

# Youth, Violence, and Risky Online Activity

RISKY ONLINE BEHAVIOUR	DESCRIPTION	CONNECTION TO VIOLENCE	PLATFORMS/ EXAMPLES
 <b>Cyberbanging</b>	Youth represent gangs, diss rivals, post gang signs or threats	Encourages copycat acts, incites fear or retaliation	Instagram, YouTube, TikTok, Snapchat, Facebook
 <b>Livestreaming Violence</b>	Broadcasting or sharing of fight videos, assaults or illegal acts	Fuels cycles of violence and rivalry	Instagram, TikTok, Facebook, Snapchat
 <b>Digital Retaliation &amp; Clout Chasing</b>	Bragging or mocking after violent events, posting threats or weapons	Fuels cycles of violence and rivalry	Music Videos and Drill Rap, Instagram, YouTube
 <b>Cyberbullying &amp; Doxxing</b>	Targeted harassment or revealing private information	Can lead to physical fights, self-harm or coordinated attacks	Snapchat, Discord, TikTok, X (formerly Twitter)
 <b>Anonymous &amp; Encrypted Threats</b>	Threats made using apps that mask identity	Can result in school lockdowns, police investigations or legal consequences	WhatsApp, Yik Yak, Whisper, Telegram, Reddit
 <b>Violence Glorification in Games</b>	Role-playing or modeling illegal, violent or gang related behaviours	Normalizes or desensitizes users to real-world violence	GTA mods, Roblox RP server, Discord, online gaming chats
 <b>Online Radicalization</b>	Participation in extremist forums or meme spaces	Can lead to ideological violence, hate crimes or mass violence	4chan, Discord, Telegram, Reddit