

# How Features On Devices Can Enable Cyberbullying

## Lesson 3, Teacher Resource 2

The three main devices used to cyberbully are Internet-connected computers, cell phones, and game consoles. The chart below shows potential for abuse of each device.

### Computer

Feature	Potential for abuse
Instant messages	Written abuse or harassment
Posting or sending of photos	Photo theft and reposting Manipulation of photos using a computer
Repling to a blog or discussion Posting comments that bully	Written abuse or harassment
Creating blogs and social networking sites (such as <b>MySpace</b> )	The ability to collect and abuse personal information from profiles, blogs, quizzes and so on The ability to create blogs/sites that either pretend to be the target's legitimate site, or provide a place to humiliate the target
Voice technologies	Abusive calls
Video sent via e-mail or posted on a site	Humiliating or threatening content

### Cell phone

Feature	Potential for abuse
Text messages	Written abuse or harassment
Posting or sending of photos	Photo theft and reposting. Manipulation of photos using a computer
Location technologies	Allows tracking of target's whereabouts
Voice technologies	Abusive calls
Video sent via e-mail or posted on a site	Humiliating, embarassing or threatening content

### Gaming console

Feature	Potential for abuse
Conversations in online games	Written abuse or harassment
Aggressive actions by players in games	May ruin the game for a player or cause him to stay away from the game

