Digizen

● **Overview of the game**

・Digizen is an online game that makes students think how responsible they are as digital citizens and also teaches them safe use of the Internet.

・Players can create their own character (a student who goes to a school where cyber bullying is happening).

・The game contains a quiz about safety of the Internet.

● **How the game progresses**

・In the game, the player has a conversation with a victim of cyber bullying. The victim tells the player that his/her pictures taken with a mobile phone camera were sent to various people or incorrect information about him/her was posted on a website.

・The player must make a choice of what to do for the victim of cyber-bullying. A high score is given to the player if he/she chooses desirable behavior.

URL

http://www.digizen.org/resources/digizen-game.aspx

Reference

Suzuki, K., Kashibuchi, M., Yamaki, R., Kumazaki, A., Horiuchi, Y., & Inomata, F. (2012). Use of Gaming Simulation for Cyberbullying Prevention. *Studies in Simulation and Gaming. 22,* 39-48.