
Cyberbullying and a Mobile Game App? An Initial Perspective on an Alternative Solution

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Abstract

Cyberbullying has been an emerging issue in recent years where research has revealed that users generally spend an increasing amount of time in social networks and forums to keep connected with each other. However, issue arises when cyberbullies are able to reach their victims through these social media platforms. There are different types of cyberbullying and like traditional bullying; it causes victims to feel overly self-conscious, increases their tendency to self-harm and generally affects their mental state negatively. Such situations occur due to security issues such as user anonymity and the lack of content restrictions in some social networks or web forums. In this paper, we highlight the existing solutions, which are Intrusion Prevention System and Intrusion Detection System from a number of researchers. However, even with such solutions, cyberbullying acts still occurs at an alarming rate. As such, we proposed an alternative solution that aims to prevent cyberbullying activities at a younger age, e.g., young children. The application would provide an alternative method to preventing cyberbullying activities among the younger generations in the future.

Keywords

Cyberbullying, Digital Etiquette, Intrusion Detection System, Mobile Application, Social Network

1. Introduction

With the emergence of information and communication technologies, the realm of offline and online life has lesser variances. Activities conducted in real life are now commonly expressed virtually. In fact, people are more active in the virtual space rather than real-life [1]. This has led to loads of inspiring technology that aimed at facilitating people in their daily chores and activities such as the Internet. The Internet offers applications such as e-commerce and mobile commerce that simplifies groceries whilst the social networks such as Facebook, Twitter and Instagram abridge physical distances between communicating users. Internet has made people stay put at home but they virtually able to move all over the globe in a single click. However, as with any technology, its usage can be for the common good or evil depending on the user. The Internet is among the most miss-used technology where the number of crimes (a.k.a. cybercrimes) are increasing yearly since its first introduction in 1990s. The seriousness of these crimes has led to the introduction of cyberlaws that is used to govern the security of the

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