



Address Cyberbullying by Creating a Conscious Online Community

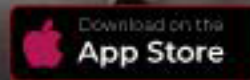
3rd NEWSLETTER

DOWNLOAD OUR APP!
JOIN US IN THE FIGHT AGAINST CYBERBULLYING?

NEW APP



Get it now



DOWNLOAD APP IN: www.acbc-project.eu/serious_game.html

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As students and kids stay at home there is an increase of gaming, **we give you some tips from Gamers Beat community to identity cyber-bullying related with videogames:**

Role-playing games: gamers will take on personas as they conquer their enemies and get stronger. As their characters get more violent and more advanced, many of these gamers might take on some of the less appealing characteristics of these personas, bullying their opponents without even realizing it.

Harrasing messages: Some kids think it's okay to send harassing messages to their opponents in the online gaming world. After all, it's not real life – it's just a game. "You're protected by anonymity."

Ganging up: With their powers combined, bullies can more easily target their prey. A coordinated bullying attack can result in an onslaught of threatening and harassing messages being sent to the kid who gets bullied. Victims will either stop playing the game altogether or they will deflect the harassment and begin bullying other gamers on their own.

Password theft: Some bullies will spend their time trying to figure out their target's password or hack into that person's account. Once inside the account can send messages as if they were the account owner. After can change the password of the account, meaning the victim is no longer able to access it, excluding that person from being able to interact with his or her peers.





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Viruses: Hackers can also choose to infect their target's gaming systems of computers with viruses. Many online gaming platforms and social networks, for example, have chat boxes built into them. As such, nefarious individuals can paste links to viruses, malware and spyware in them. Unsuspecting individuals could click on the disguised links, and next thing they know, their computers could be working improperly.

In this newsletter we would also like to present you the progress we have been making.

The [ACBC.COM: Address Cyberbullying By Creating a Conscious Online Community](#) has now been updated and you can now find our regional partners meetings.

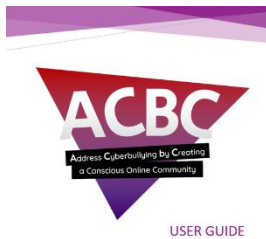
ACBC User Guide

The ACBC Serious Game is accompanied with a hands-on and practical guidebook describing step-by-step how to implement the ACBC Serious Game. The User Guide describes the ACBC Serious Game and its rationale in depth, while illustrates how to use all online and offline support materials in practice. Partners have already prepared





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a draft version of the Guide. The User Guide, it will be tested in practice, during the piloting phase at students, teachers and other youth organisations. You can find our USER guide at our website <http://acbc-project.eu>





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Join our community and spread the word!

We are online at <http://acbc-project.eu/> and we have our community at Facebook:

<https://www.facebook.com/groups/ACBCproject/>

ACBC is a project being developed by 8 partners from Romania, UK, The Netherlands, Lithuania, Greece and Portugal.



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