

Call For Participants



Cyber-crime in online game

15 min(s) to complete

Sincere Gratitude

Online Questionnaire

Online

Macquarie University

Cybercrime is an issue which impacts the lives of many Australians and can be extremely upsetting for victims. The consequences can be many and varied, including personal hurt, distress, privacy violations and financial loss. Young people (that is, of school age) are particularly vulnerable to cyber-crime while playing online games

This project seeks to understand the types of cybercrime to which young people are exposed while playing online games, and the rate of incidence of their exposure

Find out more online

Poster printed on 25/04/2024 Study expires on 30/06/2019

More info

by scanning the QR code
or visiting the URL

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