

Cyberbullying Facts

Cyberbullying Examples

Bullying

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Cyberbullying Tactics 2015



[Cyberbullying Tactics 2015](#) is a prevention education article and website page resulting from my research conducted in October 2014, along with input from parents, educators and pediatric professionals. Cyberbullying is one typology included in my Information Age darkside of human consciousness construct called [iPredator](#). Of the seven typologies in iPredator, cyber bullying is the only profile that requires the aggressor and target to be minors. For semantic clarity and in all my published works, cyber bullying exclusively remains a pediatric issue until consensus includes all age ranges.

Although I have always conceptualized [cyber bullying](#) as applicable to any age range, present running definitions in America restrict cyber bullying to minors. The adult forms of cyber bullying are called cyberstalking, cyber harassment, defamation, libel and slander. Each of these examples of cyber attacks resembles cyber bullying, but have slightly different meanings.

Whatever conditions are given to describe child on child online abuse, the core constructs remain the same and rooted in pediatric needs for power, control and recognition. As you will quickly learn from reading my [cyber bullying](#) tactics list, children have designed cyber bullying into both a sinister and industrious science.

Provided below are 42 types of cyber bullying presently being applied by children in online and offline environments.

From a societal standpoint, cyber bullying continues to flourish infesting the hearts and minds of children, their loved ones and communities on a global scale. Unlike classic bullying, **cyber bullying** primarily resides within the hidden realm of cyberspace, mobile devices, social networking sites and all Information and Communication Technology (ICT). Although cyber bullying is an information technology dependent behavior, it also includes classic bullying, which repeats the primary ways bullying occurred throughout history.

Cyberbullying is an abuse centered interpersonal dynamic that includes aggressors, targets and bystanders. The major developmental issues fueling cyber bullying are peer acceptance, recognition and occasionally retribution. Not all cyber bullying is fueled by dark developmental needs or perceptual distortions, because there are instances when children **cyber bully** other children due to their ignorance and not maladaptive perceptions.

"Not to say that Pre-Information Age bullied children were not traumatized, but Information Age cyberbullied children are relentlessly tormented 24 hours a day, 7 days a week and 365 days a year." Michael Nuccitelli, Psy.D. (2014)

Different from pre-Information Age bullying, **cyber bullying** is not bound by physical environments, physical attributes or gender. Thanks to the the "veil of anonymity" afforded by cyberspace, children of the Information Age are no longer limited by the factors that once kept pre-Information Age children from becoming aggressors. In today's world, a child who has been bullied or **cyberbullied** is twice as likely to become cyberbullies themselves. Given humanity thrives at the beginning of the Information Age, no one knows how far minors will go to harm their peers in order to be recognized, accepted or seek revenge.

Cyberbullying is a term describing recurrent and sustained verbal and/or physical attacks by one or more children towards another child Information and Communication Technology (ICT). Similar to classic bullying, cyberbullying is harmful, repeated and hostile behavior intended to deprecate another child for reasons other than self-defense. Cyberbullying describes threatening or disparaging communications delivered through ICT that can occur anonymously, publicly or by using felonious identities. Whereas classic bullying typically involved face-to-face interactions and non-digital forms of communication, cyber bullying consists of data exchanged via ICT and may never include face-to-face meetings.

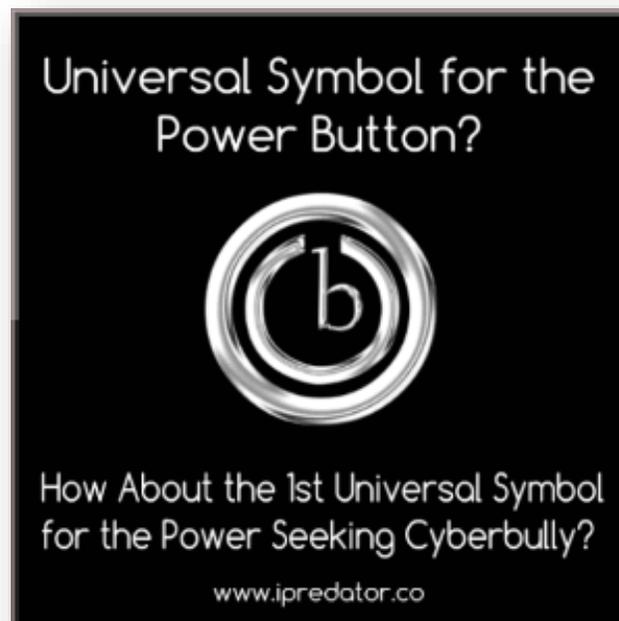
By definition, classic & cyber bullying occurs among young people. When an adult is involved as the aggressor, it meets criteria for cyber harassment or **cyberstalking**, which in many states is a criminal act. Although the terms "bullying" and "cyber bullying" includes adult intimidation behaviors in contemporary culture, these describe pediatric behaviors as briefly mentioned earlier. Like classic bullying, cyberbullying is harmful, repeated and hostile behavior intended to taunt,

deprecate & defame a targeted child initiated and sustained by another child or group of children.

With a society increasingly becoming reliant upon ICT, and as the **dark side of cyberspace** matures, cyberbullying prevention, acceptable online behaviors and right to privacy issues will require a significant amount of attention and planning. The question to be answered is if cyberbullies, their targets and bystanders will mature differently than those of us who grew up without cyberspace, mobile device technology and social media.

"For the benefit of future societies, I hope social scientists of the 22nd century and beyond will one day prove that cyber bullying is no different from classic bullying in relationship to psychological damages lasting throughout adulthood." Michael Nuccitelli, Psy.D. (2014)

Although I am hoping cyber bullying will be no different from traditional bullying, regarding adult **psychopathology**, the intellectual regions of my brain cannot seem to minimize one profound reality. The reality is how an Information Age cyberbullied child who is taunted, ridiculed and exploited around the clock with no escape can enter adulthood psychodynamically unscathed just as many pre-Information Age cyberbullied children did from history. Offered below is my compilation of cyber bullying tactics, used by minors, to harm and victimize other children.



42 Examples of Cyberbullying

Bash Boards

Bash Boards: Bash Boards are a [cyber bullying](#) tactic describing a case of cyber attacks a cyber bully initiates in chat rooms, "virtual" rooms, online forums and message boards. Within these social exchange sites, children disseminate and share information they deem important, socially relevant or noteworthy for their peers to view, comment on and share with other peers. These forums are naturally frequented by cyberbullies and affiliated school acquaintances. The reason they give the slang term of Bash Boards is because cyberbullies or any child can post negative and defamatory information about another child that is public for all to read and shared among forum participants. Although it is developmentally for children to engage in public teasing of each other, the cyber bully escalates this practice to professional status.

Blogobullying

BlogoBullying: BlogoBullying is a cyber bullying tactic describing when a cyber bully creates a blog with the target child being the central subject and topic of blog posts. Although BlogoBullying is the least frequently used tactic in a cyberbullies cyber attack toolbox, it is by far the most content rich method and can cause long-term injury to the target child when applying for employment and college admissions. Not only does BlogoBullying include defamatory, felonious and humiliating information about the target minor, but with a core understanding of search engine optimization ([SEO](#)) by the cyber bully, their derogatory laden posts can page rank on the first page of Google and other search engines.

Cyberbullying by Proxy

Cyberbullying by Proxy: [Cyberbullying by Proxy](#) is a cyber bullying tactic describing a cyber bully who encourages, deceives or persuades other online users to harass a target child. Cyberbullying by proxy is a dangerous kind of cyber bullying in that adults may become accomplices to the cyber bully. For many adult accomplices who are rigged by the primary cyber bully, they do not recognize they are abusing a minor or possibly a child of someone they know from their community. With cyber bullying by proxy, the primary cyber bully will go to any lengths to incite counter attacks and retaliation against the target child. To control others into attacking the target child, cyberbullies use other commonly used cyber bullying tactics to take on their malevolent objectives. Cyberbullying by proxy ranks as one of the most damaging to the target child.

Cyberstalking

Cyberstalking: [Cyberstalking](#) is a cyber bullying tactic that some internet safety professionals feel should not be included with cyber bullying when abiding by the conventional definition of cyberstalking. When hanging on the softer side of the severity spectrum, cyberstalking may be categorized as a cyber bullying tactic when it includes intimidation, vilification and persistent taunting delivered via Information and Communications Technology channels that do not prioritize threatening the target child's physical safety. Furthermore, it is acceptable to include cyberstalking as a cyber bullying tactic when the cyberbullies methods are not resoundingly communicating physical threats against the target child or anyone the target child is dependent upon in their daily lives. In a growing number of states throughout America, cyberstalking has been deemed a criminal activity punishable by the law.

Cyber Drama

Cyber Drama: Cyber Drama is a cyber bullying tactic that is a lot more common than moderate to extreme cases of cyber bullying. Cyber Drama tends to be mild cyber bullying or gossip that is not solely driven by developmental deficits and psychosocial dysfunction. Most child and adolescent online users are perceptive about telling each other to refrain from becoming too hostile and will block a user or open a new account when necessary. Although Cyber Drama can be hurtful, the target of the defamation is not frightened by the child who is disseminating the information. Some children who engage in Cyber Drama can be psychologically affected due to their negative perception of the data being passed around. Cyber Drama is best identified as a [passive aggressive](#) kind of online bullying.

Cyber Harassment

Cyber Harassment: [Cyber Harassment](#) is a cyber bullying tactic that describes the sending of hurtful defamatory messages to a target child that is worded in a severe, persistent or pervasive manner. When persistent and disparaging, Cyber Harassment can cause the target child significant distress and undue worry. These threatening messages are hurtful, frequent and very dangerous. Like the adult form of cyber harassment, this cyber bullying tactic requires three or more harassing messages related to the theme of the message sent. As a cyber bullying tactic, cyber harassment is both negative in content and frequent in communication. The core strategy of cyber harassment lies within the repetitive and persistence cadence of cyber attacks.

Cyber Threats

Cyber Threats: Cyber Threats are cyberbullying tactics whereby a cyber bully actively engages in passive aggressive strategies of informing the target child that he or she is in danger from unknown or felonious assailants. Although the term,

Cyber Threats, is often equated with **Cyber Terrorism**, this cyber bullying tactic is based on using threatening or fear-provoking information to frighten the target child. The **cyber bully** who is informing the target child is rarely the alleged child planning the assault. Given the goal of the cyber bully is to inspire fear in the target child, some cyberbullies will feign suicidal ideations and plans to cause the target child tremendous fear. The level of distress suffered by the target child is directly related to the time, energy and planning the cyber bully invests in creating a believable façade.

Denigration

Denigration: Used in both classic and cyber bullying, **denigration** is a term describing when cyberbullies send, post, or publishes cruel rumors, gossip and false assertions about a target child. More than simple adolescent gossip, denigration is when the cyber bully is intentionally attempting to damage the target child's online **reputation** or friendships. Also known as "dissing", this cyber bullying method is a common element and layer involved in most all of the cyber bullying tactics listed. The primary goal of denigration is to humiliate & disparage the target child. Depending on the social media prowess of the cyber bully, the target child is at risk of being taunted in multiple social sites and from various digital devices.

Digital Piracy Inclusion

Digital Piracy Inclusion: Digital or **Internet Piracy** is broadly defined as the illegal reproduction and distribution of copyrighted material on the **internet** using Information and Communications Technology. Although most cyberbullies do not fully understand the legal and criminal implications related to **Digital Piracy**, they are succinctly aware that it is an online behavior to avoid. As a cyber bullying tactic, the cyber bully encourages the target child to engage in Digital Piracy and then reports them to either the authorities, their parents or educators. When comparing all the cyber bullying tactics listed in this report, intellectual property theft and Digital Piracy Inclusion tactics can lead to serious legal ramifications for all parties involved.

eIntimidation

eIntimidation: eIntimidation is a colloquial expression describing a cyber bully tactic used to inspire fear in the target child by communicating threats that may be direct or implied using email as a vehicle for communication. When the cyber bully emails the target child their campaign of threats, the cyber bully also informs other members in the peer group of the alleged threat. The cyber bully sends a threatening e-mail to the target child and then forwards or copies and pastes the threatening message to others of the implied menace. If these threats directly or indirectly suggest physical harm, they proceed to the tactic of cyberstalking. Although similar to cyberstalking, eIntimidation primarily is a tactic that mainly uses email exchange as the vehicle delivering the harmful insults and provocations. Email

messaging is the primary weapon a cyber bully uses in his or her bullying campaigns.

Exclusion

Exclusion (aka, Social Exclusion): **Exclusion** is a cyber bullying tactic that is highly efficient and directly targets a child's developmental need to feel accepted and part of a social construct. Social exclusion occurs by indirectly sending a harmful message to the target child that they are not included in social activities without the need for verbal deprecation. As it is well-known children and teens are developmentally fixated being recognized by their peers; the process of designating who is a member of the peer group and who is not included can be devastating to the target child. The tactic of exclusion is as old as bullying itself and requires minimal time and effort when seeking to subjugate a vulnerable child.

Exposure

Exposure: Exposure is a **cyber bullying** tactic that includes the public display, posting or forwarding of personal communication, images or video by the cyber bully that is personal and private to the target child. Exposure becomes even more detrimental to the target child when the communications posted and publicly displayed contains sensitive personal information or images and video that are sexual in nature. As mobile device technology, images and video become more commonplace; the tactic of Exposure is certain to become prevalent as mobile device technology expands. A central theme to the tactic of exposure is the power and control the cyber bully holds over the target child by having within his or her possession sensitive information that the target child perceives as reputation annihilation if published and disseminated online.

Flaming

Flaming: **Flaming** is a cyber bullying tactic defined as an online passionate argument that frequently includes profane or vulgar terminology. These online discussions occur in public communication environments for peer bystanders to see, hear, read and then report to other peers. Flaming occurs discussion panels and groups, message boards, gaming environments, chat rooms, and newsgroups. Flaming may have features of an ordinary message, but its intent is designed differently and flammers endeavor to maintain their power or establish a posture of dominance asserted against a target child. As a cyber bullying tactic, flaming may have a secondary goal by which the cyber bully is seeking to provoke the target child into behaving in an inappropriate manner. If the cyber bully succeeds in getting the target child to disclose sensitive information, the cyber bully gains power and control using the threat of revealing this information to peers.

Griefing

Griefing: **Griefing** is a cyber bullying tactic used to describe when a cyber bully habitually and chronically causes frustration to the target child by not following the rules of an interactive online gaming environment. Griefing is employed when the cyber bully intentionally disrupts the immersion of another player in their gameplay. Not specific to cyber bullying, "griefing" is often a tactic used in interactive video games and employed by both cyberbullies and adults engaging in cyber harassment. Similar to Internet **Trolls**, cyberbullies work together to target a child while reveling in the distress they cause the target child during online gaming activities. Online and video gaming is a multi-billion dollar industry and is taken very seriously by "gamers" of all ages. For those children passionate about gaming, Griefing can be very distressing to the target child's self-esteem and happiness.

Happy Slapping

Happy Slapping: **Happy Slapping** is a comparatively new type of cyber bullying that integrates the rapid increase in mobile device technology, video production with classic bullying. Happy Slapping occurs when the target child or unsuspecting victim is attacked or embarrassed in person. During and immediately following the event, the cyber bully or accomplices of the cyber bully video records or takes pictures of the target child's embarrassing moments. The images or video is then posted and disseminated online at video and social networking sites for public consumption. With the widespread growth of mobile device technology, Happy Slapping is a cyber bullying tactic that will assuredly lead children, their parents and school districts into courtrooms across America. It cannot be emphasized enough to parents and primary care givers that disseminating images and videos of children that are defined as sexually suggestive can easily be prosecuted for possession and distribution of **online child pornography**.

Non-Consensual Multimedia Bullying

Non-Consensual Multimedia Bullying: The usage of images and video as a **cyber bullying** tactic has become a rising fear that many communities, law enforcement officials, and schools are taking seriously. As a cyber bullying tactic, non-consensual multimedia bullying is when images and videos of the target child are emailed to peers, while others are published on video sites such as YouTube. The primary aim of this maneuver is to humiliate and disparage the target child. As the term denotes, this cyber bullying tactic is non-consensual and the target child either has not given consent or does not know the images or videos are being disseminated. The content published online and among peers may or may not be sexually provocative, but it is always published without the target child's consent. Whereas many of the other cyber bullying tactics listed, tend to be confined to a known information

dissemination vehicle, non-consensual multimedia bullying implements a variety of tools to attack the target child.

Impersonation

Impersonation: Impersonation or "imping" in cyber bullying can only happen with the "veil of anonymity" offered by Information and Communications Technology. **Cyberbullies** impersonate the target child and make unpopular online comments on social networking sites, forums, message boards and chat rooms. Using impersonation, cyberbullies set up internet sites that include vitriolic information leading to the target child being ostracized or victimized in more classic bullying



ways. Often, the target child is unaware of these events until the tactic has been designed and implemented. The effectiveness of impersonation is directly related to the amount of personal information the cyber bully has compiled. A cyber bully who is part of the target child's peer group can inflict significant damage to the target child's reputation and **digital footprint**. Having a negative digital footprint can cause long-term damage to a child's academic and employment pursuits.

Instant Messaging Attacks

Instant Messaging Attacks: Instant Messaging is a type of communications service that enables online users to create a private chat room with another individual. Cyberbullies use IM to send harassing and threatening messages to a target child themed with disparaging information. IM has become an immense portion of the social life of child and adolescent online users. The conversations and conflicts that originate online often give rise to behaviors that are acted out in school and other peer group environments. As a cyberbullying tactic, instant messaging attacks are effective because they are short, highly focused and leave little room for the target child to misinterpret. The greatest advantage of this method is the immediate

deletion of cyber bullying evidence. Since instant messaging is a series of short series of exchanged information, very rarely do online users retain a copy of the conversation. Instant Messaging Attacks allows the cyber bully to deliver a battery of insults and knows the chances of the target child knowing to save them for evidence is minimal.

Interactive Gaming Harassment

Interactive Gaming Harassment: Interactive games using online gaming devices allow children to communicate by chat and live Internet phone with others they are matched with online. Having the ability to exchange information with gaming opponents and fellow peers, cyberbullying is commonplace. A cyber bully uses these virtual environments to disseminate threatening and profane language, lock others out of games and pass false information about the target child. Depending on their computer shrewdness, cyberbullies can also hack into the target child's accounts. Given the competitive nature of online gaming, children are often unaware of being targeted until fellow players and peers bring the [cyber bullying](#) to their attention. Once they are alerted to being targeted, the cyber bully has already left the gaming environment or proceeds to blame the target child for being overly dramatic and a "sore loser". Whereas the similar cyber bullying tactic called, Griefing, is not following the rules of online gaming, interactive gaming harassment focuses more on the persistent harassment during online gaming.

Malicious Code Dissemination

Malicious Code Dissemination: Malicious Code Dissemination is a cyber bullying tactic whereby destructive software and programs are intentionally sent to a target child aiming damage their Information and Communications Technology. Cyberbullies transmit viruses, [spyware](#), bots, malware and hacking programs to a target child that can be very expensive and time consuming to identify and fix. As a cyber bullying tactic, the routine of sending malicious code is reserved for children and adolescents who are advanced in ICT and cyberspace. If the cyber bully is not IT savvy, he or she can enroll an accomplice to deliver the infected codes. Damaging a target child's computer or mobile device with malicious code is as easy as sending them an attachment filled email or link embedded with a virus. As children of the Information Age become more adept at manipulating information technology, the tactic of sending malicious codes will become more frequent in the cyberbullies arsenal of online assaults.

Micro-Visual Bullying

Micro-Visual Bullying: Micro-Visual Bullying is a communication channel that is a future cyber bullying tactic trend for disseminating defamatory information to a target child. With the popularity and expansion of [Mobile Device Technology](#) and Smartphones that are all image/video capturing enabled, children have become enveloped by the boom of what has been called micro-visual communicating. Just as

Twitter restricts users to text messages that are 140 characters long, micro-visual communicating is limited to 10-15 second video clips for sharing with peers. Like all online users, cyberbullies have historically been enamored by the speed of Twitter and other Short Message Services (SMS). Now, instead of text-filled messages, micro-visual communications are image and video based with text content being absent. Having these short image and video communication tools, a cyber bully no longer has to have basic literacy skills that were required in text messaging to subjugate a target child. Micro-Visual Bullying is likely to become the preferred choice for cyberbullies traumatize vulnerable children.

Mobile Device Image Sharing

Mobile Device Image Sharing: Mobile Device Image Sharing is not just a tactic used in cyber bullying, but a type of information exchange that can be a criminal act if the images are pornographic or graphic depicting under aged children. Just as all online users, children can receive images directly on their mobile phones and then send them to everyone in their address books. Some children post these pictures on video sites, their social networking profiles and other programs for anyone to download or view. Whereas the cyber-bullying tactic of Micro-Visual Bullying uses videos, images and micro-visual social networking tools, the tactic of mobile device image sharing primarily involves using still images exchanged via mobile device technology. Like any cyber bullying tactic that uses visual information to defame and humiliate a target child, sexually themed content can be prosecuted for possession or distribution of online child pornography. With the development and widespread use of mobile devices, this cyber bullying tactic will become the dominant form of cyber bullying until a new technology emerges.

Password Theft & Lockout

Password Theft & Lockout: Password Theft & Lockout is a cyberbullying tactic involving the theft of a target child's password to their social networking accounts. Once the cyber bully is able to access a target child's accounts, they begin to chat with other social site members, pretending to be the target child (a.k.a. Impersonation). Confident that others think he or she is the target child, they begin to communicate provocative and adversarial messages that are offensive. Within a short time, the cyber bully angers the target child's peers, online acquaintances and strangers. In addition to impersonating the target child, the cyber bully locks them out from their accounts by changing the account password. Without having the password to access their account, the target child is unable to shut down or prove that they are not the culprit spreading the vitriolic information. With this cyberbullying tactic, the cyber bully spends more time disparaging the target child's peers and online acquaintances as opposed to the target child.

Phishing

Phishing: **Phishing** is a cyber bullying tactic that requires tricking, persuading or manipulating the target child to reveal his or her personal and financial information. This is usually conducted by the cyber bully first manipulating the target child into thinking the personal information they are disclosing will be beneficial. Once the cyber bully acquires this information, they can access the target child's profiles and online accounts if it is their passwords. Even if the cyber bully does not have the target child's passwords, they still can access their accounts by using the newly obtained information to guess their passwords. The criminal side of Phishing is when the cyber bully uses the target child's personal information and accounts to purchase unauthorized merchandise without the target child's consent or knowledge. The worst form of phishing occurs when the cyber bully impersonates the target child or their parents to purchase products or services online with credit cards or online debit accounts. To hide their identity, the cyber bully imitates the target child so that unauthorized purchases are seen as the target child.

Porn & Marketing List Insertion

Porn & Marketing List Insertion: Porn & Marketing List Insertion is a cyber bullying tactic that occurs when the cyber bully covertly signs a target child up to numerous pornography, junk e-mail and instant messaging marketing lists. By doing this, the target child soon begins to receive hundreds of e-mails and instant messages from porn sites and advertising companies. Offline, the target child also receives bundles of hard copy advertisements and announcements from the originating businesses. Inevitably, the target child's parents are alerted to these materials. When they are unable to explain why he or she is receiving this information, the target child is deemed the responsible party and punished accordingly. As part of their punishment, the parents tend to restrict their access to the internet and online activities assuming these were the environments where the target child was able to sign up for these advertisements. Without have access to the internet, the now punished child has no way to investigate the identity of the person who signed them up in the first place.

Pseudonym Stealth

Pseudonym Stealth: Pseudonym Stealth is a cyber bullying tactic whereby the cyber bully cloaks his or her identity from the target child. A pseudonym is a nickname or username a cyberbully uses when they are online as opposed to offline. They do this to keep their real identity a secret from the target child and his or her peers. When using instant messaging services like MSN or Yahoo Messenger, an online user has a nickname they have chosen. **Cyber bullies** use this same feature to change their name to something that the target child will not expect. Having a nickname, the cyber bully proceeds to taunt, tease and humiliate the target child without the target child being able to identity their assailant. Depending on how the

cyber bully designs this tactic, they can either remain completely anonymous or offer diversionary hints leading the target child to suspect the assailant is one of his or her peers. Engaged in an endless guessing game, the target child is forced to evaluate all of his or her peers hoping to identify their assailant.



Screen Name Mirroring

Screen Name Mirroring: Screen Name Mirroring is a cyberbullying tactic used against a target child by constructing a screen name, profile or username that is that is almost identical to the target child's screen names. The cyber bully chooses a username or online profile that has minor alterations imperceptible to the average online user. These changes include additional or removed letters, numbers or combinations of the two to appear the same as the target child's screen name. With Screen Name Mirroring, the cyber bully uses screen names and user names almost identical to the target child's requiring the respondent of the information to be attentive in differentiating the minor differences. Combined with the cyber bullying tactic of Impersonation, the cyber bully becomes cloaked to the target child's peers and online acquaintances. With the growth of mobile devices having smaller display screens and the necessary changes to slightly alter a screen name being as small as a punctuation mark; a cyber bully can create a screen name undetectable to online users.

Sexting

Sexting: [Sexting](#) is the slang term used to define the use of Information and Communications Technologies to disseminate and exchange text messages, images or videos that include sexual content. Sexting initially described sexually themed text messages, but now represents the dissemination and sharing of sexually themed information using any digital device. Sexting is both a sexually oriented form of

communication and a cyber bullying tactic. As a cyber bullying tactic, the cyber bully creates or disseminates sexually themed information about the target child that is highly embarrassing and humiliating. Given the realm of human sexuality tends to be an inherently private subject matter, the sexually themed information being disseminated by sexting is always going to cause the target child significant distress and embarrassment. Combined with the target child not giving the cyber bully permission to publish the sexual information online, the cyber bully can manipulate the target child using the threat of sexting as his or her weapon.

Sextortion

Sextortion: **Sextortion** is a cyber bullying tactic by which children exploit other children for sex and/or sexually themed activities in exchange for not disclosing embarrassing and humiliating information about the target child. If the target child does not submit to their sexual directives, they threaten to disclose sensitive information to loved ones, employers, educators, peers or organizations if the target child does not submit to their demands. Sextortion is not just an effective cyber bullying tactic, but also a form of extortion that is highly useful for manipulating online users of all age ranges. Given that human sexuality is still considered a taboo subject of discussion in public forums, a cyber bully has tremendous power and control over the target child. As part of a sextortion plot, the cyber bully habitually reminds the target child about the negative consequences that will follow if the release of the sexually themed information is published online. Fearing public humiliation, the target child submits to the cyberbullies demands without question.

Slut Shaming

Slut Shaming: **Slut Shaming** is a cyber bullying tactic primarily used to target and manipulate females, but can also be used to defame both genders. When the target child is a male and fears being accused of sexual impropriety as damaging, the cyber bullying tactic of slut shaming may be applied. Slut shaming occurs when a cyber bully records images or videos of the target child that can easily be construed as sexually provocative. With this tactic, the images and video used to shame the target child have been captured without the child's consent or knowledge. Once these pictures and videos are secured, the cyber bully publishes this information throughout the school and within social networking sites. In addition to publishing this information, the cyber bully also adds the caveat that the target child engages in sexual behaviors with multiple partners and is receptive to all forms of sexual activity. The success of this cyber bullying tactic in defaming the target child is directly connected to how effective the cyber bully is at creating felonious stories describing what the images or videos are proving.

Social Media Bullying

Social Media Bullying: Social Media Bullying is a cyber bully tactic used by cyberbullies when they persuade a target child to include them in their "friends" or "buddy" lists in social networking sites. Once having access to the target child's peers and online acquaintances, the cyber bully then begins to contact their friends, peers and loved ones and proceeds to disseminate disparaging information about the target child. The cyber bully also encourages the target child to accept his or her accomplices on their "friends" or "buddy" lists without the target child knowing the cyberbullies real motivations. If the cyber bully is successful at manipulating the target child to accept his or her accomplices, the cyber bullies ability to subjugate the target child is significantly enhanced. The level of distress experienced by the target can be severe when the social networking site is a large part of the school or target child's extended relationships with online acquaintances. The ability for social media bullying to cause the target child significant psychological distress is related to the level of importance the target child places upon the social site being a direct reflection of their character.

Text Wars and Text Attacks

Text Wars and Text Attacks: Text Wars and Text Attacks are [cyber bullying](#) tactics describing when a cyber bully and a group of his or her accomplices' gang up on a target child using text messaging systems. As a united front, the cyber bully and their accomplices send the target child hundreds of defamatory text messages. Besides the emotional toll it can take on the target child, their cell phone charges may escalate leading to parental admonishment when the parents are responsible for paying the fees. Text Wars and Text Attacks are cyberbullying tactics that encourage other children to engage in harmful behaviors against the target child. What makes this cyberbullying tactic effective is not just the barrage of negative insults the target child receives. Not knowing the identities of all the senders' can lead the target child to assume that he or she is reviled by large numbers of his or her peer and school. The effectiveness of Text Wars and Text Attacks as a cyber bullying tactic is defined by the cyber bullies ability to design and format text messaging campaigns

Tragedy News Mirroring

Tragedy News Mirroring: Tragedy News Mirroring is a cyberbullying tactic describing when a cyber bully disseminates false information to adults and authority figures that the target child is planning a destructive or self-destructive event copying a recent regional or national tragedy. The cyber bully disseminates rumors that the target child is preparing to implement a similar disaster, which copies a recent local or national travesty. Moreover, the target child is allegedly covertly preparing to engage in a violent activity directed at his or her school or community. Using Information and Communications Technology, the cyber bully disseminates

felonious information to the target child's peers, loved ones and school officials that the target child is planning a violent attack requiring an urgent response. The effectiveness of Tragedy News Mirroring tends to be time and news coverage sensitive. The optimal setting for the cyber bully is implementing Tragedy News Mirroring as close as possible to the actual time a national or regional tragedy has occurred. The magnitude of negative attention directed at the target child can be severe.

Trickery

Trickery: [Trickery](#) (aka, Hoodwinking) is a cyber bullying tactic similar to phishing in that a cyber bully intentionally tricks a target child into divulging secrets or private information about themselves or loved ones. The cyber bully then publishes that information online to defame and humiliate the target child. Like phishing, Trickery requires the target child to have some element of trust or respect for the cyber bully by agreeing to disclose and then post their sensitive information online. The cyber bully uses Trickery by manipulating the target child into thinking that the rationale for disclosing confidential information will be beneficial and positive for the target child. With this tactic, the target child is led to believe the sensitive information they consensually give the cyber bully to disseminate will somehow be presented in a positive light. Different from Phishing, Trickery is focused on using the confidential information to embarrass the target child as opposed to using the target child's personal information to purchase products and services online as Phishing seeks to accomplish.

Trolling

Trolling: Trolling is a pediatric cyber bullying tactic similar to the adult form of cyber harassment called Internet Trolling. [Internet Trolls](#) are often adults who disparage and harass adult online users who they do not know or have met offline. The cyber bullying tactic of Trolling is slightly different in that the target child knows the identity of their assailant. With the pediatric form of Trolling, the cyber bully persistently follows the target child as they through different online forums and social networking sites. Like the target child's shadow, the cyber bully appears in all forms of online mediums ranging from online video gaming gatherings, chat rooms and forum discussions. In cases where the cyber bully has a personal relationship with the target child, the cyber bully provokes the child into reactionary behaviors. Once the cyber bully becomes familiar with the target child's online habits and activities, the cyber bully no longer has to follow the target child, but is already in the online forum before the target child arrives.

Twitter Pooping

Twitter Pooping: Twitter Pooping is a colloquial expression used to define the cyber bullying tactic of using Tweets to disparage and humiliate a target child. Given that Tweets are restricted to 140 characters, Twitter Pooping tends to be

frequent insults and provocations that often use “net lingo” to fit the harmful message the cyber bully is attempting to convey. Because Tweets can be disseminated in a rapid and hidden manner, cyberbullies are using this method of taunting at greater rates. If the Tweet is designed creatively and skillfully, the cyber bully will receive accolades for their skillful use of "net lingo". The other advantage that benefits the cyber bully when Twitter Pooping is loss of evidence. Very rarely will a target child be internet safety savvy enough to know they should retain a record of the defamatory tweets for compiling evidence against the cyber bully. No different from most online users, tweets are either deleted by the user or replaced by an incoming message.

Virtual World Bullying

Virtual World Bullying: **Virtual World** Bullying is a cyber bullying tactic that uses the virtual environments of 3D online sites to defame and humiliate a target child. In these settings, online users are required to design their own avatars (the figures that represent them in the virtual world) and interact with other participants. Virtual worlds can be used to explore and bring to life a range of topics such as recreating ancient cities or building virtual prototypes. Using their avatar, a **cyber bully** engages in the same tactics designed to taunt and provoke the target child. The only difference is that the target child is victimized in a virtual world as opposed to reality. Common sense would lead most to think that Virtual World Bullying cannot be as damaging as offline cyberbullying or traditional bullying. Unfortunately, there is no difference in the psychological damage inflicted. If the target child places importance on the virtual world and his or her virtual friends, the negative consequences the target child may experience is as equally probable if the cyber bullying occurred offline.

VLE Bullying

VLE Bullying: VLE Bullying is a cyber bullying tactic that uses Virtual Learning Environments as the realm to abuse a target child. VLE or **Virtual Learning Environments** schools use software that creates a site specially designed for education, called a Virtual Learning Environment (VLE). These programs allow school staff to set assignments, administer tests, and monitor a student's academic activities and progress. A VLE may only be available on a school network or accessible from any internet connection (i.e. from home). Although most students are tracked by school officials, cyberbullies can still use the VLE message boards, chat rooms and instant messaging functions to ridicule a target child. The benefit to cyberbullies when using VLE's is the absence of monitoring by school staff. Another advantage of VLE Bullying is the ability for the cyber bully to cloak his or her defamatory attacks without alerting school officials. Compared to other cyber bullying tactics, VLE Bullying is reserved for cyberbullies adept at learning how to cloak their tracks even when the technology they are accessing is monitored by adults.

Voting & Polling Booth Bullying

Voting & Polling Booth Bullying: Voting & Polling Booth Bullying is a cyber bullying tactic that uses online voting and polling to embarrass and humiliate a target child. Many websites offer online users the opportunity to create online polling and voting booths that are free of charge and easy to post. Cyberbullies use these sites to create web pages that allow their peers to vote online for categories that are deemed highly embarrassing for the target child. Examples of voting and polling include the ugliest, fattest, dumbest, most sexually promiscuous and a plethora of other deprecating attributes. The primary purpose of this cyberbullying tactic is to encourage group consensus by persuading peers to engage in disparaging the target child. Just as a political party attempts to influence voters to vote for their nominee, a cyber bully manipulates fellow peers to choose attributes that will be most damaging to the target child. Most upsetting to the target child is monitoring the voting categories and the results.

Warning Wars

Warning Wars: Warning Wars is a cyber bullying tactic that involves the cyber bully and his or her accomplices making false allegations to the target child's Internet Service Providers (ISP). All Internet Service Providers (ISP) allow their customers a forum to report an online user who is posting inappropriate or abusive information. As a tactic used in cyberbullying and harassment, cyberbullies engage in "warning wars" by making false allegations to the ISP. These false claims are reporting that the target child has been posting inappropriate information. By doing this frequently enough, often the target child has their profile or account suspended by the ISP. Once the target child's profile or account suspended, it becomes a time intensive process to reactivate their accounts. Concurrent with this tactic, the cyber bully informs the target child's parents causing additional admonishment. What makes this tactic so successful is that many ISP's do not investigate the complaints nor disclose to the target child who is making the claim.

Web Page Assassination

Web Page Assassination: Web Page Assassination is a cyber bullying tactic involving a cyber bully who creates websites that insult or endanger the target child. The **cyber bully** creates, designs, and posts web pages specifically intended to insult the target child. The cyber bully defames the target child, their peers or groups of people who share similar characteristics as the target child such as their race, religion or sexual orientation. Although website creation has become an easy task with contemporary information technology software, many cyberbullies have acquired skills enabling them to create websites that are both appealing to viewers, but presenting the target child in a negative light. If the cyber bully has a fundamental understanding of search engine optimization, they may be successful in getting their defamatory web page to rank on the first page of Google when the

target child's name is searched. In addition to page ranking on the first page of Google, the target child must also figure out how to remove the links to the that the cyber bully pastes in social sites.

YouTube Channeling

YouTube Channeling: YouTube Channeling is a cyber bullying tactic in which the target child becomes the central character in a YouTube Channel. A YouTube Channel is not just one video clip, but multiple videos all centered on presenting the target child in a negative light. Therefore, as long as the cyber bully does not breach [YouTube's Community Guidelines](#), the content of the video clips and posted comments are not deleted. The target child is taunted by both the content of the videos and the number of views online users have observed. In addition to the number of views used to humiliate the target child, the comments made by others can be very malicious. Under each video clip in the channel, the quantity of comments can become numerous with many of them focused on deprecating the target child. The more comments from peers and other online users to the YouTube Channel, the higher the channel ranks in Google and other search engines.



21st Century Children & Cyberbullying

Children of the 21st century are targeted via classic bullying, cyber bullying or a combination of the two. Although cyber bullying is a rapidly growing societal epidemic, traditional bullying (aka physical bullying) will remain part of the harassment arena. Given the evolution of digital technology and growth of the internet, cyber bullying has reached epidemic proportions among the pediatric segments of society and has become a permanent weapon in the bully's toolbox. At the core of all bullying, cyber and classic, are victimization, disparagement and abuse of a targeted child. Maltreatment of children, whether perpetrated by a child

or adult, is detrimental to all aspects of pediatric development, following them into adulthood and throughout their lifespan.

Given humanity is at the beginning of the Information Age, it is vital for all communities to address the use and abuse of Information and Communications Technology (ICT) by children harming other children. What is not apparent and will not be available for 2-3 decades to follow are the cyberbullies who enter adulthood with the ability to harm others using ICT. Prior to the Information Age, classic bullies grew up, became adults and most lead non-violent and productive lives. The question remains is if today's cyberbullies will develop into functional adults, as classic bullies did throughout history, or will they bring with them the tactics and methods they used as children, but applied to the adult environments of cyberspace.

"Cyberspace may be an abstract electronic universe and virtual illusion, but cyber bullying is real to children of the Information Age, who are tormented and ridiculed 24/7/365." Michael Nuccitelli, Psy.D. (2014)

iPredator Definition

iPredator is a person, group or nation who, directly or indirectly, engages in the exploitation, victimization, coercion, stalking, theft or disparagement of others using Information and Communications Technology (ICT). Deviant fantasies drive iPredator's desires for power and control, retribution, religious fanaticism, political reprisal, psychiatric illness, perceptual distortions, peer acceptance or personal and financial gain. iPredators can be any age or gender and are not bound by economic status, race, religion or national heritage.

iPredator is a global term used to distinguish anyone who engages in criminal, coercive, deviant or abusive behaviors using ICT. Central to the construct is the premise that Information Age criminals, deviants and the violently disturbed are classifications new to humanity. Whether the offender is a cyber bully, cyberstalker, cyber harasser, cybercriminal, **online sexual predator**, cyber terrorist or engaged in defamation or online **deception**, they fall within the scope of iPredator. The three criteria used to define an iPredator include:

- A self-awareness of causing harm to others, directly or indirectly, using ICT.
- The use of ICT to obtain, tamper with, exchange and deliver harmful information.
- A general understanding of Cyberstealth used to engage in criminal or deviant activities or to profile, identify, locate, stalk and engage a target.

Unlike human predators prior to the Information Age, **iPredators** rely on the multitude of benefits offered by Information and Communications Technology (ICT). These assistances include exchange of information over long distances, rapidity of information exchanged and the seemingly infinite access to the data available. Malevolent in intent, iPredators rely on their capacity to deceive others using ICT in the abstract and artificial electronic universe known as cyberspace. Therefore, as

the internet naturally offers all ICT users anonymity, if they decide, iPredators actively design online profiles and diversionary tactics to remain undetected and untraceable.

Cyberstealth, a sub-tenet of iPredator, is a covert method by which iPredators attempt to establish and sustain complete anonymity while they engage in ICT activities planning their next assault, investigating innovative surveillance technologies or researching the social profiles of their next target. Concurrent with the concept of Cyberstealth is iPredator Victim Intuition (IVI). An iPredator's IVI is their aptitude to sense a target's ODDOR (Offline Distress Dictates Online Response), online & offline vulnerabilities, **psychological** weaknesses, technological limitations, increasing their success of a cyber attack with minimal ramifications.

"The pendulum of the mind alternates between sense and nonsense, not between right and wrong." Carl Jung (1875-1961)



iPredator Inc.

iPredator Inc. is a New York State based Information Age Forensics company founded in September 2011 to provide educational and advisory products & services to consumers and organizations on cyberbullying, cyberstalking, **cybercrime**, internet defamation, cyber harassment, cyber terrorism, online sexual predation and the new fields they are pioneering called **Cyber Criminal Profiling** & Information Age Forensic **Psychology**. Created by a NYS licensed psychologist and certified forensic consultant, **Michael Nuccitelli, Psy.D.** their goal is to reduce victimization, theft and disparagement from online assailants.

For visitors interested in learning more about **Dark Psychology** & **iPredator**, outside the website, please visit our **iPredator** & **Dark Psychology** Google+ Community pages and all are welcomed to contribute. Although iPredator Inc. has joined a multitude of social networking sites, feel free to visit the social sites listed below they use as their information and announcement vehicles.

Dr. Nuccitelli and **iPredator Inc.** consultants are always available, at no cost, to interact with media and consult with all online users. To invite Dr. Nuccitelli to conduct training, educational services or consultation, please email him at drnucc@ipredatorinc.com or via phone at 347-871-2416.

Google +: [The iPredator](#)
Twitter: [TheiPredator](#)
YouTube: [iPredator Team](#)
Facebook: [The iPredator](#)
Pinterest: [iPredator](#)
Linked In: [iPredator Inc.](#)

Cyberbullying Tactics 2015 iPredator Pinterest Board

<http://www.pinterest.com/ipredator/cyber-bullying-2015/>

Cyberbullying Tactics 2015 Webpages

Cyberbullying Facts, Cyberbullying Examples & Bullying 2015

Cyberbullying facts, examples & bullying for 2015 are available for downloading, at no cost, by Michael Nuccitelli, Psy.D. at iPredator's internet safety site.

<https://www.ipredator.co/cyberbullying-examples/>

Cyberbullying Facts, Cyberbullying Examples & Tactics 2015

Cyberbullying facts, examples and tactics for 2015 are available for downloading, at no cost, by Michael Nuccitelli, Psy.D. at iPredator's Dark Psychology blog.

<https://darkpsychology.co/cyberbullying-facts/>

Cyberbullying Examples, Cyberbullying Facts & Tactics 2015

Cyberbullying facts, examples and tactics for 2015 are available for downloading, at no cost, by Michael Nuccitelli, Psy.D. at Dr. Internet Safety's blog.

<https://drinternetsafety.com/cyberbullying-facts/>

Cyberbullying Facts, Cyberbullying Examples-Education News

Cyberbullying facts, examples & tactics for 2015 are available for downloading, at no cost, by Michael Nuccitelli, Psy.D. at the educator site, Education News.

<http://www.educationviews.org/cyberbullying-facts/>

Flory's-42 Types of Bullying & Cyberbullying Examples

2015's types of bullying and cyber bullying are available to read or download, at no cost, by Michael Nuccitelli, Psy.D. at Flory's community website.

<https://www.florycorp.com/cyberbullying/>