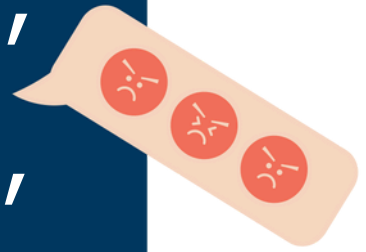


Cyberbullying, Digital Drama, and Hate Speech



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CYBERBULLYING

WHAT IS CYBERBULLYING?

Cyberbullying is the use of technology to bully or harm another person. Cyberbullying can include:

- Posting/sharing images to humiliate others via email
- Spreading rumors or lies online
- Creating fake online profiles
- Excluding others from online environments
- Repeated harassment and threatening messages (cyberstalking)



What makes cyberbullying so hurtful?

While all forms of bullying are hurtful, cyberbullying can hurt a person just as much as physical or verbal bullying because:

- It is public
- Many people can see it
- It spreads quickly
- It can be difficult to escape
- The bully may be anonymous
- It can be a difficult process to remove



GET AWAY!

Learn more about dealing with
cyberbullying:

Dijital Drama

Since a large part of our social life takes place on social media and online platforms, experiencing stressful social issues online is common. Digital Drama is the amplified version of everyday drama and gossip in daily life, intensified to the point of creating stressful situations and experiences in the online world. Digital Drama is not considered cyberbullying, but it can easily lead to it. Staying behind screens and saying things to people that you wouldn't say in real life, avoiding confrontation, or quickly arguing with a friend over a cell phone rather than in person are just a few examples of digital drama.



HATE SPEECH

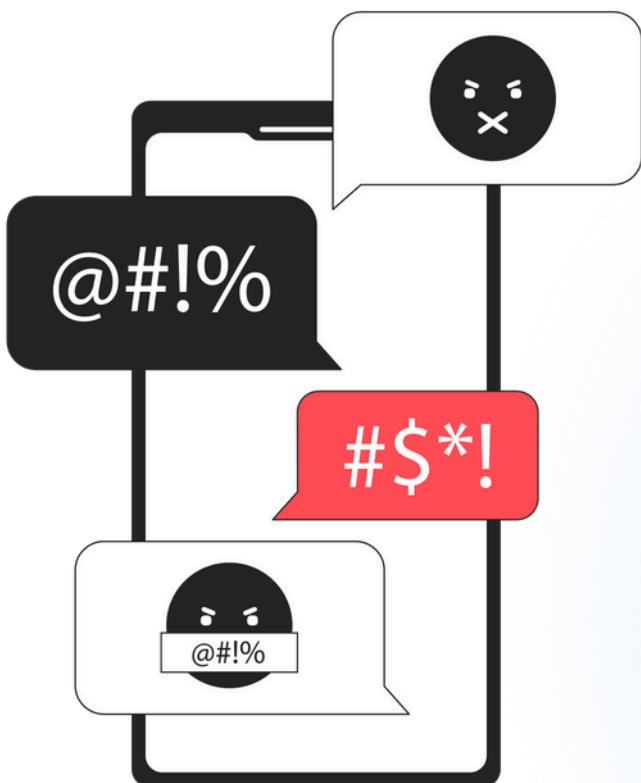
Hate speech is making cruel, hostile, or negative statements about a person.

Comments based on race, religion, national origin, ability, age, gender, or sexual orientation. Hate speech is more than just harsh words. It can be any form of expression used to disparage, demean, or incite hatred against a group or class of people. It can occur offline, online, or both. It can be conveyed through words, symbols, images, memes, emojis, and videos.



Online Hate Speech

With the role of online platforms, the European Commission has initiated a dialogue with Facebook, YouTube, Twitter, and Microsoft in recent years to combat online hate speech. The Commission also funds projects in this area and has published a Code of Conduct on hate speech.





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