

GLOSSARY

accomplice: Someone who supports a bully either by encouraging the bully or actively engaging in the bullying activity. See: *henchman*

ally: Somebody who is on your side and willing to support you.

anonymity, anonymous: The state in which a person keeps his or her identity hidden from others. Online bullies can stay anonymous with user names that hide their real names.

anxious: Extremely uneasy or fearful.

authentication: a process used by Web sites to register and verify members, which might include a credit card, user name, and password. The more a site authenticates a user, the easier it is to track down a user who violates rules.

authorities: Those in command. In the context of reporting cyberbullying, possible authorities to turn to include your school teacher, counselor and principal, the police, the FBI, contacts at your ISP who can enforce their rules and discipline members, and so on.

avatar: a computer user's picture of himself or herself; an alter-ego used online.

bashing: A series of harsh online verbal attacks.

blocking: To make settings on a device or in an online service that stops specific people or categories of people from contacting you and viewing or posting to your site.

blog: An online personal journal.

bullying policy: In your school this would be a set of rules and procedures for what behavior is unacceptable and what actions will be taken if bullying or cyberbullying take place.

bullying: Repeated, unwanted, hurtful, negative behavior against someone. Bullying typically involves an imbalance of power where the bully is either physically stronger or is perceived to have more power than the target.

bystander: Someone who observes bullying. By their inaction or non-support of the target a passive bystander increases the target's feeling of isolation and encourages the bully who may take their inaction as a sign of approval.

cell phone (or mobile phone): A portable telephone, some of which can connect to the Internet so they can be used to visit Web sites, send e-mail or text messages, and take and send photos.

chat: a real time, interactive, online conversation which takes place in a *chat room*.

code of conduct: A set of rules governing how people should behave in a certain setting, such as on a social networking site.

complaint: A formal reporting of inappropriate behavior to an authority who can take some action.

consequence: Something that follows from an action. There are several consequences to being a bully, such as difficulty in succeeding at work and in relationships.

crawl: On the Internet, crawl refers to programs that can be set to search through hundreds of thousands of sites for selected data or images.

cyber-: a prefix which is commonly used to mean “electronic” or “online”; it is sometimes used as a synonym for “*virtual*”.

cyberbully: A bully who uses Internet services and devices to harass a target. Cyberbullying, online harassment, e-bullying, mobile bullying, digital bullying, Internet bullying, and cyberstalking, are all terms for hurting others using online tools.

cyberstalking: When someone uses the Internet to track the activities of another to spy on and harass them.

depression: Feeling sad.

desensitized: To no longer feel an emotional response to certain actions or conditions.

device: In relation to the Internet, a device is any piece of equipment you use to access the Internet. Devices include personal computers, cell phones, gaming consoles, and personal digital assistants (PDA).

direct bullying: A verbal attack on a target in a text message, e-mail, or other communication.

e-mail: A tool for sending written messages as well as attached documents to others online.

empathy: Understanding or being sensitive to another’s feelings.

environment: In the context of bullying, this refers to any sense of anxiety or fear that is produced in people who witness or participate in the bullying.

evidence: Something that provides proof. Evidence of cyberbullying might include a text message, e-mail, or chat transcript.

exclusion: Keeping a student out of a popular group or Web site.

exposure: Disclosure of a secret or sensitive material.

flaming: Fights between two people in text or e-mail messages.

game console: Devices such as Nintendo that allow you to play electronic games; some game consoles allow you to access the Internet to play interactive games online.

game console: Devices such as **Xbox**, **Playstation** or **Wii** that allow you to play electronic games; some game consoles allow you to access the Internet to play interactive games online.

gamer tag: the name a gamer goes by when playing an online game.

griefing: disrupting or otherwise causing hassles for others online, often but not always in a gaming situation; a form of online bullying.

groom/grooming: The act of befriending someone to gain their trust in order to do something bad or mean to them.

harassment: bullying which is often based on some specific characteristic such as race, gender, age, ethnicity, sexual preference, and so on.

henchman: Someone who supports a bully either by encouraging the bully or actively engaging in the bullying activity. See: *accomplice*.

impact: The effect that an action or situation has on someone.

indirect bullying: Aggressive actions without actual direct contact with the victim. The bully might send out a damaging photo of the target or posting it online. Or the bully might create a Web page that masquerades as the target's Web page and use it to embarrass him or her.

information permanence: On the Internet, this refers to the fact that information placed online is likely to stay online forever.

instant messaging (or IM): Exchange real time messages with someone else who is online using a program such as AIM from AOL. **Internet:** The network of interconnected computers that store online content and enable online interactions. When you are connected to the Internet you are said to be *online*.

Internet: The Internet, itself, is a worldwide collection of computer networks which are connected to form one, big network; it allows users to find, manage and share information.

isolated: Separated from others.

ISP: (Internet Service Provider) A company that provides Internet service to customers, like AOL. ISPs should have codes of conduct and a method of reporting abuse. When abuse is reported an ISP should take action against the cyberbully.

justice: In the context of cyberbullying, justice may involve the legal consequences of your actions.

justification: The reason somebody gives for doing something; bullies often justify their acts by blaming their targets.

law enforcement: For the purposes of reporting most bullying incidents this might include city, county, or state police or the FBI.

life skills: Abilities we develop that we can use in many situations, such as how to solve problems.

Massively Multiplayer Online Games (MMOGs): Online interactive games that involve many (often thousands) of players. Also referred to as **MMORGs** and **MMORPGs**

outing: Telling a secret about a target causing him or her pain or embarrassment.

personal digital assistant (PDA): A handheld device that may include a phone, an address book, calculator, or word processor, and the ability to connect to the Internet to view Web sites and synchronize data with a desktop computer.

personal information: Information about an individual that might include address, school, age, gender, phone number, email address, etc.

phish / phishing: The act of illegally trying to trick people into giving their private, personal information on the Internet.

photo imaging software: software, such as **Photoshop**, that can be used to change photos, for example placing the image of one person's head on a different body.

posing: Pretending to be somebody else online often to behave in ways that offend others or humiliate the person who is being impersonated.

prohibited: In this context, behavior or content that is defined as unacceptable in a Web site's code

of conduct.

protection: There are legal protections that can stop a bully from approaching you to keep you safe if you report abusive behavior.

proxy: In a network, a “go-between” server which lets someone go around filters or firewalls to make indirect connections to web sites.

remorse: Feeling regret for your actions.

report abuse: In this context, a reporting feature on a Web site used to tell the hosting company about behavior that violates their code of conduct.

search engine: A software program that lets you look for information on the Web.

self-esteem: Feeling good about yourself.

social contract: Ground rules people follow to show respect for each other and set the stage for productive, positive interactions and behavior; an agreed upon code of behavior based on integrity.

social networking site: Web sites like **MySpace** or **Facebook** whose focus is on building online communities of people with similar interests. Members connect online to share information in personal blog pages, through chat rooms, discussion boards, or sharing photos or video.

social responsibility: An obligation to act towards others in society in an accountable way. Also taking responsibility for our actions towards others.

suicidal: Someone who thinks about taking his or her own life.

suspicion: Raising a question about somebody or something.

tactic: A technique or strategy.

target: Someone a bully has attacked.

text messaging (texting or TM): Sending short messages between cell phones using a keyboard pad to spell out the message, many times abbreviating words for quickness.

troll: somebody who posts especially mean, nasty or off-topic messages or notes to make others become really upset; it can also be used as a verb.

trusted person: a person who is likely to understand that a target isn't at fault and who will not blame them for the situation. Someone who can help a student take action such as reporting the abuse or contacting the bully's parents

undefended: Without defenses or allies.

virtual: Refers to objects, activities, and locations in the online world. A virtual community is a group that gathers on a particular Web site, for example. See: **cyber-**

vulnerable: A person who appears weak and susceptible to attack.

Web (or World Wide Web): A set of documents hosted on the Internet that make up Web sites, Web pages, and other online content.

Web 2.0: The interactive, interconnected, social aspect of the Web.

wiki: Online content that anybody can edit. Wikipedia, for example, is an online encyclopedia created with contributions from the general public.