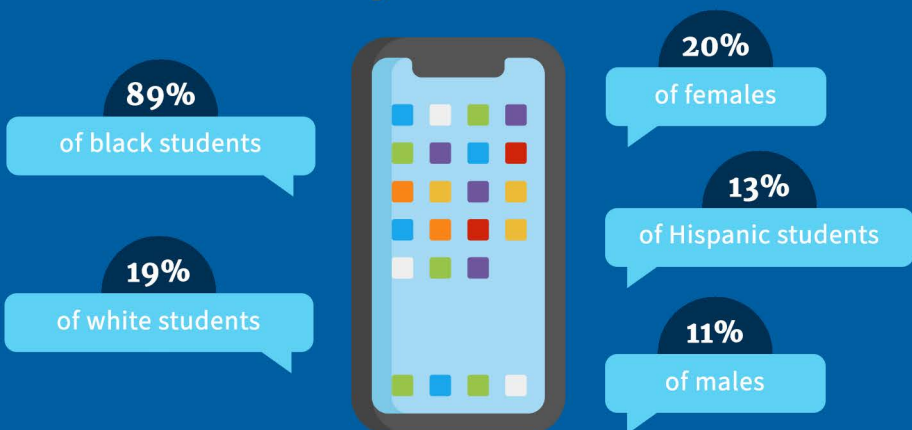# Cyberbullying Facts

What is **Cyberbullying?**

Cyberbullying is bullying that takes place using electronic technology such as social media, video gaming, chat rooms, instant messaging, and all other forms of digital electronic communication. Technology is constantly changing and can be an exciting avenue for students to explore. Nevertheless, it also promotes constant online interaction with others which can increase the likelihood of one's exposure to cyberbullying behavior.

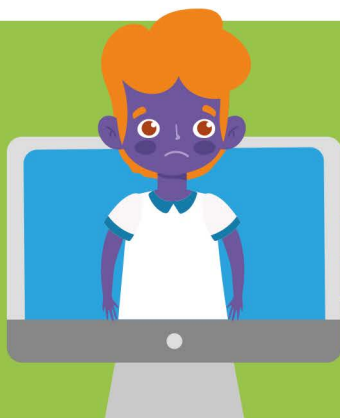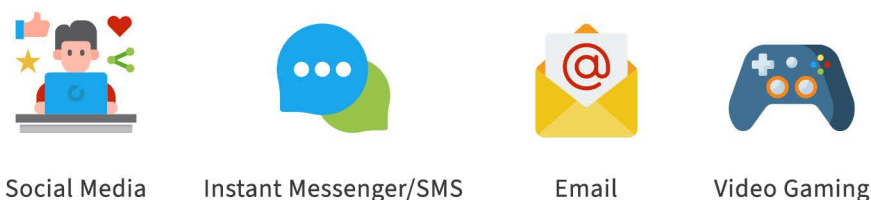**About 16%** of students in grades 9-12 reported being cyberbullied in a single year.

Who is **Cyberbullied?**

89% of black students

19% of white students

20% of females

13% of Hispanic students

11% of males

Percentage of High School Students, by **Sexual Identity**, Who Reported Being Electronically Bullied

27% Lesbian, Gay, or Bisexual

19% Not sure

15% Heterosexual

Places Where **Cyberbullying** Occurs

Social Media

Instant Messenger/SMS

Email

Video Gaming

How is cyberbullying different from other types of bullying?

- Harder to notice
- Immediate and persistent
- Permanence of digital information

How to Prevent **bullying**

Learn more about each of these actions at **stopbullying.gov**

- Notice
- Communicate
- Report
- Document
- Support

Learn more about bullying and its prevention at **www.StopBullying.gov.**
Bullying may be a contributor to suicide. To learn more or get help: suicidepreventionlifeline.org or 1-800-273-8255.

stopbullying.gov

1 "Results," Youth Risk Behavior Surveillance System (YRBSS), Centers for Disease Control and Prevention, U.S. Department of Health and Human Services, accessed August 2022, https://www.cdc.gov/healthyyouth/data/yrbs/pdf/YRBSDataSummaryTrendsReport2019-508.pdf