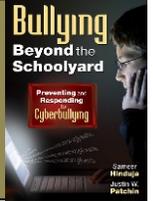


# Cyberbullying Glossary

From: "Bullying Beyond the Schoolyard: Preventing and Responding to Cyberbullying"



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**Anonymizer:** An intermediary Web site that hides or disguises the IP address associated with the Internet user. Generally, these sites allow a person to engage in various Internet activities without leaving an easily traceable digital footprint.

**Acceptable Use Policy (AUP):** A policy that organizations create to define the responsibilities and appropriate behaviors of computer and network users.

**Bash Board:** An online bulletin board on which individuals can post anything they want. Generally, posts are malicious and hateful statements directed against another person.

**Blocking:** The denial of access to particular parts of the Internet. Usually a message will be shown on screen to say that access has been denied. For example, instant message users can block other screen names from sending them messages.

**Blog:** Interactive Web journal or diary, the contents of which are posted online where they are viewable by some or all individuals. The act of updating a blog is called "blogging." A person who keeps a blog is referred to as a "blogger." The term was created by combining *web* and *log*.

**Buddy List:** A collection of names or handles (also known as screen names) that represent friends or "buddies" within an instant messaging or chat program. They are useful in informing a user when that person's friends are online and available to chat.

**Bullying:** Repeated and deliberate harassment directed by one in a position of power toward one or more. Can involve physical threats or behaviors, including assault, or indirect and subtle forms of aggression, including rumor spreading. The term *bullying* is usually reserved for young people and most often refers to these behaviors as they occur at or near school.

**Cell Phone:** A wireless handheld device that allows for telephone communications.

**Chat:** An online conversation, typically carried out by people who use nicknames instead of their real names. A

person can continually read messages from others in the chat room and then type and send a message reply.

**Chat Room:** A virtual online room where groups of people send and receive messages on one screen. Popular chat rooms can have hundreds of people all communicating at the same time. What you type appears instantly as a real-time conversation. All of the people in the room are listed on the side of the screen with their screen names.

**Computer:** An electronic device that stores and processes information and facilitates electronic communication when connected to a network.

**Cookie:** A file on a computer that records user information when visiting a Web site. Cookies are often used to identify the Web sites that the computer has visited, save login information and customization preferences, and enable the presentation of more personalized information or content.

**Cyberbullicide:** Suicide stemming directly or indirectly from cyberbullying victimization.

**Cyberbullying:** Intentional and repeated harm inflicted through the use of computers, cell phones, and other electronic devices.

**Cyberspace:** The electronic "universe" created by computer networks in which individuals interact.

**Cyberstalking:** Repeated harassment that includes threats of harm or that is highly intimidating and intrusive upon one's personal privacy.

**Cyberthreats:** Electronic material that either generally or specifically raises concerns that the creator may intend to inflict harm or violence to him- or herself or others.

**Digital Footprint:** Evidence of a person's use of the Internet. This includes anything that can be linked to his or her existence, presence, or identity.

**Digital Immigrant:** A person who has not grown up with digital technology, such as computers, cell phones, and the Internet, but has adopted it later. Many adults are referred to as digital immigrants, because they have known a time when the Internet and cell phones didn't exist.

**Digital Native:** A person who has grown up with digital technology, such as computers, cell phones, and the Internet. Many adolescents or young adults would be classified as digital natives, because they have not known a time without the Internet or cell phones.

**E-mail:** Electronic mail. Allows Internet users to send and receive electronic text to and from other Internet users.

**Facebook:** The second-most popular social networking Web site with over 70 million active users. Users create personal “profiles” to represent themselves, listing interests and posting photos and communicating with others through private or public messages.

**Filtering:** The act of restricting access to certain Web sites (usually using software programs). For example, a filter might check the text on a Web page with a list of forbidden words. If a match is found, that Web page may be blocked or reported through a monitoring process. Generally speaking, a filter lets data pass or not pass based on previously specified rules.

**Flaming:** Sending angry, rude, or obscene messages directed at a person or persons privately or an online group. A “flamewar” erupts when “flames” are sent back and forth between individuals repeatedly.

**Firewall:** Hardware or software that restricts and regulates incoming and outgoing data to or from computer systems. Firewalls to allow or disallow using certain Web sites or certain Web-based software programs.

**Friending:** The act of requesting another person to be your friend (and thereby formally connect with you) on a social networking Web site (like MySpace or Facebook).

**Gaming:** Participation in online games, which often involve individuals adopting roles of fictional characters, thereby directing the outcome of the game.

**Happy Slapping:** An extreme form of bullying where physical assaults are recorded on mobile phones or digital cameras and distributed to others.

**Harassment:** Unsolicited words or actions intended to annoy, alarm, or abuse another individual.

**Harm:** Physical or emotional injury to someone.

**Instant Messaging:** The act of real-time communication between two or more people over a network such as the Internet. This can occur through software such as AOL Instant Messenger, Microsoft Instant Messenger, or Google Talk. This can also occur while logged into social networking Web sites or via cellular phone.

**Internet:** A worldwide network of computers communicating with each other via phone lines, satellite links, wireless networks, and cable systems.

**IP Address:** “Internet Protocol” address. A unique address assigned to a computing device that allows it to send and receive data with other computing devices that have their own unique addresses.

**IRC:** “Internet Relay Chat.” A network over which real-time conversations take place among two or more people in a “channel” devoted to a specific area of interest. *See also* chat or chat room.

**ISP:** “Internet Service Provider.” The company that provides an Internet connection to individuals or companies. ISPs can help with identifying an individual who posts or sends harassing or threatening words.

**MMORPG:** “Massively multiplayer online role-playing game.” A game in which large numbers of individuals from disparate locations connect and interact with each other in a virtual world over the Internet.

**Monitoring:** The recording and reporting of online activity, usually through software, which may record a history of all Internet use or just of inappropriate use. A person can also serve this function.

**MySpace:** The most popular social networking Web site with over 230 million accounts created. It allows individuals to create an online representation or “profile” of themselves to include biographical information, personal diary entries, affiliations, likes and dislikes, interests, and multimedia artifacts (pictures, video, and audio). Blogging, messaging, commenting, and “friending” are the primary methods of interacting with others.

**Netiquette:** “Network etiquette.” The unofficial rules of accepted, proper online social conduct.

**Network:** Two or more computers connected so that they can communicate with each other.

**Newbie:** Someone who is new to, and inexperienced with, an Internet activity or technology. Also referred to as a newb, n00b, nob, noob, and nub.

**Offender:** The one who instigates online social cruelty. Also known as the “aggressor.”



**Profile:** When considered in the context of online social networking, this is a user-created Web page—the design of which can be customized—where a person’s background, interests, and friends are listed to reflect who that person is or how that person would like to be seen. Streaming music, video, and digital pictures are often included as well.

**Proxy:** Software or a Web site that allows one’s Internet connection to be routed or tunneled through a different connection or site. If a user’s computer is blocked from accessing certain Web sites or programs, the user could employ a proxy to redirect the connection to that site or program. For example, if a software filter prohibits a user from visiting MySpace, a proxy Web site could be used to circumvent the filter and provide access.

**Shoulder Surfing:** Peering over the shoulder of someone to see the contents on that person’s computer or cell phone screen.

**SMS:** “Short message service.” A communications protocol that allows short (160 characters or less) text messages over cell phone.

**Social Networking Web Sites:** Online services that bring together people by organizing them around a common interest and providing an interactive environment of photos, blogs, user profiles, and messaging systems. Examples include Facebook and MySpace.

**Spam:** Unsolicited electronic mail sent from someone unknown to the recipient.

**Texting:** Sending short messages via cell phone.

**Threat:** Making a statement of taking an action that indicates harm to another.

**Trolling:** Deliberately and disingenuously posting information to entice genuinely helpful people to respond (often emotionally). Often done to inflame or provoke others.

**Victim:** The person who is on the receiving end of online social cruelty. Also known as the “target.”

**VoIP:** “Voice over Internet Protocol.” The transmission of voice over an Internet connection.

**Web:** Short for “World Wide Web” or pages linked together via the Internet.

**Wireless:** Communications in which electromagnetic waves carry a signal through space rather than along a wire.

**Wireless Device:** Cell phones, personal digital assistants, handheld PCs, and computers that can access the Internet without being physically attached by a cable or data line.

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The Cyberbullying Research Center is dedicated to providing up-to-date information about the nature, extent, causes, and consequences of cyberbullying among adolescents. For more information, visit <http://www.cyberbullying.us>. © 2009 Cyberbullying Research Center - Sameer Hinduja and Justin W. Patchin