Final Requirement 1: Exploratory Stage

Technology and Human Rights: Rise of Cybercrimes in the Philippines

An ADWEB Final Performance Task Presented to The Faculty of the School of Computing



In Partial Fulfillment of the Requirements for the Course Advanced Dynamic Web Applications (6ADWEB)

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# **Table of Contents**

		Page
Cover Pa	i	
Table of	Contents	ii
I.	Background	1
II.	Problems/Issues	1
III.	Objectives	2
IV.	Members and Roles	2
Referenc	Pes	3



### **BACKGROUND**

The Internet has been a common ground for present-day criminals to utilize as a means to mobilize their malicious intentions, otherwise known as cybercrimes. Cybercrimes are illegal activities done using computers or the Internet. Their actors, known as cybercriminals, use different techniques to carry out their crimes, such as phishing, social engineering, and malware as part of their cyber attacks (Latto, 2022). One thing that people should know about such crimes is that they are not happening randomly at a time, cybercriminals are very intelligent, organized, and so professionalized which makes them more dangerous (Latto, 2022). As technology evolves, so do the cybercrimes that happen on the Internet. Cybercriminals have countless creative ways to attack their victims which is why Internet users have a duty and responsibility to stay informed and aware of such crimes to prevent their emergence. According to Carter (n.d.), the most common computer and internet cybercrimes in America include phishing, harassment, ransomware, prostitution, child pornography and solicitation, intellectual property theft, account hacking, drug trafficking, and credit card fraud. Seemingly, the situation on the said country does not fall far behind from the Philippines, and the situation remains alarming even when there is a law enacted to address and penalize cybercrimes (R.A. 10175 or the Cybercrime Prevention Act of 2012).

#### **PROBLEMS/ISSUES**

To reinstate, cybercrimes are still a lingering problem in the Philippines at present. Years have passed since the Cybercrime Prevention Act and the Anti-Bullying Act (which covers cyberbullying) were enacted but the problem stays just the same. According to Statista (2021), Region 3 or Central Luzon took the highest number of victims of fraudulent SMS or text scams in 2019, that amounts to approximately 3.4 million individuals. Other cybercrimes noted on the list involved hacking, phishing, and cyberbullying. A report from CNN in 2020 showed that 37% of the top cybercrimes in 2020 were related to online scams. Online libel and cyberbullying were also among the top cybercrimes in the year 2020 and out of 5 cybercrimes that happened, 3 of which are related to cyberbullying (Sonnie, 2022). Given the context, there



really is a need to address the issues on the continuing emergence of cybercrimes here in the country, and it is crucial for the citizens to be aware of such crimes to prevent further damages. Hence, the project addresses the cybercrimes covered by the Cybercrime Prevention Act of 2012, as well as cyberbullying, which are pertinent issues in the Philippine online setting.

### **OBJECTIVES**

The project aims to address the issues on the emergence of the different cybercrimes and instill awareness to the users on how to be vigilant and prevent becoming a victim of such. It will contain necessary information about the root causes and adverse effects of such crimes and the ways on how people should act as a responsible netizen and how to take care of their online profile/identities. The project also focuses on the development of essential skills using Angular that future web developers like us should possess to advance in our chosen careers.

#### MEMBERS AND ROLES

Member	Role
Myra Cuyagbo	Developer, Introduction
Jarell Carlo Galura	Developer, Problems/Issues
Hans Benedict Jardiel	Developer, Researcher, Objectives
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Almond Rosos	Project Manager, Introduction, Problems/Issues



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**GITHUB Organization link:** WD-302-Technology-and-Human-Rights (github.com)

