



**WEBWISEKIDS**  
WISDOM BEGINS WITH YOU

**Mission Statement:**  
**Empowering Today's Youth to**  
**Make Wise Choices Online**

A 501-(c3) Nonprofit Organization

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# Why Are We Here?



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# Our Goals

- Bring issue of internet safety to forefront.
- Educate middle school children and teenagers on how to stay safe online
- Educate parents and teachers about online safety
- Initiate communication between parents and teens
- Assist local groups in implementing Internet safety programs

# BENEFITS TO USING VIDEO GAMES AS SKILL BUILDING & LEARNING TOOLS

- Children learn the consequences of behavior through gaming
- Children learn from “trial and error” without dangerous real life consequences
- Empathy builder: Children see how characters are impacted by decisions
- Children are encouraged to collaborate with peers
- Children are engaged in their learning and internalize the message of online safety
- Kids LOVE playing video games

# Simulation games result in 22% increased mastery of the subject



# Just the Facts:

10,000 7<sup>th</sup> and 8<sup>th</sup> graders stated that they use the Internet for:

- Pirating music (22%)
- Pirating movies (9%)
- Plagiarism (45%)
- Cheating on school work (18%)
- Small percentages also participated in credit card theft, identity theft, posting nude photos, purchasing illegal drugs, writing and distributing malicious computer code and computer hacking.

“Online Abuse and Crime Experiences of Youth and Young Adults”

Aug. 19, 2009

# THE CYBERCOPS SERIES

## AIRDOGS



Mounted Police, Canada



Homeland Security, USA

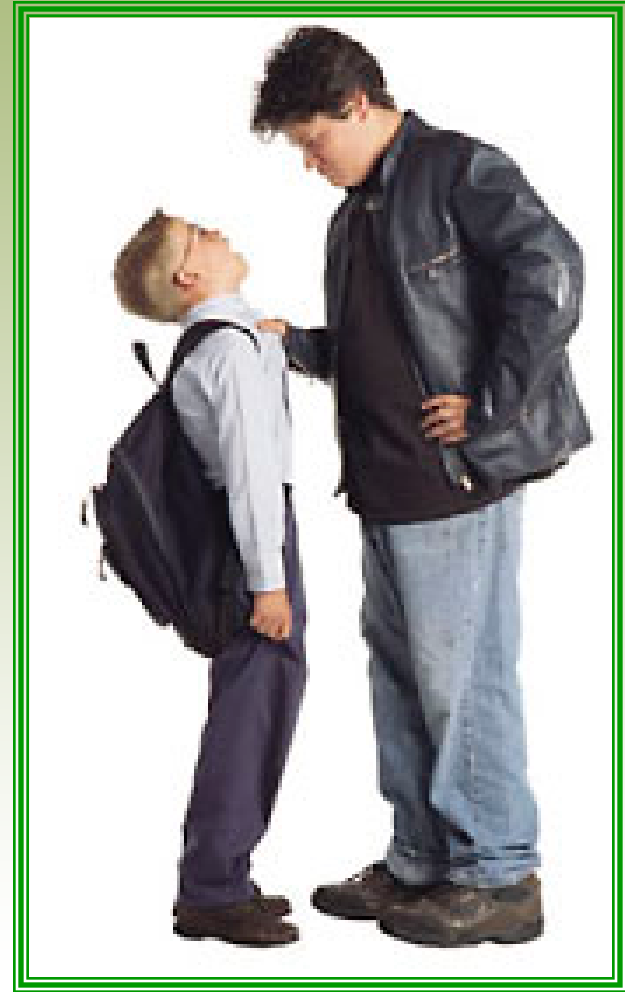


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# Cyber Bullying and Piracy

- Between 9% and 34% of kids have experienced cyber bullying over the course of a year, with about 16% targeted monthly or more often
- Many teens don't understand that copying and downloading games and music without permission is stealing, and it can have lifelong consequences

Source: Van Dusen, Allison. Forbes Magazine. "How to Stop Cyberbullying," Sept. 15, 2008



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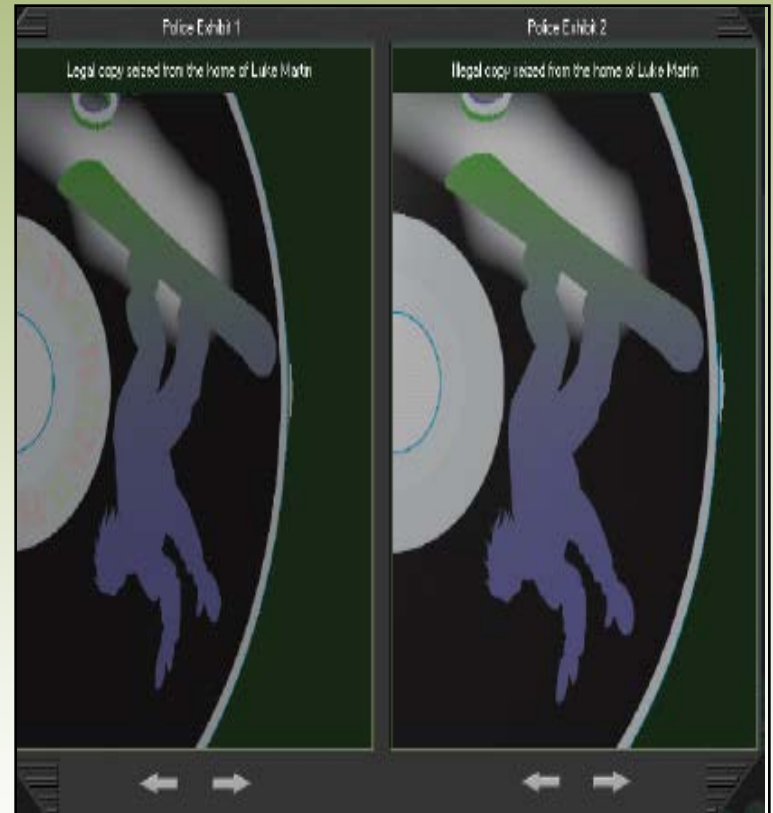
# PLAYING AIR DOGS

A computer game about piracy and online bullying:

- Takes approximately 35 minutes to play
- Based on a true story
- Discussion questions and safety plan included

Students learn:

- Never to pirate software
- Not steal online
- Report bullying



## **Anti Piracy Project**

- Played Air Dogs with middle school children
  - Challenged Children to design a poster for the game
  - Judges picked three winners and assigned value to the posters \$50,\$35,\$10
  - Held assembly with AG Gonzales where he spoke about piracy
  - Kids awarded money for their posters (intellectual property)
  - Talked to them about how they would feel if someone stole their Intellectual property
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LIVEwires



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