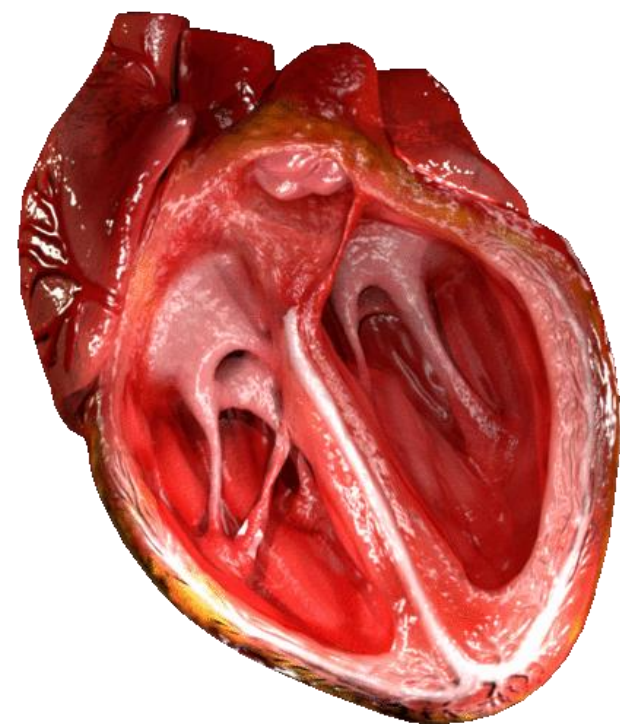




Cyber Safety

Day 05

Cyber Safety Concern while using Digital Games



**By Mr. Neeraj &
Ms. Chithra from
Learning Links Foundation**

Agenda of the day

01

Reflections of Day - 4



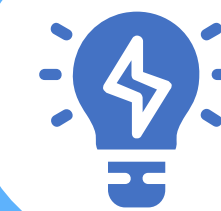
02

Introduction to Digital World and Global Digital Overview



03

Concerns while using Digital Games



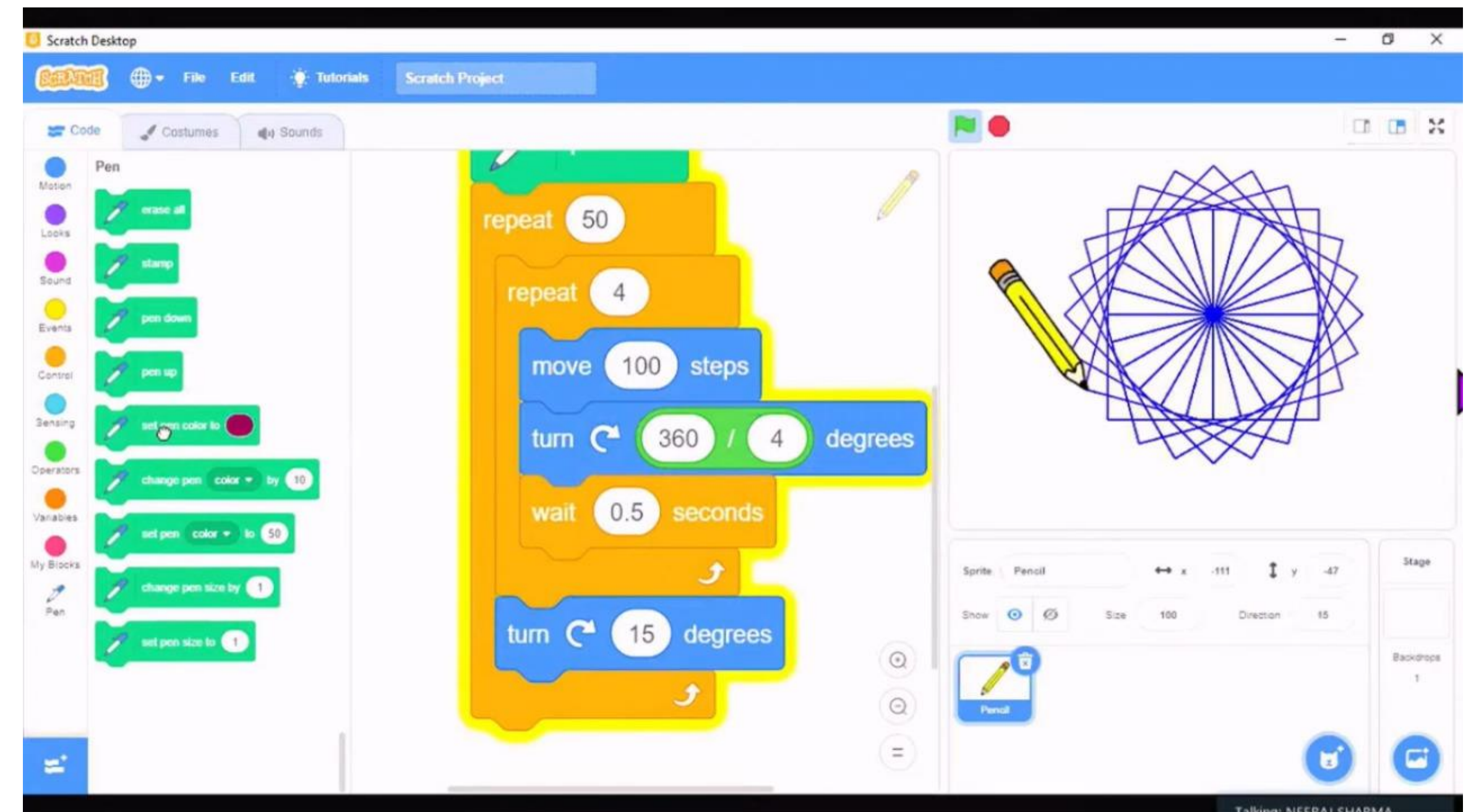
04

Home Assignment, Q&A

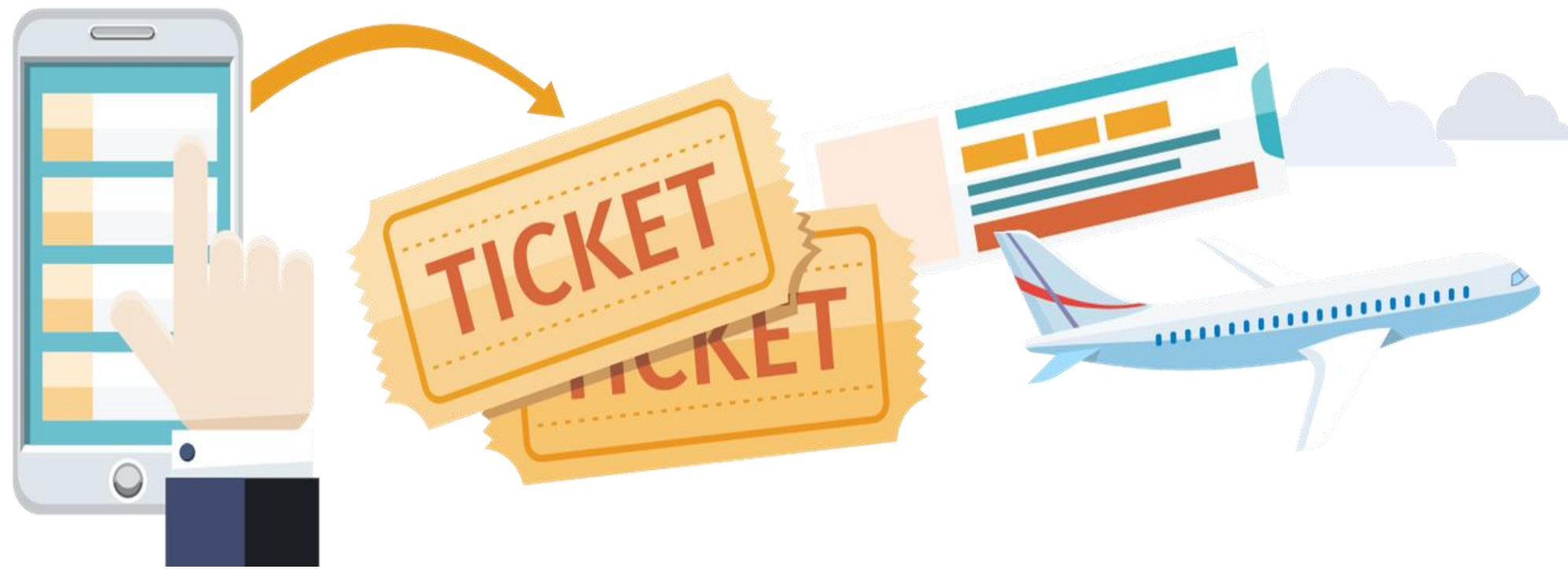


Reflections of Day - 4

- Introduction to extensions in scratch
- Developing a STEM animation



Digital World



Travel Bookings



Online Shopping



Education



Internet Banking



Entertainment

Global Digital Overview

JAN 2020

DIGITAL AROUND THE WORLD IN 2020

THE ESSENTIAL HEADLINE DATA YOU NEED TO UNDERSTAND MOBILE, INTERNET, AND SOCIAL MEDIA USE

TOTAL POPULATION



7.75 BILLION

URBANISATION:
55%

UNIQUE MOBILE PHONE USERS



5.19 BILLION

PENETRATION:
67%

INTERNET USERS



4.54 BILLION

PENETRATION:
59%

ACTIVE SOCIAL MEDIA USERS



3.80 BILLION

PENETRATION:
49%

APR 2021

DIGITAL AROUND THE WORLD

ESSENTIAL HEADLINES FOR MOBILE, INTERNET, AND SOCIAL MEDIA USE

INTERNET USER NUMBERS NO LONGER INCLUDE DATA SOURCED FROM SOCIAL MEDIA PLATFORMS, SO VALUES ARE **NOT COMPARABLE** WITH PREVIOUS REPORTS

TOTAL POPULATION



7.85 BILLION

URBANISATION:
56.5%

UNIQUE MOBILE PHONE USERS



5.27 BILLION

vs. POPULATION:
67.1%

INTERNET USERS*



4.72 BILLION

vs. POPULATION:
60.1%

ACTIVE SOCIAL MEDIA USERS*



4.33 BILLION

vs. POPULATION:
55.1%

SOURCES: POPULATION: UNITED NATIONS; LOCAL GOVERNMENT BODIES; MOBILE: GSMA INTELLIGENCE; INTERNET: ITU; GLOBALWEBINDEX; GSMA INTELLIGENCE; LOCAL TELECOMS REGULATORY AUTHORITIES AND GOVERNMENT BODIES; APJII; KEPIOS ANALYSIS; SOCIAL MEDIA: PLATFORMS' SELF-SERVICE ADVERTISING TOOLS; COMPANY ANNOUNCEMENTS AND EARNINGS REPORTS; CAFEBAZAAR; KEPIOS ANALYSIS. ALL LATEST AVAILABLE DATA IN JANUARY 2020. **COMPARABILITY ADVISORY:** SOURCE AND BASE CHANGES.

we are social 

Global Digital Overview

USE OF MOBILE APPS BY CATEGORY

PERCENTAGE OF INTERNET USERS AGED 16 TO 64 WHO REPORT USING EACH TYPE OF MOBILE APP EACH MONTH

CHAT APPS
(MESSENGERS)



89%

SOCIAL
NETWORKING APPS



89%

ENTERTAINMENT
OR VIDEO APPS



65%

GAMES
(ANY TYPE)



47%

SHOPPING
APPS



66%

MUSIC
APPS



52%

MAP
APPS



65%

BANKING
APPS



35%

DATING
APPS



11%

HEALTH AND
FITNESS APPS



26%

Are we safe on gaming platforms and Applications ?



Gaming is a fun and sociable way to spend time, encourage teamwork and develop skills but there are a few risks we need to be aware to stay safe and have positive gaming experience.

- **Phishing**
- **Trolls and bullying**
- **Cheats and Frauds**
- **Character and inventory theft**
- **Viruses and Malware**
- **Insecure or Compromised Gamer Servers**

Phishing

The tactics scammers use to trick people out of their credit card numbers, bank passwords, and other account logins are also popular with gaming thieves.

In this case, instead of mocking up a replica of Chase Bank or the like, criminals may build something that looks like a popular online game website and urge gamers to change their password or validate their account, typically threatening to block the gamer's account unless they comply. The goal is to take over the account and resell it on the black market.



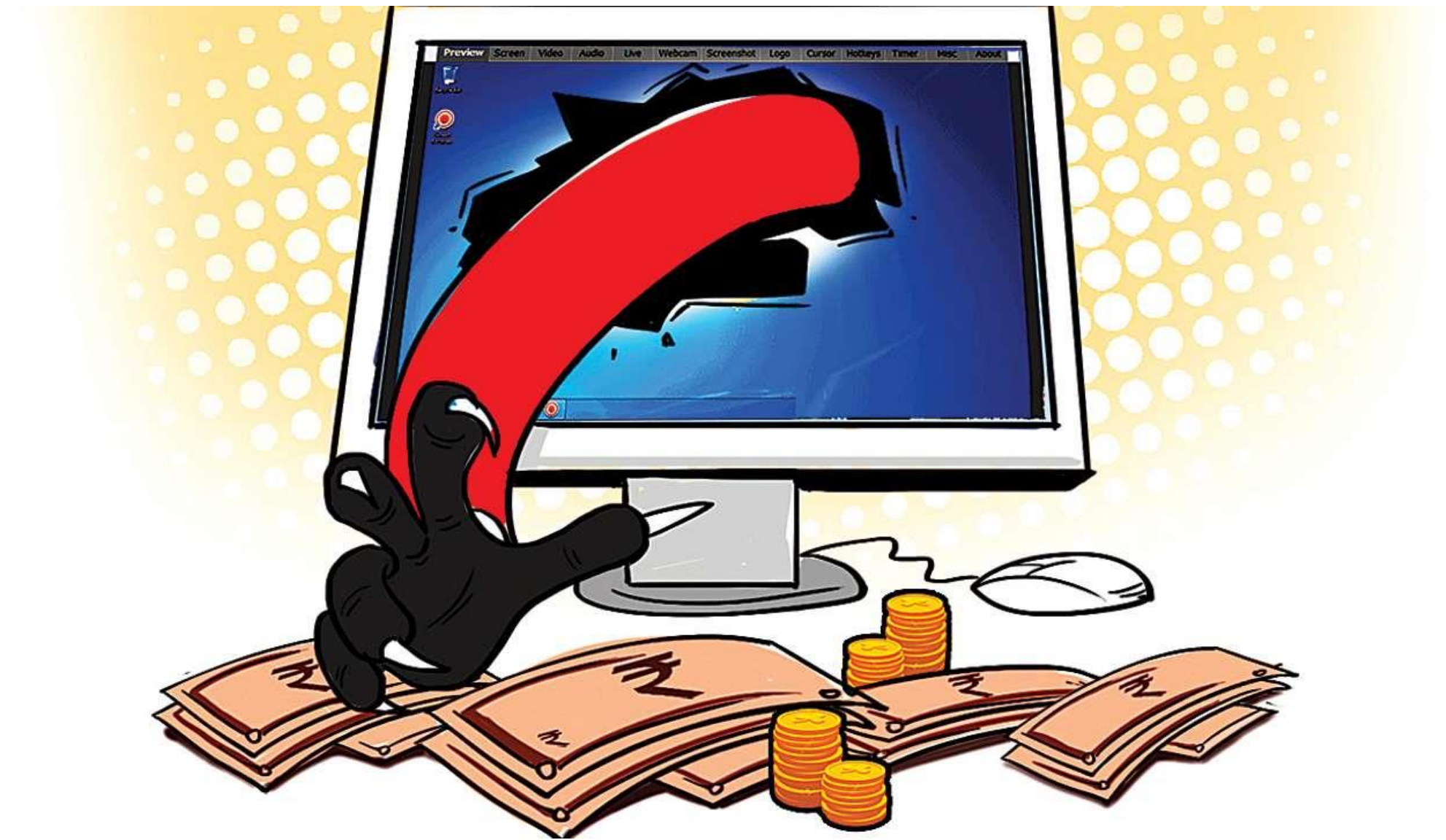
Trolls and Bullying

Almost every online game includes some form of voice or text-based chatting nowadays. Unfortunately, the feature is also widely abused. In the heat of the online battle, you may hear some cursing, or an insult. That may just be human nature in a highly competitive atmosphere, but inevitably, some players will cross the line into bullying other players. And in some games, especially those dedicated to online characters' virtual lives, such chats may become uncomfortably personal.



Cheats and Frauds

Criminal ways to cheat involve fixing games, using virtual gangs to rob novice players, and virtual fraud. When it comes to in-game economies, centuries-old fraud schemes sometimes arise. You may encounter a person offering you some inventory or an in-game advantage for a discounted price, for example, but typically such offers turn out to be scams.



Character and Inventory

Criminals are likely to target in-game resources, well-developed game characters, paid game accounts, or associated credit-card data. The latter is the hardest to target, but others may be stolen from you in multiple ways: phishing, password-stealing malware, in-game fraud and so on. Ultimately, the better your character or account, the greater the chance that criminals will target you specifically.



Viruses and Malware

As with almost every digital experience, you'll find specific cybersecurity threats associated with the online gaming landscape. Trojans may modify a legitimate app and upload the malicious version to Google Play or another legitimate marketplace. Malware such as adware and Trojans that convert infected machines into zombies in larger botnets continue to plague even the most reputable app marketplaces.

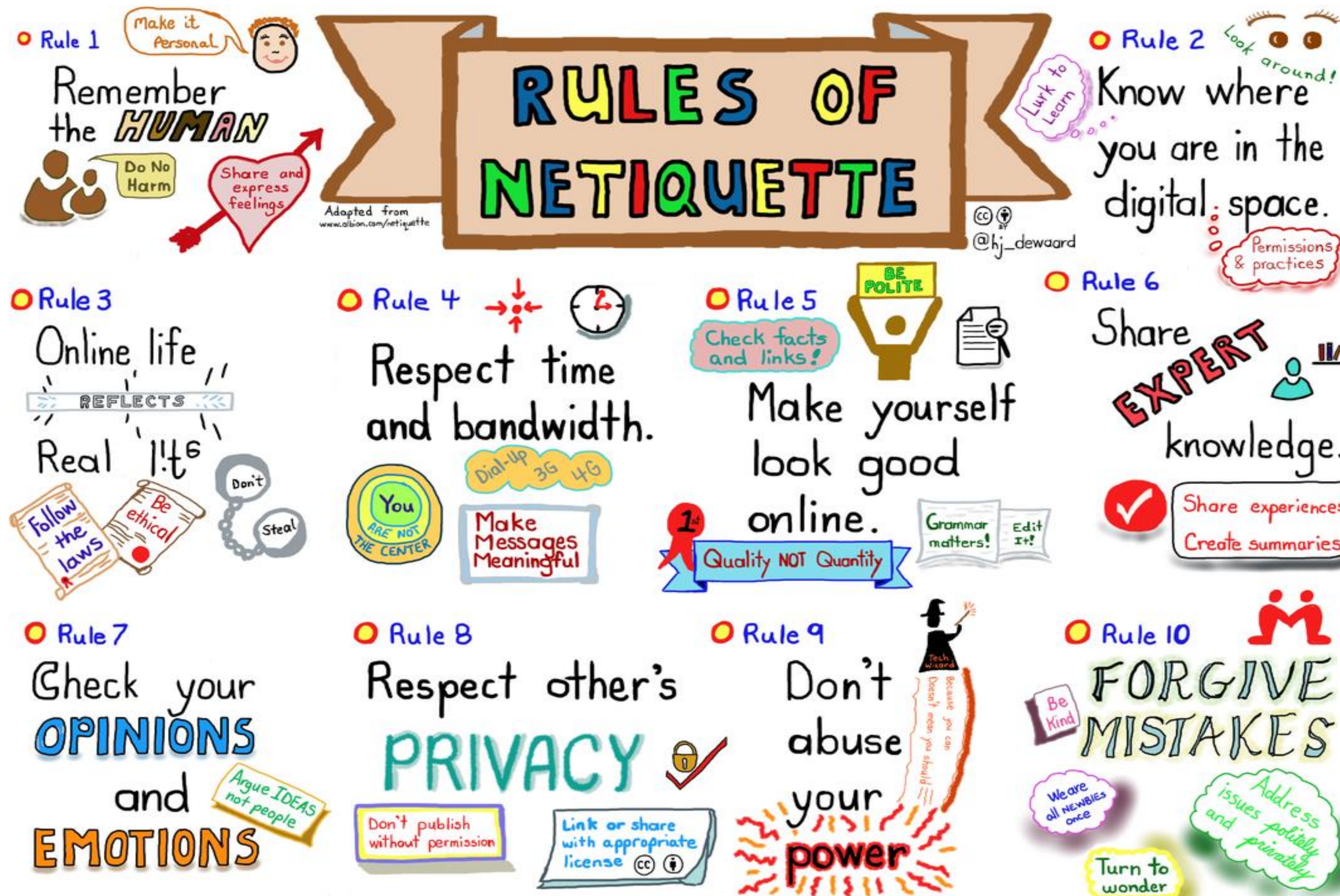


Insecure Gamer Servers

any game with a network connection carries some level of risk to computer security, especially compared to playing a computer game that does not require a connection to another computer or a link to the internet. By exploiting vulnerabilities, malicious users might be able to control your computer remotely and use it to attack other computers or install programs such as Trojan horses, adware, or spyware, or gain access to personal information on your computer



Digital Etiquettes



RULES OF NETIQUETTE

Rule 1 Remember the **HUMAN**.
Make it Personal. Do No Harm. Share and express feelings.

Rule 2 Know where you are in the digital space.
Look around! Lurk to Learn. Permissions & practices.

Rule 3 Online life REFLECTS Real life.
Follow the laws. Be ethical. Don't Steal.

Rule 4 Respect time and bandwidth.
Dial-up 3G 4G. You ARE NOT THE CENTER. Make Messages Meaningful.

Rule 5 Make yourself look good online.
Check facts and links! BE POLITE. Grammar matters! Edit it! Quality NOT Quantity.

Rule 6 Share **EXPERT** knowledge.
Share experiences. Create summaries.

Rule 7 Check your **OPINIONS** and **EMOTIONS**.
Argue IDEAS not people.

Rule 8 Respect other's **PRIVACY**.
Don't publish without permission. Link or share with appropriate license.

Rule 9 Don't abuse your **power**.
Be Kind. We are all NEWBIES once. Turn to wonder. Address issues politely and privately.

Rule 10 **FORGIVE MISTAKES**.

Adapted from www.cobion.com/netiquette
© @hj_dewaard

Report to Cyber Crime

Childline 1098

Ncpcr

<http://www.ncpcr.gov> or

<http://www.ncpcr.gov.in/index2.php>. It will navigate to a page with the window having a short animation film.

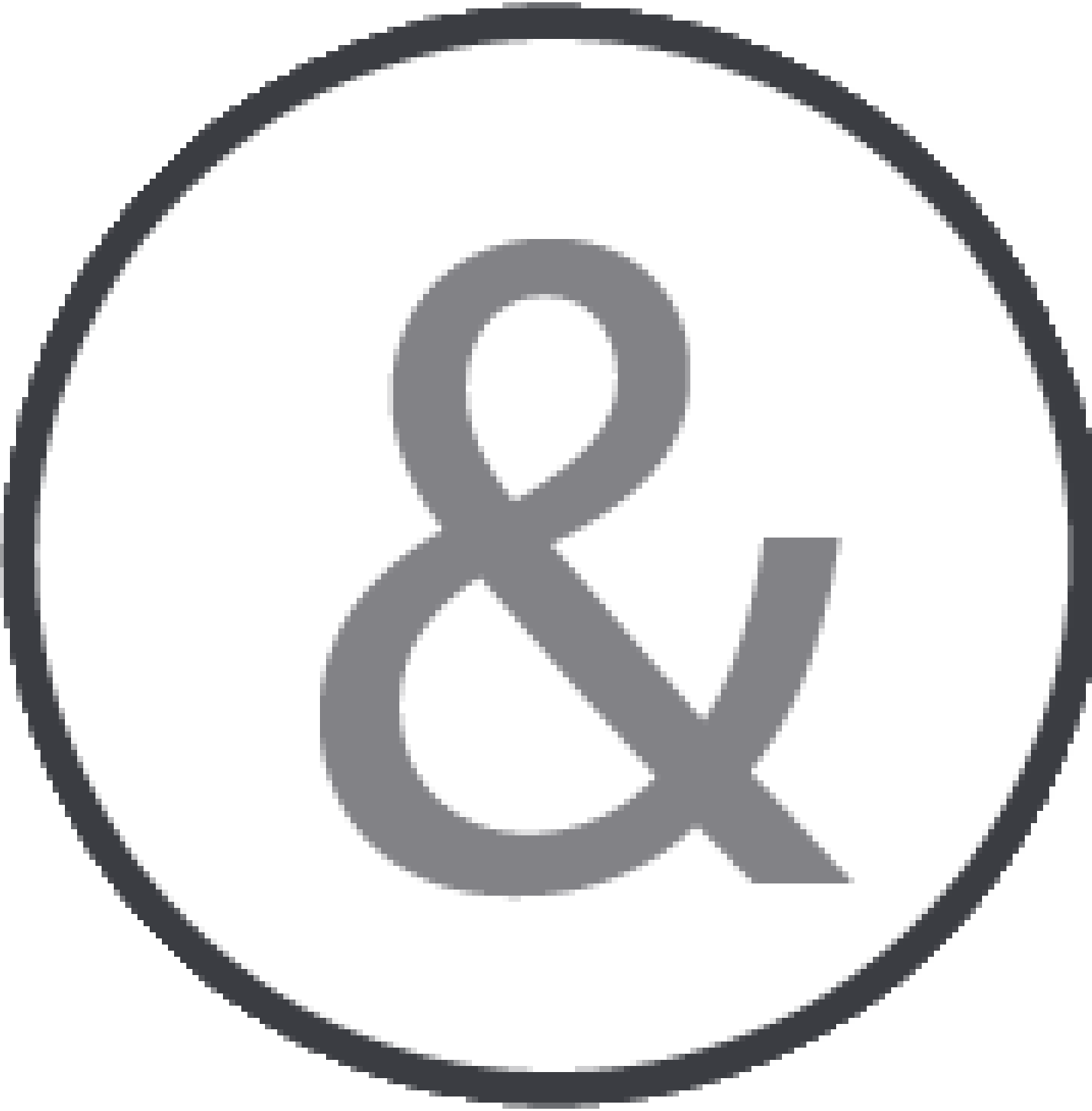


The screenshot shows the homepage of the National Cyber Crime Reporting Portal. At the top left is the Ministry of Home Affairs logo and text. The URL <https://cybercrime.gov.in> is highlighted in a red box. To the right is the IIC logo. Below the header is a navigation menu with options: HOME, REPORT WOMEN/CHILD RELATED CRIME, REPORT OTHER CYBER CRIME, RESOURCES, CONTACT US, and HELPLINE. The main content area features a portrait of Narendra Modi on the left and a quote on the right: "I dream of a Digital India where cyber security becomes an integral part of our National Security." The quote is attributed to Narendra Modi. At the bottom, there is a blue button labeled "Filing a Complaint on National Cyber Crime Reporting Portal".

Cyber Security Guide

Cyber Security Guide – Android App





Thank You!
For more info, please write to:
tech@learninglinksindia.org

To learn more about visit www.planetcode.in

For Feedback visit <https://rb.gy/mi3xw9>