being a transit point for these substances, and this transformation is due to several reasons, including: The security services of the former Iraqi regime were secretly controlling the drug trade coming from Central Asia and Afghanistan, passing through Iran, then Iraq and being delivered to the Gulf states (6). This matter was part of the hidden political war that the former regime was waging against the neighboring Gulf states, The Iraqi security services completely control drugs by transporting them to neighboring countries and preventing their spread inside Iraq. The economic conditions in Iraq during the rule of the former regime and the economic blockade did not allow the majority of the Iraqi people to buy drugs whose prices were very high compared to the level of income of the citizen at the time, but The situation changed after 2003, and the economic situation in the country improved, as it became possible to buy narcotics and psychotropic substances at low prices (7). Iraq was considered one of the drug-free countries for three reasons (8).

- 1- Legal: where the death penalty is imposed on anyone who trades or uses a narcotic substance.
- 2- Social stigmatization: The social customs used to deplore this phenomenon or any phenomenon that is against the law.
- 3- The cultural aspect of society: drugs are rejected in comparison with alcoholic beverages.

The problem of Iraq is in its neighborhood, as 80% of the narcotics come from Iran by land and sea, and the Iraqi side lacks accurate border control watchtowers, while the Iranian side had a watchtower for every (500) meters of the common border, the Iraqi side has set up a tower per (10) kilometers, which is insufficient for border control.

digital drug: Digital drugs are a new type of drug that has spread widely, and it is believed that its beginning was in the city of "Oklahoma" in the United States of America, where news spread through the media that a number of students showed symptoms of ecstasy and abuse, although they did not use drugs, Rather, they listened to a specific type of sound waves, (9) and digital drugs began to spread through the circulation of media outlets, and then many specialized commercial websites appeared, owned by some companies and working in cooperation with specialists to produce this kind of digital drugs and promote it on their websites. The phenomenon of (digital drugs) has spread through a number of websites, and in audio-visual news bulletins, as well as digital and paper newspapers and magazines (10). And digital drugs are no less dangerous than well-known drugs." They are audio files that are downloaded via the Internet, and these sites are well-known worldwide or through an intermediary message. These audio files contain tones as the person hears them in each ear at a different frequency, and the effect that the file leaves is equivalent to the effect of smoking a cigarette

of weed or taking a dose of cocaine, And it has the effect of drugs ... which leads to a special mood that young age groups specifically desire, who adhere to and warn against resorting to traditional drugs for social or religious reasons, And that this practice has not been previously or objected to or forbidden by religion as it is not yet common, or that it does not reveal its criminal physical evidence, but the important thing is to achieve ecstasy for them or a state of drunkenness close to the well-known state of drunkenness (11) The digital drugs were discovered in Germany, and they were used for the first time. Once in (1970) to treat some psychological conditions for a section of people with mild depression who refuse treatment with medical drugs (medicines), and are treated by electromagnetic vibrations to sort out mood-active substances (12)

Types of digital drugs and how to get them:

There are frequencies for each type of drug such as: Cocaine and methamphetamine, known as "crystal". Some of them cause the user to hallucinate, another to relax, and another to focus. It is obtained through specialized sites that sell these tones at the present time, and promote them through social networking sites and YouTube in particular, as people are tempted to send these tones free of charge once or twice for a few seconds or minutes and then they are sold to people by requesting not to enter the site Unless they pay for it, This process makes the brain in an electromagnetic unstable state, and stimulates neurons to secrete varying hormones according to the type of drug, for example dopamine, which is the hormone concerned with moderating mood, or as it is called the hormone of happiness, and thus transmits the variation in the frequencies of sound waves to the mind Human, (Moharib, 2010, p. 28). As in the following table: (13)

The frequency range	The mind state
Delta (0.5 - 4) Hz	Deep sleep
Theta (4 - 8) Hz	Drowsiness
Alpha (8 - 14) Hz	Relaxation
Beta (14-30) Hz	Full alertness and focus
Gamma (>40) Hz	higher insight, sudden awakening

The third topic / field study

study tool: The study used the questionnaire to collect data from the sample, where the questionnaire was developed based on theoretical literature and previous studies related to the subject of digital drugs. Where the tool consisted of (16) paragraphs in its initial form, and after taking the observations of the arbitrators, the number of its paragraphs became (10) paragraphs in its final form, and it was distributed to the study sample after verifying its validity and stability according to the scientifically approved statistical methods.

The validity and reliability of the study tool

The validity of the study tool was verified using the virtual validity method, by presenting it in its initial form to five arbitrators specialized in the fields of media science and sociology, with the aim of expressing an opinion on the suitability of the tool for the purposes of the study, matching its contents and paragraphs to the subject to be measured, and representing it at an appropriate level for all aspects and dimensions to be studied.

Constancy

It means the importance of reaching complete agreement between the results of the research topic between different researchers using the same foundations, concepts and scientific methods on the same media material to be studied. To ensure the stability of the analysis, the researcher relied on the analysis of (10%) of the study sample according to the Holsti equation.

$$\text{Holsti Stability Coefficient} = N/M * 100\%$$

where M = the number of times of agreement between researchers

N = total categories

$$= 9/10$$

$$= 90\% \text{ stability}$$

View study results

Table (1) Distribution of the study sample according to the type variable

Variable/ type	T	P	Arithmetic mean	standard deviation
Male	62	62,0%	1.38	0.488
Female	38	38,0%		
Total	100	100%		

The number of male respondents to this questionnaire was (62), with a percentage of (62.0%), and the number of females was (38), and with a percentage of (38.0%). The reason for the discrepancy in the number is that the females refused to answer the questions of the questionnaire because of the social custom that imposes severe restrictions on them in dealing with such a subject, even as a matter of abstract and secret scientific research.

Table (2) Distribution of the study sample according to the age variable

Variable/ age	T	P	Arithmetic mean	Standard deviation
15-20	12	12,0%	2.19	0.631
21-25	57	57,0%		
26-30	31	31,0%		
Total	100	100%		

The age group of respondents to the questionnaire varied between students, earners and employees, and within the specified age groups, where the age group from 15-20 years reached (12) and with a percentage of (12.0%), and the age group from 21-25 years reached a number of (57). with a percentage of (57.0%), and the age group from 26-30 years was the frequency of (31), and with a percentage of (31.0%).

Table (3) Distribution of the study sample according to the educational attainment variable

Variable/ Educational attainment	T	P	Arithmetic mean	Standard deviation
read and write	4	4,0%	4.45	1.201
primary school	6	6,0%		
Intermediate school	9	9,0%		
High school	11	11,0%		
bachelor's degree	62	62,0%		
higher degree	8	8,0%		
Total	100	100%		

The diversity of the target groups in the research sample necessarily led to the diversity of their educational attainment. The results were as follows: read and write with a frequency of (4), and with a percentage of (4.0%), those who obtained the primary certificate with a frequency of (6), and with a percentage of (6.0%). and holders of the intermediate certificate with a frequency of (9), and with a percentage of (9.0%), and those who completed the high school with a frequency of (11), and with a percentage of (11.0%), and the number of holders of a bachelor's degree with a frequency of (62), and with a percentage amounted to (62.0%), which is the highest percentage because the research sample included employees, students, and even taxi drivers, and the category of holders of a higher degree was with a frequency of (8), and with a percentage of (8.0%).

Table (4) Distribution of the study sample according to the income variable

Variable/ The income	T	P	Arithmetic mean	Standard deviation
Low	28	28,0%	2.01	0.759
Medium	43	43,0%		
High	29	29,0%		
Total	100	100%		

The availability of income for the individual is one of the most important reasons that help him obtain what he wants from all kinds of drugs, and this is one of the important things because it requires owning money or trying to obtain it by various legal and illegal means, so the answers of the research sample were about

having their own monthly income and how much they believe that it is sufficient or not, for a category of poor income that was with a frequency of (28), and with a percentage of (28.0%), and for the middle income category was with a frequency of (43.0%), and for a category of good that was with a frequency of (43.0%), and for a good category with a frequency of (29), with a percentage of (29.0%).

Table (5) Distribution of the study sample according to having experience in dealing with websites

Variable/ experience	T	P	Arithmetic mean	Standard deviation
Low	10	10,0%	2.61	0.665
Medium	19	19,0%		
High	71	71,0%		
Total	100	100%		

The Internet is one of the most important modern technological achievements in communication, which facilitated the process of transmission of information and data through a number of programs on the Internet, including social networking sites. Therefore, it was important to identify the capabilities of the research sample and the experiences it possesses in this field. The category of those who have weak capabilities with a frequency of (10), and with a percentage amounted to (10.0%), and the category of those who have medium capabilities with a frequency of (19), and with a percentage amounted to (19.0%), and the category of those who have good experience with recurrence amounted to (71), and with a percentage of (71.0%).

Table (6) Distribution of the study sample according to the time spent using websites

Variable/ time spent	T	P	Arithmetic mean	Standard deviation
1-2 hours	7	7,0%	2.74	0.579
2-3 hours	12	12,0%		
More than 3 hour	81	81,0%		
Total	100	100,0%		

Many individuals who follow and are interested in social networking sites spend varying time in following them for communication and information, including the research sample that answered the possibilities set by the researcher as follows: from an hour to less than two hours, with a frequency of (7), and with a percentage of (7.0%), which is a low percentage, And a category from two hours to less than three hours with a repetition of (12), and a percentage of (12.0%), which is also a short period of time, and a category of more than 3 hours with a repetition of (81), and a percentage of (81.0%).

Table (7) Distribution of the study sample according to possession of a credit card for online purchases

Variable/ having a credit card	T	P	Arithmetic mean	Standard deviation
Yes	22	22,0%	1.78	0.416
No	78	78,0%		
Total	100	100%		

The answer to the question in the above table showed that nearly one fifth of the respondents own a credit card through which they can purchase online if necessary, with a frequency of (22), and a percentage of (22.0%), while the rest of the sample members do not have this feature with a frequency of (78) and a percentage of (78.0%).

Table (8) Distribution of the study sample according to the role of parental control in the use of websites

Variable/ parental control	T	P	Arithmetic mean	Standard deviation
Low	49	49,0%	1.65	0.716
Medium	36	36,0%		
High	15	15,0%		
Total	100	100%		

The family is one of the first sources of building an individual's identity and personality, and it is the basis from which young people start. Therefore, it is important to know the level of parental control over individuals, including Internet users and followers of social networking sites. A group answered that supervision is weak, with a frequency of (49), and a percentage of (49.0%), and with medium control category, with a frequency of (36), and with a percentage of (36.0%), and the high control category, with a frequency of (15, and with a percentage of (15.0%).

Table (9) Distribution of the study sample according to knowledge of the presence of drugs called digital

Knowing about the digital drug	T	P	Arithmetic mean	Standard deviation
Yes	83	83,0%	1.17	0.378
No	17	17,0%		
Total	100	100%		

The research sample showed that (83) was aware of the Digital drug, and with a percentage of (83.0%), and they possessed enough information about it, while it was not known about these drugs by (17), and in a percentage of them amounted to (17.0%), of the total research sample.

Table (10) Distribution of the study sample according to the influence of friends to own digital drugs through websites

Friends influence	T	P	Arithmetic mean	Standard deviation
Always	25	25,0%	2.32	0.851
Sometimes	18	18,0%		
Rarely	57	57,0%		
Total	100	100%		

The environment surrounding the individual is considered one of the reasons that have a direct impact on the individual on the individual's behavior and trends that he adopts and chart his future, and friends and acquaintances are the basis for that. Therefore, the researcher wondered about the extent of the impact of this category in urging the individual to possess digital drugs or seeking to possess them, and a category has always come with a frequency of (25), and with a percentage of (25.0%), and a category sometimes with a frequency of (18), and with a percentage of (18.0%), while the category that friends rarely influence them to possess digital drugs came with a frequency of (57), and a percentage of (57.0%).

Conclusions

Through the results mentioned above in the tables resulting from the answers of the research sample, which aimed to identify the extent to which the study sample of the Iraqi youth were aware of the existence of a type of drug that directly targets the brain by stimulating electromagnetic waves by means of frequencies that arrive in the form of sound tones and they are called digital drugs.

- 1 - The researcher found that males are more willing to answer questions than females, because the issue of drugs and knowledge of their existence is one of the things that young people can learn about, and not so for females.
- 2- The researcher learned that the period of time spent by the members of the research sample indicates that it is (80.0%), because most of the sample members are fluent and have sufficient experience to deal with social networking sites.
- 3 - Because the income of the research sample is either weak or average, the percentage that represents more than two-thirds of the sample does not have a credit card through which some sites that provide this type of drug can be used, which can be considered as one of the barriers against its spread among the population.
- 4 - Although the answers about censorship were not at the level of providing real censorship, the researcher found that the Iraqi youth are still far from entering into this dilemma and integrating into the world of digital drugs.
- 5 - The behavior of the individual depends on the trends taken by the Iraqi youth, who is mostly subject to the influences of the family and the environment

from neighbors and friends. However, it appeared to the researcher that the results were positive in favor of the Iraqi youth by avoiding falling into the clutches of digital drugs despite his knowledge of their existence and ways to access them.

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