

Appendix

Appendix A. List of academic repositories

Scopus¹, ACL Anthology², Google Scholar³, ACM Digital Library⁴, Computing Research Repository (CoRR)⁵

Appendix B. List of companies and platforms inspected

Platform	Company
MOG	<i>ForNite</i>
	<i>Minecraft</i>
	<i>Roblox</i>
	<i>Sony Playstation</i>
	<i>XBOX gaming</i>
Instant-Messaging and VoIP platforms	<i>Discord</i>
	<i>HouseParty</i>
	<i>Kik Messenger</i>
	<i>Skype</i>
OSN streaming	<i>Twitch</i>
	<i>YouTube</i>
OSN	<i>Facebook</i>
	<i>Instagram</i>
	<i>Snapchat</i>
	<i>TikTok</i>
	<i>Tumblr</i>
	<i>Twitter</i>

¹ <https://www.scopus.com/search/form.uri?display=basic#basic>

² <https://aclanthology.org>

³ <https://scholar.google.com>

⁴ <https://dl.acm.org>

⁵ <https://arxiv.org/corr>

Appendix C. Takeaways on Cyberbullying studies - A) Modality of studies; B) Type of studies; C) Language of Studies

