Social Media And Its Threat To Our Youth

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Lawsuit Alleges Social Media Giants Buried Their Own Research On Teen Mental Health Harms And Profited By Doing So

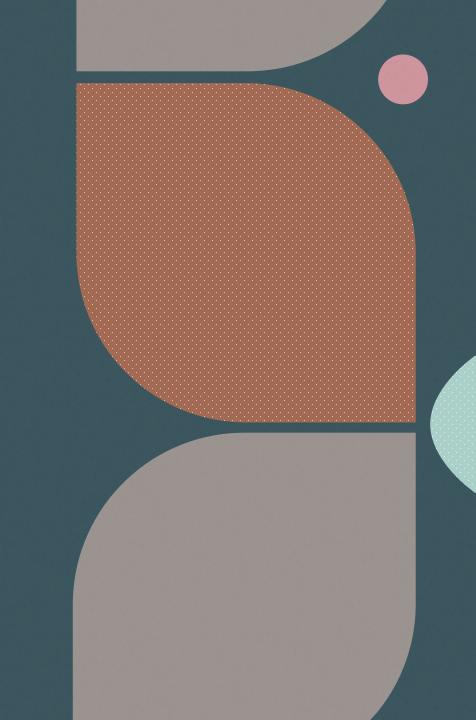
https://www.cnn.com/2025/11/25/tech/social-media-youth-mental-health-lawsuit-meta-tiktok-snap-youtube?cid=ios_app

The Plaintiffs

- School Districts
- Attorneys General From Across The US
- Hundreds Of Individuals

The Defendants

- Meta
- You Tube
- Tik Tock
- Snapchat

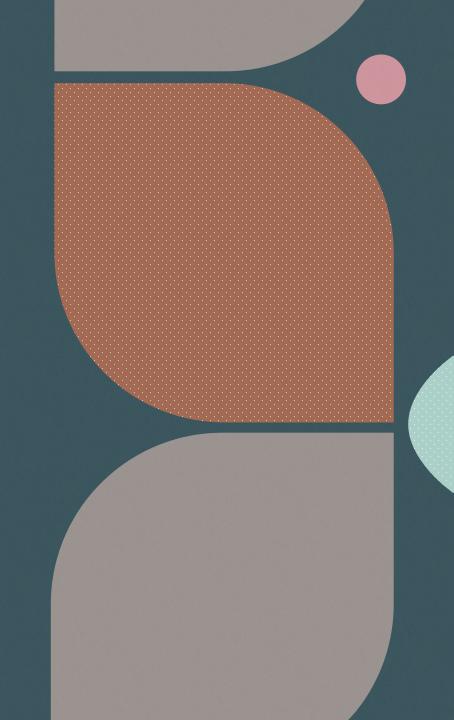


The Allegations

- Social Media Is Addictive
- It Was Designed To Be Addictive
- It Was Designed To Hijack Basic Human Needs To Enhance Its Addictiveness
- It Is Harmful To Our Youth
- Social Media Companies Are Aware Of Its Harmfulness
- Yet, They Continue to Engage In Harmful Practices To Ensure Their Business Survival

The Tobacco – Social Media Addiction Parallel

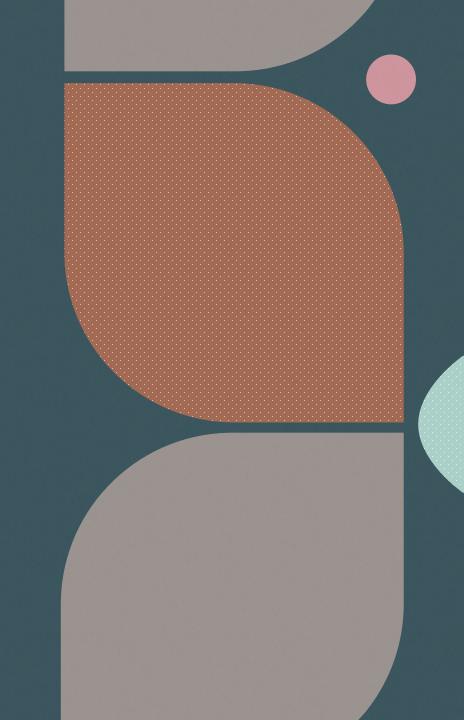




History Of Tobacco Use

- Use Began 12,000 Years Ago
- Nicotine's Addictive Nature Identified 1920-1930s
- Health Risks Associated with Tobacco Use Published 1954
- Compulsive Tobacco Use Linked To Nicotine Addiction 1971
- Tobacco Use Re-defined As An Addiction, Not A Habit, 1988

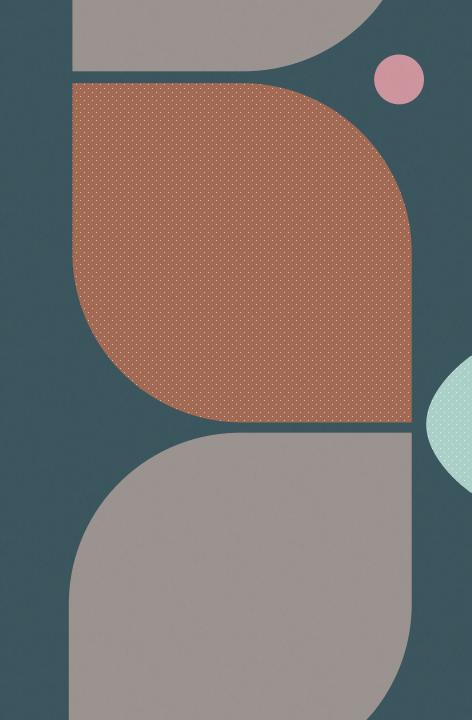




The Allegations

- Tobacco is Addictive and Harmful
- Big Tobacco Was Aware Of This But Kept The Information From The Public
- Instead, It Used Advertising Practices Designed To Hijack Basic Human Needs To Enhance Tobacco Consumption Despite The Harm
- It Engaged In Practices To Ensure Its Business Survival Despite The Harm, Including Recruiting Child Consumers

How Did Big Tobacco Get Them Started?

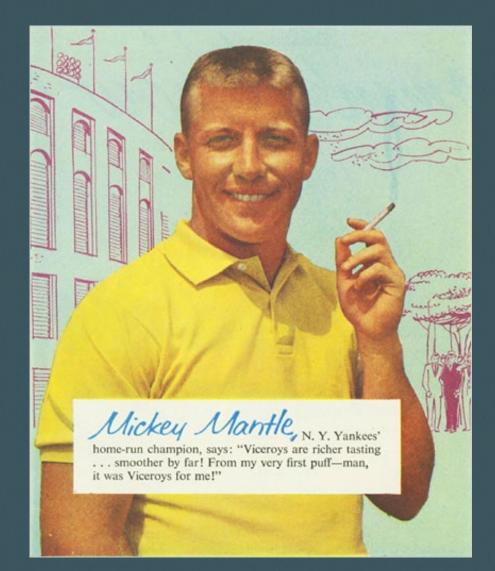


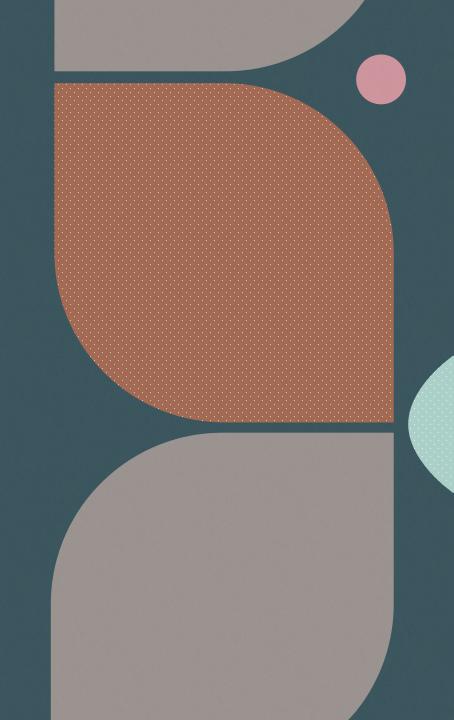
By Hijacking Basic Social Needs

- Conformity Bias
 - Belonging
 - Conforming with group norms
 - Pleasure and positive self esteem through validation by the group
- Prestige Bias
 - Identifying successful people
 - Emulating them to become successful

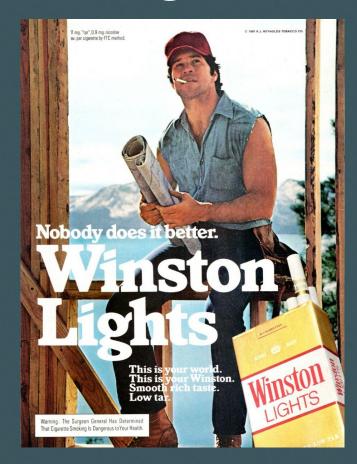
Hijacking Conformity Bias: Everybody Is Smoking

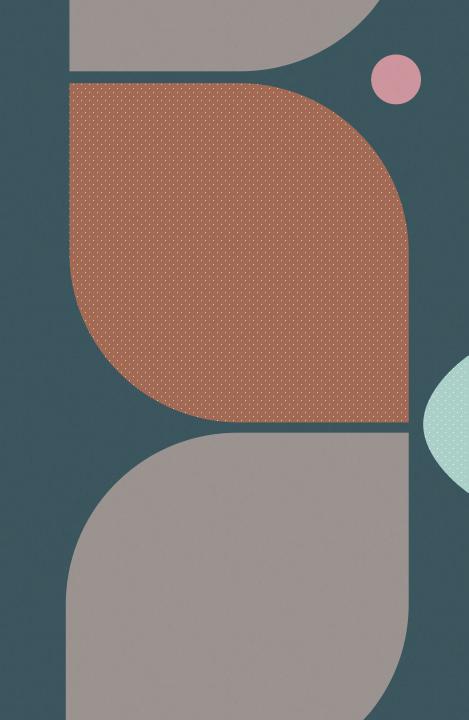














"Reach for a Lucky when you crave something sweet That's the easiest way Iknow to keep from getting fat" The sweet of the easiest way Iknow to keep from getting fat" The sweet of the easiest way Iknow The sweet o

Musical

Comedy

TIGHT a Lucky Strike when you are L tempted to eat between mealsthey satisfy the craving for sweets and rich pastries. That's why thousands now reducing smoke them constantly.

A year ago 20,679 physicians put themselves on record in confirmation of the fact that Toasting makes Lucky Strike less irritating to the throat than other cigarettes. That's because Toasting removes impurities. Toasting also improves the flavor of the finest tobaccos. That's why the delicious toasted flavor of Luckies makes them a delightful alternative for things that make you fat. Avoid harmful methods to reduce. This way is merely common sense.

Men who keep fit have long employed it. They don't believe in tiresome, expensive ways. They do believe that Luckies do not hurt the wind or impair the physical condition-facts upheld by prominent athletes, who are in a position to know the truth.

When you are offered a sweet . . . when it comes time for pies and pastries...pass them by and take a Lucky. Then you'll never miss sweets.



"It's toasted" No Throat Irritation No Cough.



A Different Perspective On Female Expertise



Something For The Kids



Start The Cigarette - Pleasure Association Early



Even The Kids



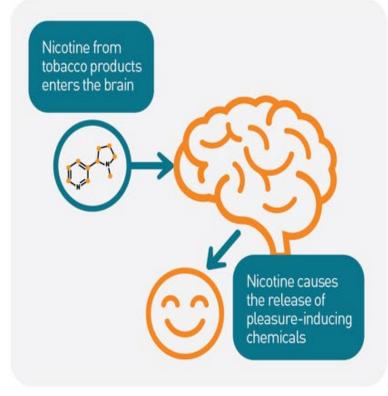
Once You Got'em Started, How Do You Keep'em ?

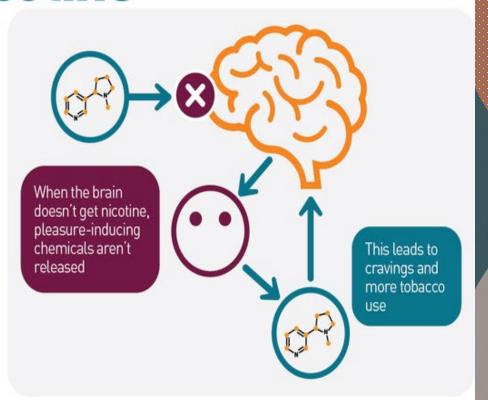
Nicotine Is Addictive

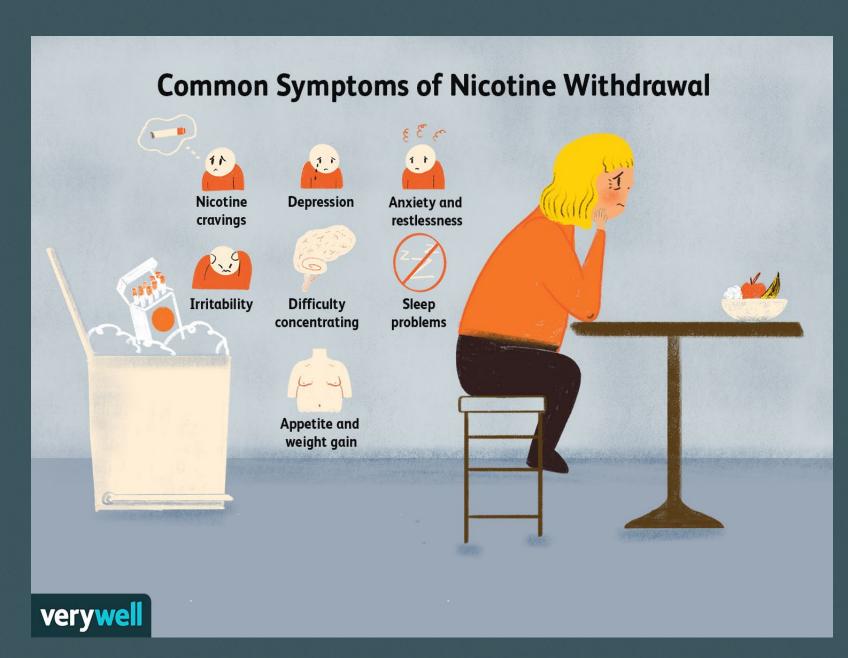
- More Addictive Than Cocaine
- Once You Get them Started, They Are Yours For Life...Or Death

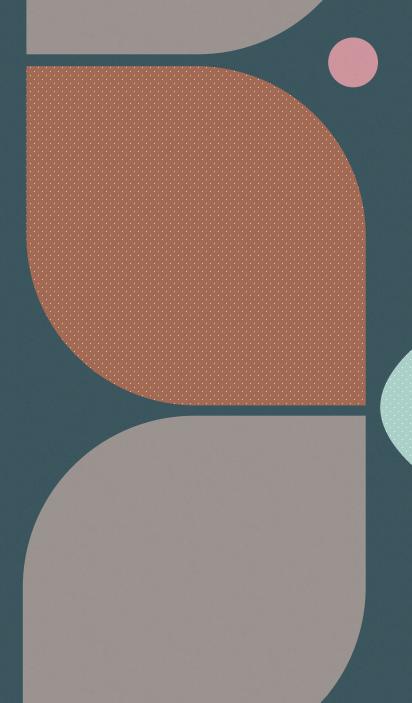
Nicotine Provides Pleasure

The Brain on Nicotine



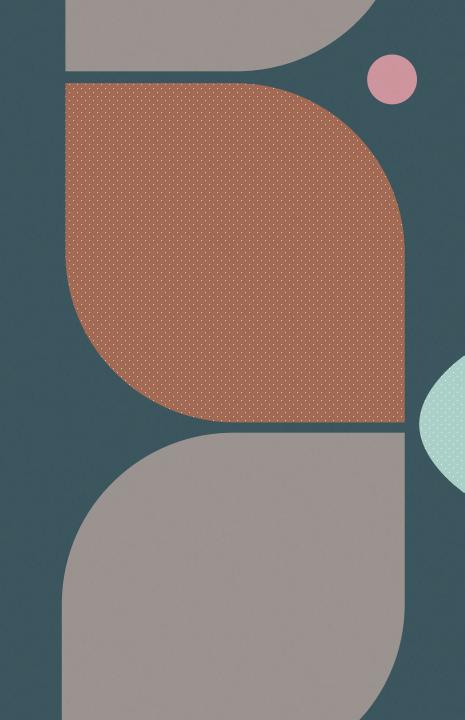






Why?



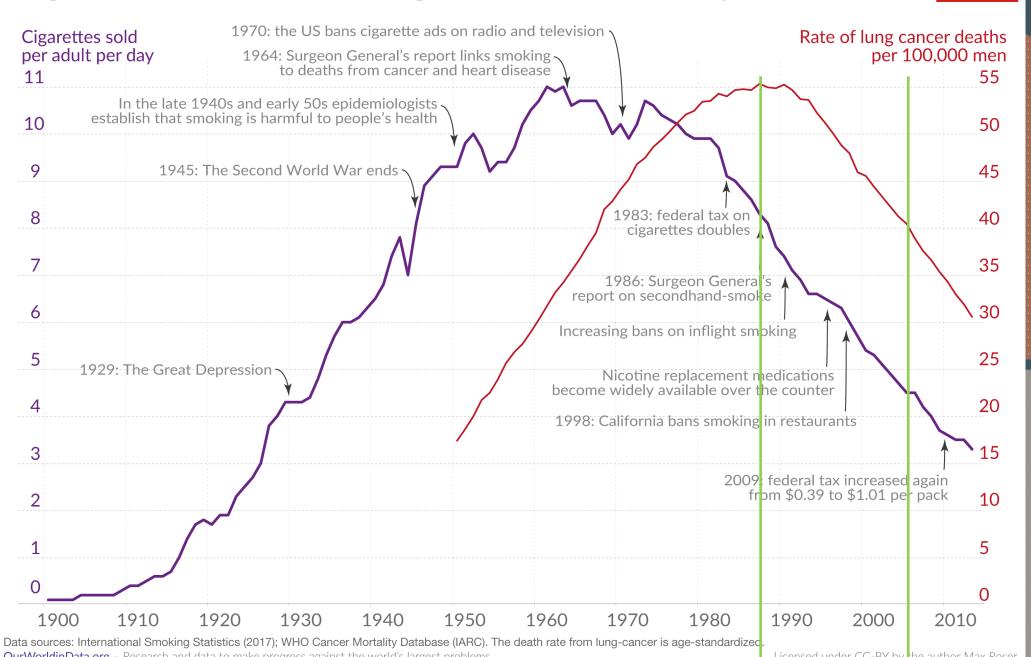


Treating A Systemic Problem Systemically

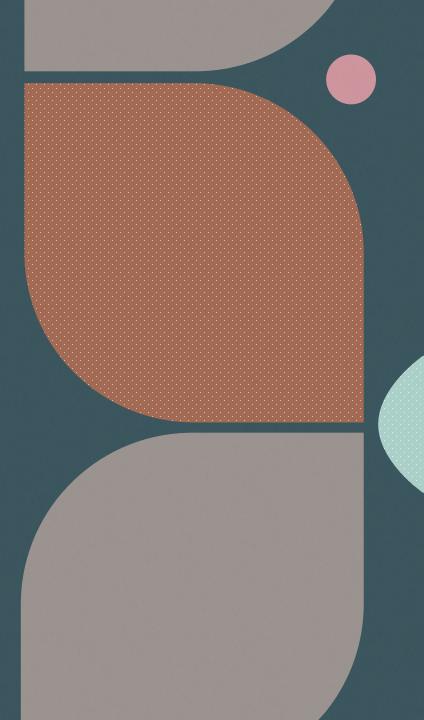
- Research
 - Nicotine's Addictive Nature Identified 1920-1930s
 - Health Risks Associated with Tobacco Use Published 1954
 - Compulsive Tobacco Use Linked To Nicotine Addiction 1971
- Public Policy
 - Surgeon General Links Smoking to Lung Cancer
 - Tobacco Use Re-defined As An Addiction, Not A Habit in 1988
 By Surgeon General
- Lawsuits
 - Big Tobacco Sued By Mississippi and Other States in 1988
 - Big Tobacco Continued To Promote Tobacco Use Until Federal Racketeering Case in 2006
- Legislation
 - Public Pressure Leads to State and Federal Legislation

Cigarette sales and lung cancer mortality in the US





It Worked!





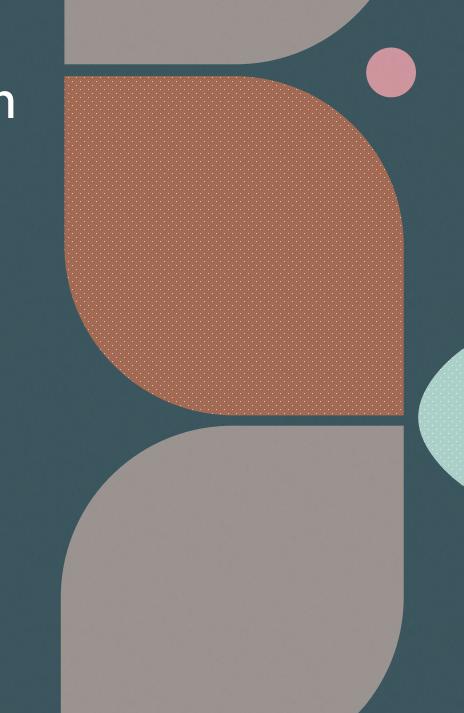
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The Tobacco – Social Media Addiction Parallel



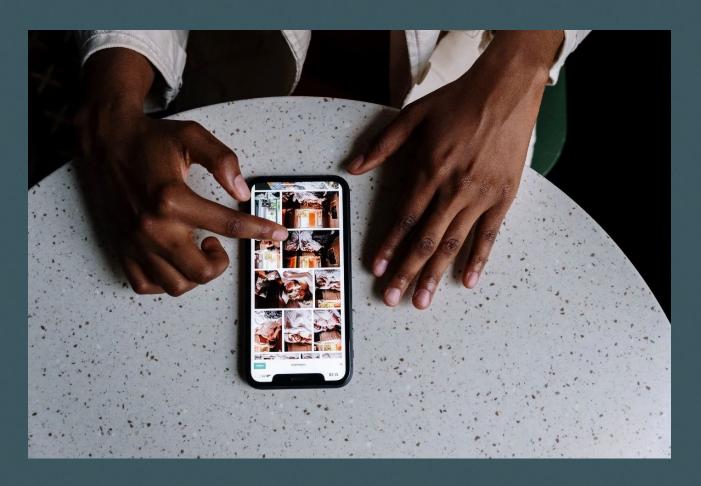
How Does Social Media Get'em Started ?:



Hijacking Basic Social Needs

- The Need To Seek and Search And Experience Novelty
- Conformity Bias
 - Belonging
 - Conforming with group norms
 - Pleasure and positive self esteem through validation by the group
- Prestige Bias
 - Identifying successful people
 - Emulating them to become successful

Hijacking The Need To Seek And Search



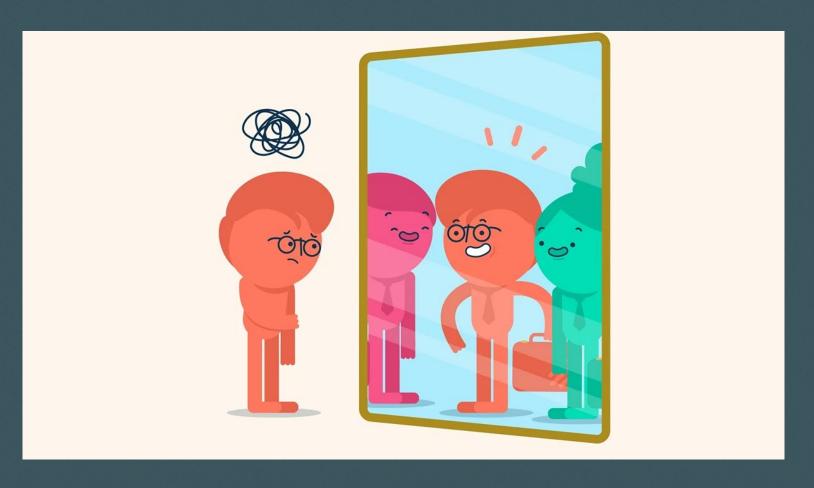
Al Filter Bubble



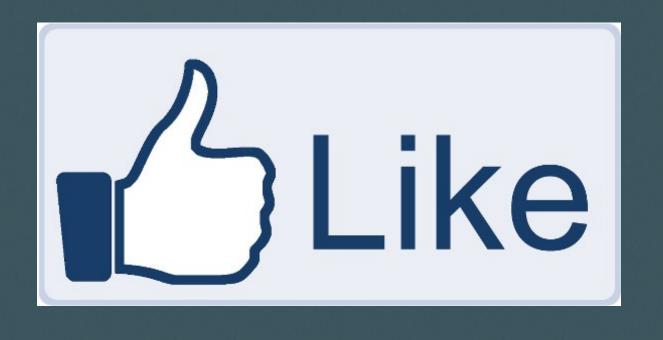
Hijacking Conformity Bias: All My Friends Have Phones!



Hijacking Conformity Bias: FOMO



Hijacking Conformity Bias

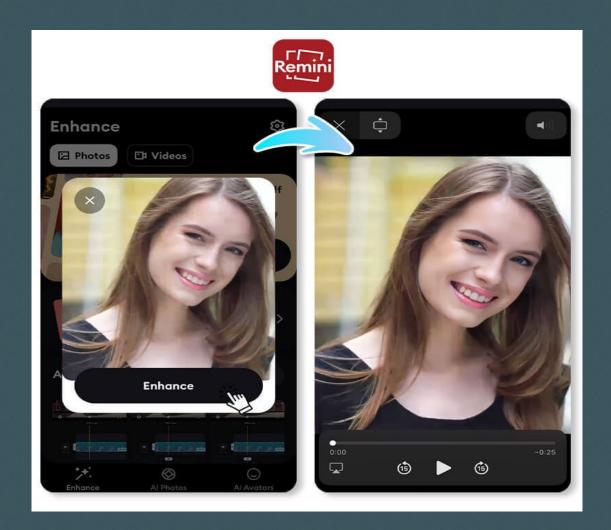




Hijacking Prestige Bias

Create "Perfect" Role Models For Success

For The Girls: The Enhancement Button



Perfect Influencers Highjack Prestige Bias

The More Outrageous They Are, The More Likes And Retweets The Influencers Get And The More "Successful" They Seem.

If I Do What They Do, I Can Get More Likes And Retweets.

But, I Never Can Equal Them And Be Good Enough

For The Boys: Gamification

PROS AND CONS OF GAMIFICATION



PRO:

WHEN USED IN
MARKETING,
GAMIFICATION CAN
INCREASE SALES AND
REWARDS SYSTEMS
CAN RESULT IN
RETURNING
CUSTOMERS/
CUSTOMER LOYALTY



CON:

LIMITED ACCESS TO TECHNOLOGY CAN LEAD TO DIGITAL DIVIDES IN SOCIAL GROUPS.



PRO:

GAMIFCATION CAN HELP TO MAKE LEARNING APPEAR MORE FUN AND ENJOYABLE.



CON:

ELEMENTS OF COMPETITION CAN INCUR PROBLEMS OF EXCLUSION AMD FEELINGS OF DEFEAT ESPECIALLY IN YOUNGER AUDIENCES.

The Rabbit Hole



Once You Got'em Started, How Do You Keep'em ?

Dopamine Is Social Media's Nicotine

- Dopamine Stimulates The Pleasure Centers Of The Brain
- We Are Hardwired To Seek
 - Novelty Through Seeking And Searching
 - Social Connections
 - Social Affirmation
 - Expert Models
- Each Causes Dopamine To Be Released Which Provides The Experience Of Pleasure.

Social Media Is Designed To Create
Addiction By Increasing The
Frequency of Seeking Dopamine
Release

BY Variable Ratio Reinforcement Schedule



How Does Social Media Create Addiction ?: Better Living Through Chemistry

- Provide Pleasure Through Dopamine Release
- On A Variable Ratio Reinforcement Schedule
- Ad Nauseum
- Creating Dopamine Depletion
- Creating Withdrawal Symptoms of Irritability, Cravings, Mood Disturbance, And A Drive To Re-Engage.

Snapchat executives once acknowledged that users who "have the Snapchat addiction have no room for anything else. Snap dominates their life."

The goal of Facebook's and Instagram's founders was to create a social-validation loop....because you are exploiting a vulnerability in human psychology.

Sean Parker

An Early Leader at Facebook

"IG (Instagram) is a drug ... we're basically pushers," Meta researchers said in an internal chat, according to the filing

An internal TikTok report noted that "minors do not have executive mental function to control their screen time."

Is Social Media Harming Our Youth?

Major Depression Among Teens

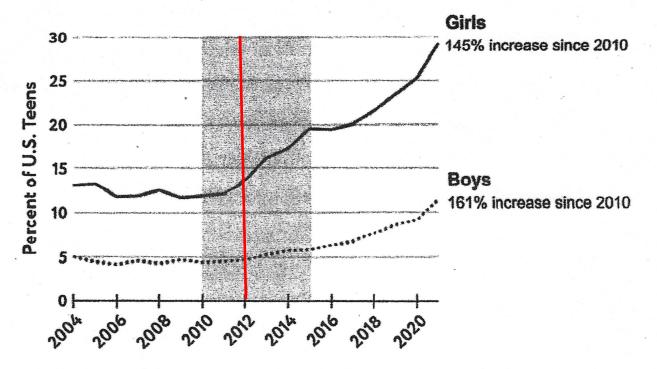
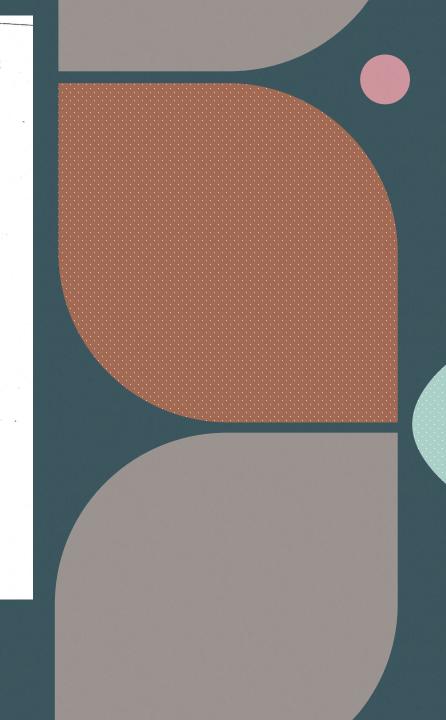


Figure 1.1. Percent of U.S. teens (ages 12–17) who had at least one major depressive episode in the past year, by self-report based on a symptom checklist. This was figure 7.1 in *The Coddling of the American Mind*, now updated with data beyond 2016. (Source: U.S. National Survey on Drug Use and Health.)³



ER Visits For Self Harm

Emergency Room Visits for Self-Harm

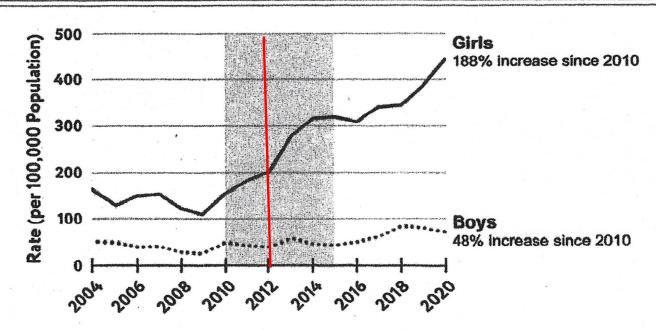


Figure 1.4. The rate per 100,000 in the U.S. population at which adolescents (ages 10–14) are treated in hospital emergency rooms for nonfatal self-injury. (Source: U.S. Centers for Disease Control, National Center for Injury Prevention and Control.)²⁰

Suicide Rates for Younger Adolescents

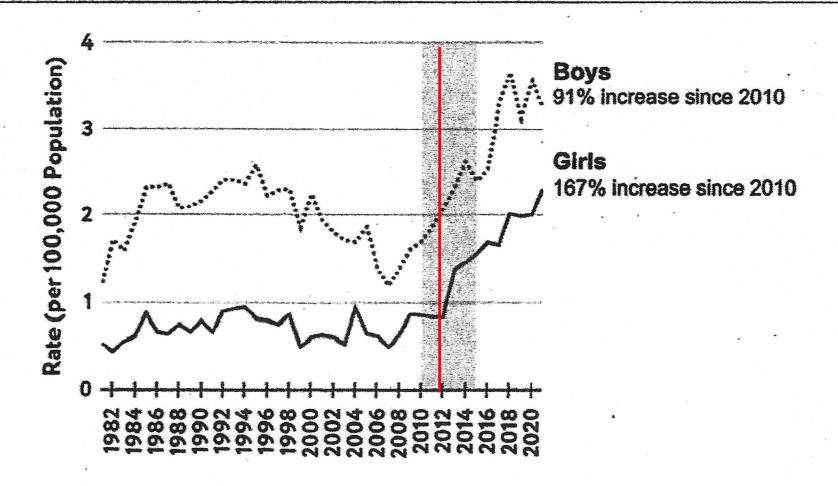


Figure 1.5. Suicide rates for U.S. adolescents, ages 10–14. (Source: U.S. Centers for Disease Control, National Center for Injury Prevention and Control.)²²

Mental Illness Among College Students

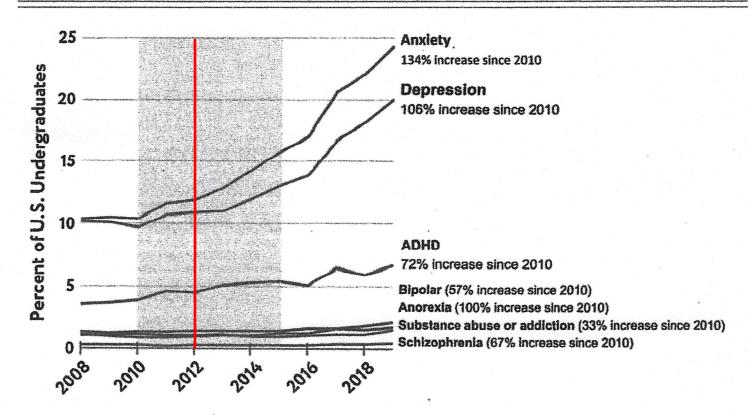
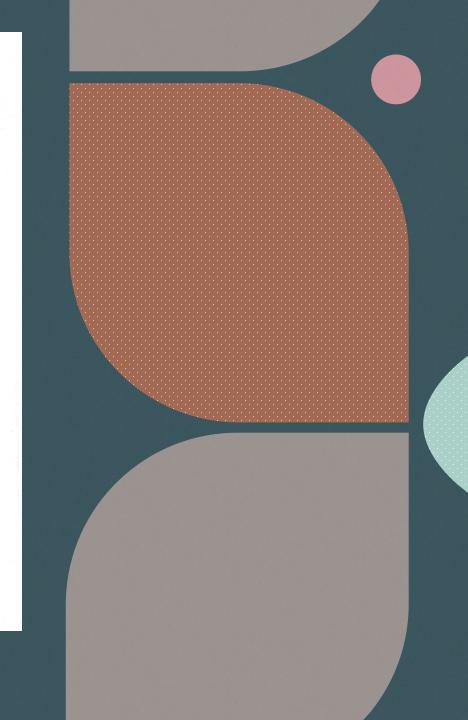
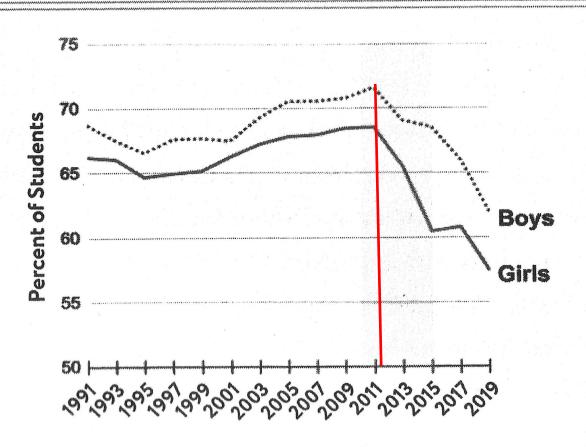


Figure 1.2. Percent of U.S. undergraduates with each of several mental illnesses. Rates of diagnosis of various mental illnesses increased in the 2010s among college students, especially for anxiety and depression. (Source: American College Health Association.)⁹



And The Outcome

latisfied with Oneself



Igure 6.5. The sociometer plunge of 2012. Percent of U.S. students (8th, 10th, as 2th grade) who said they were satisfied with themselves. (Source: Monitoring tluture.)

What Happened?

The Marriage of the Smart Phone and Social Media Around 2010

How Is That Marriage Harmful?

- Shift From Real to Virtual Living
 - Social Deprivation
 - Experience Deprivation
 - Around The Clock
 - Anywhere and Everywhere
 - Down The Rabbit Hole
- Sleep Deprivation
- Attention Fragmentation

What Do Kids Need?

Time, Space, and Experiences To Become

Masterful

Resilient

Self-Regulated

Socially Skilled

Life Experiences Develop The Executive System

FOR THE THINGS WE HAVE TO LEARN BEFORE WE CAN DO THEM, WE LEARN BY DOING THEM.

- ARISTOTLE -

Decrease in Discovery Behavior

Teens Engaging in Adult Activities

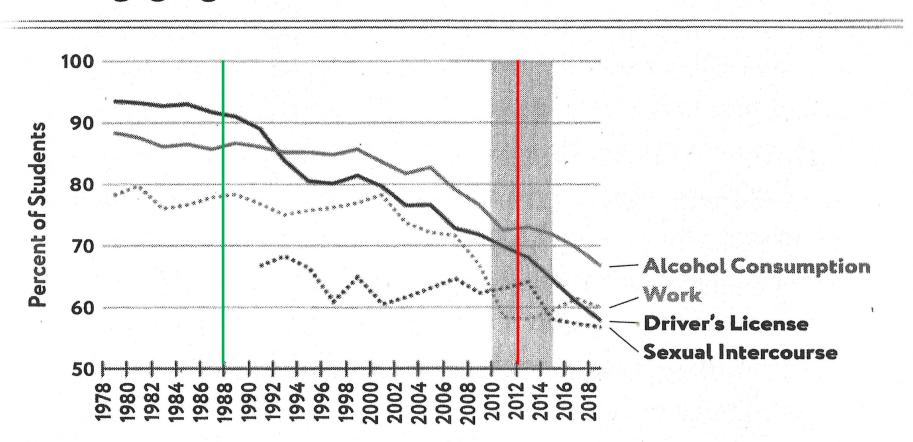


Figure 4.1. The percentage of U.S. high school seniors who have engaged in four adult activities has been declining since the 1990s or early 2000s, prior to the Great Rewiring of 2010 to 2015. (Source: Monitoring the Future and CDC Youth Risk Be-

Child Directed Social Interaction Develops Social Skills

- Appreciation for nonverbal communication
- Ability to repair a relationship
- Joint decision making
- Losing well
- Accepting group leveling
- One (wo)man is no (wo)man

Characteristics of Effective Social Interaction

Real time

Synchronous

Embodied

Not Real Time, Synchronous, Embodied





Decrease in Socializing

Daily Time with Friends, by Age Group

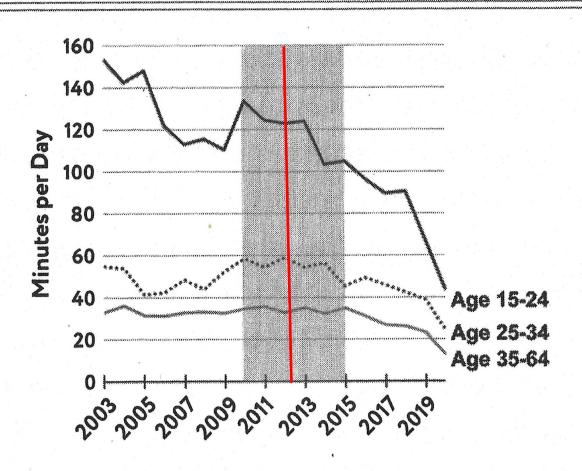
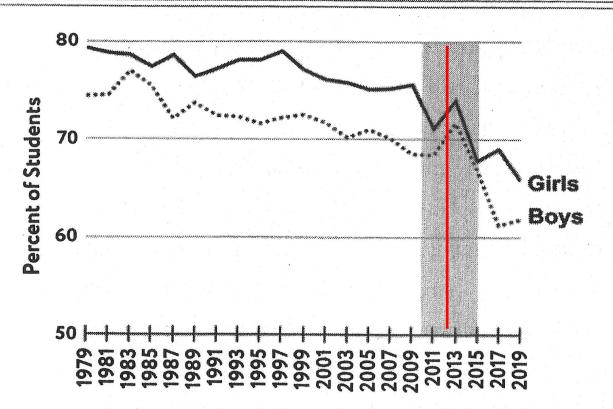


Figure 5.1. Daily average time spent with friends in minutes. Only the youngest age group shows a sharp drop before the 2020 data collection, which was performed

And The Effect

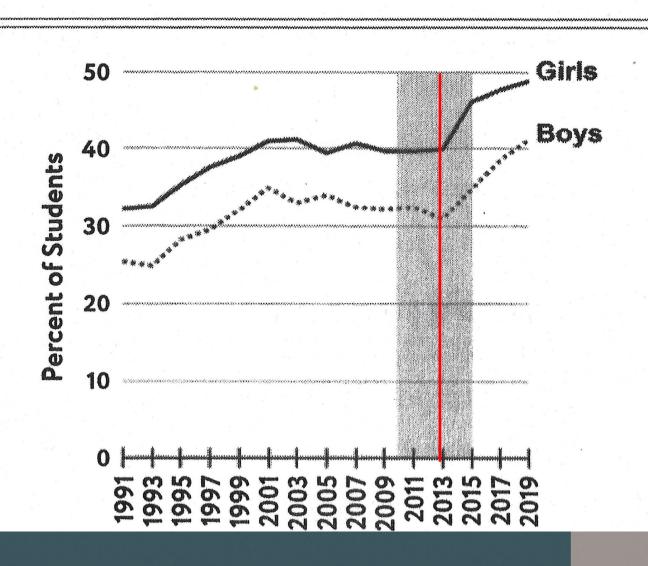
Have a Few Close Friends



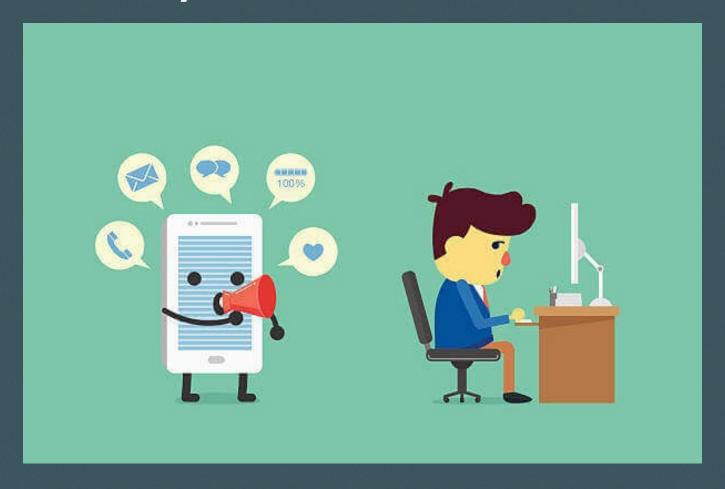
With the statement "I usually have a few friends around that I can get together with." Hutes dropped slowly before 2012, and more quickly afterward. (Source: Monitoring the Future.)⁸³

Sleep Deprivation in Teens

Teens Who Get Less Than 7 Hours of Sleep



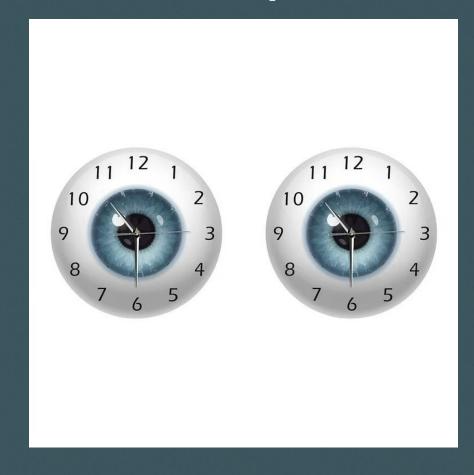
Not Fully In The Moment



Addictive By Design

- Hijack Need To Seek, Search, and Experience
- Hijack Conformity Bias
- Hijack Prestige Bias
- Provide Pleasure Via Dopamine
- On A Variable Ratio Reward Schedule
- A Slot Machine

To Increase Eyeball Time



To Gather More Information About You and Sell It



How Do You Treat a Systemic Problem?

- Treat the system
- Provide support for the individual

You Become A Community Activist

- Your parent community
- Your school community
- Your local community
- Your national community

Community Activist Activities

- Organize
- Collaborate
- Communicate
- Educate
- Legislate
- Litigate

What Should You Seek?

- Voluntary Coordination And Contracting Among Parents
 - Regarding Age Of Providing Devices
 - Regarding Social Media Sites Allowed
- Government
 - Assume A Duty Of Care Posture Over Social Media Design
 - Age Restrictions
 - Age Verification
 - Fund Research Into Harm And How To Mitigate It
- Schools
 - Phone Free Schools
 - Real Life Educational Opportunities
 - Follow The Research On What Works And What Doesn't



Anyone You Know?



The Breakfast Club



My Sources

- The Anxious Generation by Jonathan Haidt
- Technology's Child by Katie Davis
- Dopamine Nation by Anne Lembke
- Dr. Google
- Watching my grandkids play, until they didn't