

# Index

## A

addiction: gambling, online, 250;  
gaming, online, 11, 104, 156,  
242–244; Internet, 51, 103–108, 156;  
pornography, online, 156; promotion  
by advertisers, 80; social networking  
sites, 104

ads, pop-up, 274–275

advergaming, 86, 90

advertising, youth-oriented Web, 21,  
79–90, 143–144

age limits, Web site, 20–22, 312–313

age verification, Web site, 36, 313

amygdala, brain, 132

appearances, manipulation of youth  
with, 149–150

at-risk youth, Internet and, 155–160,  
178, 190

auction fraud scams, 287

authoritarian parenting, children and,  
28, 30–31

authoritative parenting, children and,  
29–30, 32

authority, manipulation of youth with,  
149–150

## B

Baumrind, D., 27

“black hats,” hacking, 256

blogs, 70, 101–102, 305–306

bomb-making sites, 232–233

bookmarking, Web site, 17

brain development, 131–132

brand loyalty, 79

browsers, Web, 302–303

business opportunity scams, 287–288

## C

cached Web sites, 35

“calling cards,” hacking, 256

cell phone companies, 166–167

chat, 305

chat rooms, 229

child pornography: peer-to-peer net-  
works and, 182–183; preventing  
victimization, 185; teen-produced, 9,  
185–188

child-safe portals, 17, 33–35

children: email accounts for, 20, 100–  
101; inappropriate sites, closing, 20;  
instant messaging (IM) and, 20;  
online guidelines for, 17–22;  
reviewing online activity of, 20.  
*See also* youth

Children’s Online Privacy Protection  
Act (COPPA), 83

civil laws, online behavior, 167–168

clubs, Internet management in after-  
school, 61–62

college scholarship scams, 287

commercial Web sites, youth-oriented,  
77–90

commitments, manipulation of youth  
with, 146–148

communication technologies: impact on  
youth, 138–142; protection tools,  
36–37; technology savvy of youth, 4

computer security, 13, 167, 183,  
276–277, 280

computing devices, 314

*Consumer Reports*, 114–115

contests, online, 82

cookies, Web, 82

“cool” factor, 79–80, 89  
 COPPA (Children’s Online Privacy Protection Act), 83  
 copyright: “fair use” exemption, 269–270; in Information Age, 270–271; infringements, 13, 167, 183, 266, 272–273, 279; laws, 268–270  
 “crackers,” hacking, 256  
 Creative Commons, 271  
 creative works on the Web, teen, 273  
 Credibility Campaign (*Consumer Reports*), 114–115  
 Crimes Against Children Research Center, 207  
 criminal laws, online behavior, 168  
 cutting, 219  
 cyberbullying: at-risk youth and, 156; defined, 10, 206–208; direct, 10; by email, 274; impact of, 208–209; indirect, 10; preventing, 209–212; research on, 207; response to, 209–216; on social networking sites, 208; social status and, 208; teen intervention of, 217; victimization signs of, 212  
 cyberdating, 9–10, 201  
 cyberfootprints, 138  
 cybersex exploration, youth, 55–56  
 cyberstalking, 10, 207  
 cyberthreats, 11, 236–240

**D**

dangerous online groups, 231–233  
 data-capturing devices, 314  
 decision making, responsible, 132–134  
 defamation laws, 167  
 denigration, online, 206  
 Diablo, 242  
 digital altering of images, 100  
 discussion boards, 229  
 discussion groups, youth-oriented, 71–72, 305  
 disinhibition, 135  
 distressing material, 235–237  
 downloads, 309–310

**E**

e-commerce, youth-oriented, 77–90  
 email: accounts for young children, 20, 100–101; cyberbullying by, 274; defined, 304; mailing lists, 305; malware attachments, 2, 77; spam, 13, 281–284; “throw-away” accounts, 100–101, 284  
 emotional distress, laws regarding infliction of, 167  
 empathic responses, values development and, 136  
 employment opportunity scams, 288  
 enrichment Web sites, 18  
 EverQuest, 242  
 exclusion, online, 207

**F**

“fair use” exemption, copyright, 269–270  
 family values, 165  
 Fight Crime: Invest in Kids, 207  
 filtering, youth protection and Internet, 33–35, 57–58  
 flaming, online, 206  
 fraud, investment, 288  
 free speech, 61

**G**

gambling, online: addiction to, 250; U.S. laws, 252; youth and, 12, 156, 249–254  
 gaming, online: addiction to, 11, 104, 156, 242–244; advertising in, 86; boys and, 11, 241; defined, 11; objective of harming others, 140; scarcity principle and, 152; violent, 11, 244–247  
 gangs, online, 11, 230  
 gay youth, 197  
 gender neutral usernames, 100  
 GIA (Girls Intelligence Agency Secret Agent), 78, 87  
 “golden rule,” 144, 166  
 “gray hats,” hacking, 256  
 grooming, predatory, 193–195  
 “group think,” manipulation of youth with, 148–149

## H

hacker tribes, 12  
 hacking, computer, 12, 255–259  
 harassment, online, 9, 206  
 harming others as a game, 140  
 hate groups, online, 11, 156, 228–229  
 history files, Internet, 52  
 “hook-ups,” 9, 200

## I

IC3 (Internet Crime Complaint Center), 286  
 identities, multiple online, 140  
 identity theft: hacking and, 12; malware and, 279; phishing and, 289–290; protection against, 95–96; scams and, 286; scarcity principle and, 151; of youth profiles, 13–14  
 IM (instant messaging), 16–17, 20, 304  
 image-capturing devices, 309  
 image files, computer, 307  
 image management, online, 149  
 images, digital altering of, 100  
 immersive advertising, 86  
 impersonation, online, 206  
 inappropriate Web sites, closing, 20  
 “in-crowd,” 74  
 information literacy, 113–117  
 instant messaging (IM), 16–17, 20, 304  
 Internet: access devices, 310; defined, 302; market profiling, 81–83, 88–90; “safe search,” 182  
 Internet Crime Complaint Center (IC3), 286  
 Internet protection, youth: established values and, role of, 161–162; parental controls (*see* parenting); protection tools, 33–37, 57–58; values and, role of, 135–137  
 Internet service providers (ISPs), 166, 284  
 Internet usage, youth and: addiction, 51, 103–108, 156; civil and criminal laws regarding, 167–168; depressed youth, online communities and, 10; feed-back about actions, lack of, 139;

guidelines, 15–26; harming others as a game, 140; identities, multiple online, 140; invisibility of user, 138–139; parenting styles and effects on, 28–32; passwords, protecting online, 73, 139, 274–275, 278; personas, online, 139–140; rationalizations, 137–142; reporting of online concerns, fears of, 4–5; responsible use concerns, 7–8; role playing, 139–140; secretive behavior, 51; supervision and online monitoring of, 24–25, 39–47; use agreements (*see* Parent-Teen Internet Use Agreement); warning signs, 51–56  
 intimate personal information, online, 96–97  
 investment fraud, 288  
 invisibility, Internet, 138–139  
 ISPs (Internet service providers), 166, 284

## J

jokes, online, 11  
 junk food, Web site promotion of, 86

## K

Kaiser Family Foundation, 34–35

## L

laws: copyright, 268–270; defamation, 167; gambling, online, 252; infliction of emotional distress, 167; Internet use, 167–168; invasion of privacy, 167; sexual predation of youth, 167–168  
 “leakage,” 236–237  
 libraries, Internet management by public, 60–61  
 lifestyles, young adult, 75  
 literacy, information, 113–117  
 “losers,” 74, 79  
 lottery scams, 288

## M

mailing lists, email, 304  
 malware (malicious software), 13, 21, 83, 275–277, 279

marketing, Internet: permission, 85–86, 90; research, youth-oriented, 81–85; “word of mouth,” 86–87; youth-oriented, 17, 77–90  
 mblogs, 305–306  
 “The Methods File,” 221  
 monitoring, of Internet use, 24–25, 39–47  
 monitoring software, 44–46  
 moral development, 135–136  
 multitasking, youth, 108–111

## N

“nag factor,” 79, 89  
 National Center for Crimes Against Children, 179–181, 190–192  
 National Institute of Neurological Disorders and Strokes, 108–109  
 Neopets Web site, 78, 86  
 NetFamilyNews, 168–169  
 Nigerian scam, 286, 288

## O

obesity, youth, 79–80  
 online activity, risks and concerns of, 7–8  
 online communities, troublesome, 10–11, 219–225, 228–233  
 online guidelines, youth, 15–26  
 online relationships, sexuality and. *See* sexual activities of youth, online  
 “opt ins,” 282  
 “opt outs,” 282–284  
 organizations, Internet management in youth, 61–62  
 Osantowski, A., 238–239  
 “outcasts,” 74, 231–232  
 outing, online, 206–207  
 overblocking, Web site, 35

## P

P2P (peer-to-peer networking). *See* peer-to-peer networking  
 Parent-Teen Internet Use Agreement: basis of, 146, 164–165; form, 299–300; with older teens, 24–25; overview, 63–65; punishment, 198

parenting: computer security, providing, 280; copyright guidance, 272; cyberbullying, preventing, 209–212; cyberbullying, response to, 209–216; cyberthreats, addressing, 239–240; dangerous online groups, addressing, 231–233; gambling, addressing youth, 252–254; gaming addiction, addressing, 244; liabilities for youth online behavior, 167–168; parental controls, 33; partnerships with other parents (*see* partnerships, parent); password, finding out your child’s online, 73; peer-to-peer software, removing, 279; plagiarism, addressing, 266; scam prevention, 286, 290–291; sexual issues, addressing online, 176–179, 181–185; sexual predation, preventing, 196–200; spam avoidance, 282; styles of, youth impact from, 27–32; technically proficient youth, encouraging, 255–259; unsafe online communities, addressing, 224–225; violent gaming, addressing, 246–247; youth-parent instant messaging, 16–17  
 Parents and Friends of Lesbians and Gays (PFLAG), 197  
 partnerships, parent: developing, 47–49; and Internet addiction, 107–108; and multitasking problems, 111; and social networking site involvement, 22–23  
 passwords, protecting online, 73, 139, 274–275, 278  
 peer-to-peer networking (P2P): copyright infringement with, 267, 272–273, 278–279; defined, 182, 278–279, 306; downloading files with, 267; malware and, 278–279  
 permission marketing, 85–86, 90  
 permissive parenting, children and, 28–29, 32  
 personal information, types of, 95–100  
 personal Web pages, 101–102  
 personas, online, 139–140  
 PFLAG (Parents and Friends of Lesbians and Gays), 197

phishing, 289–290  
 pictures, online posting of, 99–100, 187–188  
 plagiarism, 12–13, 261–262, 264–266  
 play devices, 309–310  
 Play Station 2, 310  
 pop-up ads, 274–275  
 “porn-napping,” 179  
 pornography, child, 182–183, 185–195, 279  
 pornography, online: addiction to, 156; limiting access to, 181–185; peer-to-peer networking and, 279; premature exposure to, 8  
 pornography, teen-produced, 9, 185–188  
 portals, child-safe, 17, 33–35  
 predation of youth, online sexual. *See* sexual predation of youth, online  
 privacy, limited expectations of youth, 41–42  
 privacy, online: invasion of, laws regarding, 167; issues, 72–73, 91–94; protection, 36–37, 83–85, 94–102; technologies, 102  
 privacy policies, Web site, 83–85, 309  
 product sales scams, 288  
 profiles, online, 71–72, 101–102, 312  
 profiling, Internet market, 81–83, 88–90  
 proxy servers, 58  
 public domain, 269  
 public libraries, Internet management by, 60–61  
 punishment, values development and, 136

**Q**

questionnaires, online, 82, 90, 102  
 quizzes, online, 82

**R**

rationalizations of youth, 137–142  
 rebellion of youth, advertising-promoted, 80, 89  
 rebels, advertising, 89  
 reciprocity, manipulation of youth with rule of, 144–146  
 Recording Industry of America, 267  
 red flags, 51–56

Red Lake Indian Reservation, 239  
 registration forms, online, 82, 90, 311–312  
 registrations, online: email account, 101; “opt ins,” 282; “opt outs,” 282–284; rules about, 20, 101  
 religious/spiritual values, 165–166  
 reporting online concerns by youth, 4–5  
 reputation-damaging information, online, 97–98  
 research strategies, online, 262–264  
 reshipping scams, 289  
 responses, red flag, 52  
 “The Ring of Gyges,” 139  
 risks and concerns, online activity, 4–5, 7–8  
 role playing, online, 139–140

## S

“safe search,” Internet, 182–183  
 safety risks, online, 7  
 scams, online, 13–14, 151–152, 285–291  
 scarcity principle, manipulation of youth with, 143–153  
 The School Shooter, 236  
 schools, Internet use and, 57–60  
 “screen time,” 106–107  
 “script kiddies,” hacking, 256  
 search, safe online, 182–183  
 search engines, 282, 303  
 secretive behavior, 51  
 security, computer, 13, 167, 183, 276–277, 280  
 self-harm support communities, online, 219–225  
 sexual activities of youth online: addresssing, 176–179, 181–185; “hookups,” 9, 200; promotion by advertisers, 80; research findings, 175–181; risky, 8–10; teens, early, 23; trolling, 192–195, 200–201  
 sexual harassment, 9  
 sexual material, exposure to online, 8, 179–181  
 sexual orientation exploration, online, 55–56

sexual predation of youth, online: at-risk youth and, 156, 190; early teens, seduction of, 23; grooming of victims, 193–195; laws regarding, 167–168; manipulation techniques, 145, 147, 149–151; predators, 8, 189–195; predatory relationships, 190–192; preventing, 196–200; social networking sites and, 71; teen behavior and, 189–195

sexual solicitations, online, 180–181

sexual “swinging” lifestyles, 75

sexually provocative images, online posting of, 99–100, 187–188

social disapproval, values development and, 136

social expectations, values development and, 135–136

social influences, power of, 143–144

social networking sites: addiction to, 104; advertising on, 88; age limits on, 21; age verification, 36; complaint procedures, 73–74; cyberbullying on, 208; features of, 70–72; passwords, 73; popularity of, 70, 75–76; privacy, online, 72–73; privacy protection, 36–37, 94–102; profiles, member, 71–72, 101–102; protecting teens on, 36–37; reciprocity, rule of, 145; reputation-damaging information on, 97–98; school use of, 58; sexual images on, posting of, 187–188; social status on, establishing, 74–75, 94, 104; stranger awareness on, 119–127; supervision and online monitoring of, 43; terms of use agreements of, 73–74; value of, 75–76

social norms, influence of, 148–149

social proof technique, 148–149

social status, establishing, 74–75, 94, 104, 208

software: filtering, 33, 35, 57–58; monitoring, 44–46; peer-to-peer networking, 182, 267, 279

spam, email, 13, 281–284

“spiders,” search engine, 282

pim, 282

spiritual/religious exploration, online, 55–56

spiritual/religious values, 165–166

sponsors, Web site, 84

spyware, 83, 275, 277, 279

status, establishing social, 74–75, 94, 104, 208

“stickiness,” Web site, 81, 107, 152

strangers, online, 55, 75–76, 99–100, 119–127

suicide support communities, online, 221, 223–224

supervision and online monitoring of youth, 24–25, 39–47

support services, online, 159

surveys, online, 82, 90, 102

“swinging” lifestyles, 75

synapses, brain, 132

## T

teachable moments, 168–169

“techie goodies,” 277

technical security, 13

teens: age, lying about, 75; angry, 74–75; brain development of, 132; disinhibition of, 135; intervention of cyberbullying, 217; keeping friends safe, 132–134, 201–203; moral identity of, 135; parental intrusion, blocking, 72; peer pressure on, 72; privacy issues, sensitivity to, 72, 93–94; responsible, impact of, 160; role playing of, 139–140; sexual predation of youth, online (*see* sexual predation of, online); social status, establishing, 74–75, 94, 104, 208. *See also* youth

teens, early: age, lying about, 75; creating a safe Web space for, 23; identity and status, search for, 23, 94; nature of, 23–24; online guidelines for, 22–24; parental intrusion, blocking, 72; peer pressure on, 72; privacy, desire for personal, 23, 40; privacy issues, lack of sensitivity to, 72, 93–94; sexual activities, online, 23; sexual predation of, online, 23; social status, establishing,

- 74–75, 94, 104; supervision and online monitoring of, 24–25. *See also* youth teens, older, 24–26
- Terms and Conditions, communication technologies, 308
- terms-of-use agreements, Web site, 73–74, 166–167, 308
- tests, online, 82
- text messaging, 307
- third-party sites and sponsors, 84
- Thornburgh, Dick, 33–34
- “throw-away” email accounts, 100–101, 284
- trickery, online, 206–207
- Trojan horse attacks, 275
- trolling, teen sexual, 192–195, 200–201
- troublesome online communities, 10–11, 219–225, 228–233
- tween years: age, lying about, 75; limited expectations of privacy of, 41–42; online guidelines for, 21; peer pressure on, 22, 40; privacy, desire for personal, 23, 40; privacy, online, 94–102; privacy issues, lack of sensitivity to, 72, 93–94. *See also* youth
- U**
- underblocking, Web site, 34–35
- U.S. National Suicide Prevention Lifeline, 223–224
- “us against them” groups, 232
- usernames, online, 18, 100, 138, 308
- V**
- values development in youth, 135–136, 161–166
- vblogs, 305–306
- video images, online posting of, 99–100
- violence, gaming, 11, 246–247
- viral marketing, 86, 90, 148
- viruses, 275
- W**
- warning signs, 51–56
- Web definitions, 302
- Web pages, personal, 101–102
- Web sites: bookmarking, 17; cached, 35; closing inappropriate, 20; cookies, 82; credibility of, 114–115; defined, 302; history files, 52; privacy policies, 83–85, 314; sponsors, 84; “stickiness,” 81, 107, 152; terms-of-use agreements, 166–167
- Web sites, youth-oriented: advertising on, 21, 79–90; age limits, 20–22, 308–309; age verification, 36, 309; bypassing filters of, 35, 58; child-safe portals, 17, 33–34; commercial, 77–90; creating safe spaces on, 23; enrichment, 18; filtering of, 33–35, 57–58; hate, 229; invisibility of user, 18; overblocking of, 35; privacy protection, 36–37, 94–102; registration on, 20, 22, 166–167; secure, 95–96; underblocking of, 34–35; U.S. law regarding, 83
- Weise, J., 239
- “white hats,” hacking, 256
- “word of mouth” online marketing, 86–87
- World of Warcraft, 242
- worms, 275
- X**
- XBox video game, 242, 310
- Y**
- Yahoo, 192
- young adults, lifestyles of, 75
- youth: addiction, Internet, 103–108; assessing risk level of, 156–160; at-risk, Internet and, 155–160, 178, 189–195; brain development, 131–132; commercial marketing to, 77–90; communication technologies, impact of, 138–142; “cool” rebellion of, advertising promoted, 80, 89; cyberbully victimization, signs of, 212; cybersex exploration, 55–56; decision making by, 132–134, 159; gay, 197; “group think” tendencies of, 148–149; identities, multiple online, 140; information literacy and, 113–117; lifestyles, young adult, 75;

youth, *continued*

- limited expectations of privacy of, 41–42; manipulation of, online, 143–153; multitasking by, 108–111; obesity in, 79–80; online communities and depressed, 10; organizations for, Internet management in, 61–62; parenting styles and effects on, 27–32; peer pressure on, 22, 40, 72, 177–178; personas, online, 139–140; privacy, protecting Web, 36–37, 83–85, 94–102; rationalizations of, 137–142; rebellion of, advertising-promoted, 80, 89; reporting of online concerns, fears of, 4–5; self-harm communities and distressed, 219–225; sexual orientation exploration, online, 55–56; sexuality online, exposure to, 8, 179–181; social influences, learning about, 143–146; spiritual/religious exploration, online, 55; supervision and online monitoring of, 39–47; technically proficient, encouraging, 255–259; technology, savvy of, 4; time-management for, 108; values development in, 135–137, 161–166. *See also* children; teens; teens, early; tween years
- youth groups, online: “at-risk” youth, 156, 178; discussion, 71–72, 309; hate, 11, 156, 228–229; “us against them,” 232
- “Youth, Pornography, and the Internet” (U.S. NAS), 33–34