BILLY - BUDDY AGAINST CYBER BULLYING

A PROJECT REPORT

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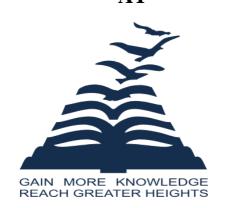
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IN

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AT



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PRESIDENCY UNIVERSITY SCHOOL OF COMPUTER SCIENCE AND ENGINEERING CERTIFICATE

This is to certify that the University project report titled "Billy – Buddy Against Cyber bullying" being submitted by "Divakar Reddy, Sanda Naveen Reddy, M. Obul Subba Reddy, P. Sudheer" bearing roll number "20211CBC0025, 20211CBC0027, 20211CBC0047, 20211CBC0065" in partial fulfilment of requirement for the award of degree of Bachelor of Computer Application is a bonafide work carried out under supervision

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PRESIDENCY UNIVERSITY SCHOOL OF COMPUTER SCIENCE AND ENGINEERING DECLARATION

We hereby declare that the work, which is being presented in the project report entitled "Billy – Buddy Against Cyber bullying" in partial fulfilment for the award of Bachelor of Technology in Computer Science and Engineering in Block Chain, is a record of our own investigations carried under the guidance of Ms. Arshiya Lubna, Assistant Professor, School of Computer Science and Engineering, Presidency University, Bengaluru.

We have not submitted the matter presented in this report anywhere for the award of any Degree.

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ABSTRACT

With the advent of modern technology, cyber bullying (use of e-mail, cell phones, text messages etc.) has increased in India. Easy access to internet, cheap mobile phones, and virtually no law to stop the abuse of school children by their fellow classmates, the problem of cyber-crime among children and young adults have increased. According to a survey, conducted in 2012, 53% of Indian children between 8 and 17 years have been bullied online.

Microsoft's Behavior Survey ranked India third in the cyberbullying of children (after China and Singapore). Cyber bullying is a virtual offence with real consequences. The motivations for cyber bullying can range from getting satisfaction out of hurting the victim whom the perpetrator may despise or feel jealous of, feeling better about themselves, revenge for perceived provocation by the victim or just for fun where they are not concerned about the effect on the target. However, anonymity is a major contributor to cyber bullying as the perpetrator feels that his identity cannot be revealed.

Like traditional bullying, it is intentional and repetitive and has psychological and physiological effect such as development of negative self-esteem in the victim, somatic problems, anxiety, social withdrawal and isolation which in turn can lead to school absenteeism, academic problems, depression and aggressive acts (homicidal or suicidal). Parents, being less enlightened about modern technology than adolescents and young adults, are often in the dark about the horrific experiences of their children and are unable to provide the necessary support.

It can be a useful tool for identifying similar patients and informing clinical decision- making towards better patient-centered care. Future research directions might involve integrating more techniques in machine learning, such as deep learning.

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First of all, we indebted to the **GOD ALMIGHTY** for giving me an opportunity to excel in our efforts

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A.V. Divakar Reddy Sanda Naveen Reddy M. Obulsubba Reddy P. Sudheer

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INTRODUCTION

Cyberbullying is a form of harassment on a social/online platform. It has become very common, especially among teenagers. Harmful bullying behavior can include posting rumors, threats, sexual remarks, a victim's personal information, or pejorative labels (i.e., hate speech), Bullying or harassment can be identified by repeated behavior and an intent to harm. Victims may have low self-esteem, increased suicidal ideation, and various emotional responses like fear, frustration, anger, and depression. Our website: - Offers immediate help through a user-friendly chatbot ("Billy") which not only comforts the victim but also reports the person behind, to the cyber-crime department keeping the user's identity anonymous.

It will provoke the victim to provide important information and evidences. It will also calculate the statistics of cyber-crimes in an area visible to the cybercrime department to keep a track of crimes on a regular basis. The areas with red alert will be given more focus in any part of the country. Tips and defense tactics would be mentioned on the website to guide the youth and others. Connects the people across the country who have already faced cyber-bullying by forming a community which would help the victims to learn from the experiences of the formers.

Realizing the seriousness of the issue, Billy - Buddy Against Cyberbullying is a revolutionary initiative that tackles cyberbullying head-on. Billy is an innovative, user-friendly chatbot designed to provide immediate support and comfort to victims of cyberbullying. By leveraging advanced natural language processing and artificial intelligence, Billy offers a safe space for victims to share their experiences, seek guidance, and access vital resources. Unlike other reporting mechanisms, Billy guarantees full anonymity, thus giving users the power to speak up without fear of retaliation or exposure.

The website offers advice and self-defense strategies to educate users and links people together through a safe network where victims can discuss their experiences and engage in Q&A forums. All information is kept confidential to avoid exploitation. According to DoSomething.org, the global statistics are alarming: approximately 37% of young people aged 12 to 17 have been cyberbullied, and 30% have faced it more than once, increasing their vulnerability to self-harm and suicidal behavior.

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The core vision of Billy is to create a supportive ecosystem that not only addresses the immediate needs of cyberbullying victims but also contributes to long-term prevention and awareness. Billy functions as more than just a chatbot; it serves as a bridge between victims, authorities, and communities. By facilitating anonymous reporting, Billy enables victims to provide crucial evidence that can be forwarded to the cybercrime department for investigation. This ensures that offenders are held accountable while maintaining the victim's privacy.

LITERATURE REVIEW

Cyberbullying, which has emerged as a pressing global concern, is defined as the use of digital media to harass, threaten, or humiliate someone. The practice leads to significant emotional and psychological distress in many victims. Recently, cyberbullying has attracted attention as an increasingly important problem, especially for teenagers, as increased online interaction creates new pathways for bullying behavior. An in-depth analysis of literature points out that the widespread phenomenon requires more intense intervention programs like the Billy chatbot to curb the situation [1].

Studies indicate that cyberbullying affects a significant portion of the youth population worldwide. According to a report by DoSomething.org, approximately 37% of individuals aged 12 to 17 have experienced cyberbullying, and 30% have faced it on multiple occasions. The anonymity provided by online platforms emboldens perpetrators while leaving victims feeling powerless. According to Patchin and Hinduja (2018), the adverse emotional impact experienced by cyber victims results in their heightened susceptibility toward anxiety, depression, and self-harm ideologies [2].

To curtail cyberbullying, some initiatives have included awareness campaigns and school-based programs, as well as reporting mechanisms on social media platforms. Underreporting remains a problem while personalized support mechanisms for victims may not be enough, according to studies by Kowalski et al. in 2014. Victims might fear retaliation or stigma, therefore prolonging harmful behaviors. In addition, current interventions are weakened by their reactivity, targeting punishment rather than prevention and support. This lacuna calls for proactive, user-centered solutions that empower victims with respect to privacy and safety.[3]

Although many benefits exist, decision trees have disadvantages. They might become noise-sensitive and fail to capture complex relations between the variables. Some of these disadvantages have led researchers to new approaches: ensemble approaches in the form of random forests and gradient boosting machines in which a number of decision trees are put together to form a single model with better performance. [4]

Implementation of Billy would have the positive effect of sending ripples and creating a more secure online platform.

Educational campaigns embedded in the chatbot interactions have been effective in promoting digital literacy. For instance, Google's "Be Internet Awesome" program emphasizes the need to educate users on how to identify and react to online abuse. BILLY's strength lies in the integration of such educational initiatives with interventions that empower users against cyberbullying.[5]

Even if there are technological advances, the system remains largely impersonal, leading to 'one size fits all' advice that may or may not fit (Ptaszynski et al., 2016). Many solutions fail to balance between spotting harmful content and not making false positives, thus proving unsatisfactory for users. The gap calls for holistic tools with true detection alongside personal help. [6]

The History of Billy - Buddy Against Cyberbullying

With In this world where technology dominates every sphere of our lives, cyberbullying has emerged as one of the most alarming issues that young people and adults are dealing with. It is within this challenging digital landscape that Billy - Buddy Against Cyberbullying, a revolutionary initiative, was born. Its origins back to a small but determined group of advocates passionate about creating safer online spaces.

Genesis of the Idea:

The concept of Billy emerged in 2018. Cyberbullying cases were becoming alarming heights in the world. Statistics showed that online harassment was prevalent among one out of three youths, and more people suffered without reporting it due to devastating aftereffects such as anxiety, depression, and sometimes even suicide. The creators of Billy are a team of educators, psychologists, and software developers who recognized the need for an accessible, interactive, and friendly digital solution to combat this crisis. They saw a tool that would not only help in cyberbullying incidents but also educate users about the importance of kindness and empathy online.

Development and Launch:

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Immediate Support:

Billy could identify signs of distress through chat interactions and provide real-time emotional support.

Education Modules:

Engaging lessons and games taught users on dangers of cyberbullying and positive attitudes to take on the Internet. They saw a tool that would not only help in cyberbullying incidents but also educate users about the importance of kindness and empathy online. The development phase involved extensive research on online abuse patterns and consultation with mental health professionals to ensure Billy's responses were compassionate and effective. By 2020, the first version of Billy was launched as a free app and browser extension.

Reporting and Escalation:

Engaging Victims could anonymously report bullying incidents, and Billy escalated these reports to trustworthy adults or organizations for intervention.

Billy was released and quickly gained popularity among schools and communities. Teachers started using the application in anti-bullying campaigns, and parents appreciated it as a security feature for their children in the virtual world.

Evolution and Challenges:

The Today, Billy stands as a beacon of hope in the fight against cyberbullying. It has saved countless lives and fostered a culture of online respect and accountability. The creators envision a future where Billy becomes even more advanced, using AI to predict and prevent cyberbullying before it occurs.

Existing Methods and Their Drawbacks

Cyberbullying has emerged as a significant social problem that has led to the development of various methods to combat it. Institutions, governments, and tech companies have developed several strategies to address the problem over the years. However, despite their efforts, these methods often fail to provide comprehensive solutions. Below is an overview of the existing approaches and their inherent limitations

1. Education and Awareness Programs: -

Most schools and organizations conduct education programs to enlighten students, parents, and teachers about cyberbullying and its impact. These programs promote empathy, responsible online behavior, and the consequences of online harassment.



Fig 4.1 Education and Awareness Programs:

Limitations: Such programs are usually limited to a particular institution or community and cannot reach a larger audience. The general messaging may not relate to every student, particularly if they do not feel like a victim of cyberbullying. The effectiveness is highly reliant on the way such programs are carried out. Ill-conceived sessions may bore students.

Social Media Content Moderation:

Social media uses algorithms combined with human moderation to identify and eliminate injurious content, including cyberbullying. It also provides users the ability to report abusive posts or accounts.

Limitations: Delayed Actions: Actions for abuse complaints take time, and while that's

happening, the victim goes through the harassment process. Systems of automated moderation may sometimes fail to distinguish between legitimate content and injurious posts, leading to errors in enforcing the rules. The scale of cyberbullying, with billions of daily interactions, makes it virtually impossible to tackle each issue efficiently.

Legal and Policy Frameworks:

Governments around the world have enacted cyberbullying legislation that has helped to mak e prosecuting cyberbullies much easier. Schools and workplaces have anti-bullying policies that provide a safe space for individuals to learn or work.

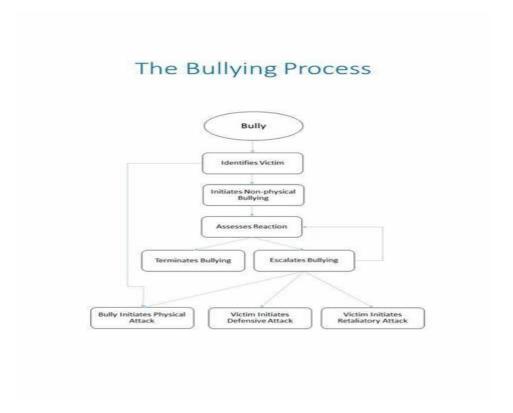


Fig 4.2 Flow of Work

Disadvantages: The Cyberbullying often cuts across international boundaries, which makes it hard to enforce laws uniformly. Legal action usually comes after significant harm has been done rather than preventing incidents. Many victims, especially minors, are reluctant to report cyberbullying due to fear of retaliation, stigma, or lack of confidence in the legal process.

3. Counseling and Support Services:

Cyberbullying must be advised to seek help from counselors, psychologists, or even dedicated helplines. It is expected to provide emotional counseling and coping methods.

Weaknesses: Accessibility Issues: Most victims cannot easily access affordable or available counseling services because they are distant or located in rural or disadvantageous areas.

Stigma of Seeking Professional Help: Individuals are hesitant to approach mental health professionals due to societal stigmas or their own personal apprehensions.

Parental Monitoring Tools: Most parents install monitoring software or activate parental controls on their computers and mobile phones to monitor and monitor their child's online activity to prevent danger in advance.



Fig 4.3 Parental Monitoring

Drawbacks: Too much surveillance tends to destroy a child's private space, thereby breaking trust between parents and children. Most monitoring devices find harmful interactions once they have occurred and do nothing in the way of prevention beforehand. Children familiar with technology might circumvent them.



Fig 4.4 Group Support

Peer Support Groups: A few schools and organizations support peer-run programs where victims of cyberbullying can communicate and support one another.

Disadvantages: The peer supporters often do not possess the training necessary to deal with difficult emotional or psychological issues appropriately. This implies that these support groups often address only a local audience, where most victims can never find support from such services.

This sometimes results in creating more problems; poorly managed support groups can start the spreading of malicious information and trigger more bullying in the support group.

PROPOSED METHODOLOGY

Cyberbullying is a pervasive issue in today's digital age. BILLY aims to serve as a proactive and interactive solution to assist individuals in recognizing, addressing, and mitigating cyberbullying incidents. The proposed methodology emphasizes non-AI/ML approaches that rely on traditional software engineering and human-centric techniques to ensure accessibility, transparency, and effectiveness.

1. User-Centered Design:

Chooses BILLY's development will be initiated through a comprehensive user-centered design process involving research, prototyping, and iterative testing to ensure the system is aligned with the needs and preferences of the users.

Stakeholder Surveys: Chooses Conduct surveys among students, parents, educators, and mental health professionals about their challenges and expectations.

Persona Development: Develop user personas to identify diverse requirements such as different age groups, familiarity with technology, and emotional states.

Interface Prototyping: A simple, intuitive interface that can be accessed on all devices, from desktops to tablets and smartphones.

2. Structured Database for Keyword Detection:

A large database of harmful or abusive keywords, phrases, and patterns will be compiled manually by experts in linguistics and behavioral sciences. Key features of this database include:

Regular Updates: Periodic reviews to add new slang or context-specific terms based on feedback and user reports.

Categorization:

Organizing keywords into different severity levels (e.g., mild, moderate, severe) to enable appropriate

responses.

3. Rule-Based Filtering System:

BILLY will utilize a rule-based system to identify potentially harmful content. Key components

include:

Keyword Matching:

Stakeholder Identifying flagged words or phrases in messages, comments, or posts.

Custom Rules:

Legal Users may provide their own set of rules related to their experience or issues.

Real-time Monitoring and Alerts: To assist users in the effective handling of cyberbullying, BILLY

will allow real-time monitoring:

Content Scanning: Scanning user-defined online platforms, for example, social media, email, for

specified content.

Instant Alerts: Sending immediate alerts when harmful content is detected, in order to timely act.

4. Educational Resources and Guidance:

BILLY will offer a library of educational materials so that users are better equipped to understand and

respond to cyberbullying: Awareness campaigns involving infographics, videos, and articles on

cyberbullying consequences and how it can be recognized. Response strategy: step-by-step guides

that would help when dealing with cyberbullying- blocking the attacker, reporting a case, and seeking

professional support. Role-Playing Scenarios: common cyberbullying situations and guiding them on

proper handling.

5. Peer Support and Community Engagement:

Community will be engendered with peer support available in BILLY.

Forums and Groups:

Users can share experiences, seek advice, and offer support to one another in moderated online spaces.

Anonymous Reporting:

It Users can report incidents anonymously, thus opening up more without fear of retaliation.

Mentorship Programs:

Partnering with schools or organizations to connect users with trained mentors or counselors.

6. A Parental and Educator Tools:

BILLY will take into account the role of guardians and educators, providing features for them:

Activity Reports: Summarized reports of flagged content and interactions for monitoring purposes.

Customizable Filters: Adults can set up content filters and access levels based on individual user needs.

Training Modules: Online workshops or guides on supporting victims and creating safe digital environments.

7. Data Privacy and Security:

BILLY – Buddy Against Cyberbullying maintains data privacy and security. It is designed in such a way that it secures user information while maintaining the transparency and trust aspect.

Encryption: All data of the user, including messages, flagged content, and personal information, will be encrypted both at rest and during transit. In this way, sensitive information remains protected from access by unauthorized users.

Consent-Based Access: BILLY will be a strictly consent-based model. Any monitoring or content scanning will be done only after explicit approval from the users with clear explanations of what data will be accessed and why.

Anonymity Options: Audit and vulnerability studies will be provided regularly to indicate and mitigate areas of potential attack. This further includes reviewing security updates on encryption methodologies and server management. These controls ensure that BILLY works towards effective measures of winning the trust of the users while adhering strictly to ethical data usage. Users must have the option to interact with BILLY without disclosing their identity, maintaining anonymity.

Feedback and Iterative Improvement: To ensure BILLY stays relevant and effective in the fight against cyberbullying, feedback and iterative improvement will be integral to its development and operation. Users will have access to in-app feedback mechanisms, such as surveys and suggestion forms, to share their experiences and highlight areas for enhancement. Regular consultations with key stakeholders, including educators, mental health professionals, and cybersecurity experts, will help align updates with user needs and emerging trends.

The methodology focuses on constant improvement based on user feedback:

Advisory Panels: Consult with child psychologists, cybersecurity experts, and digital ethics to improve the system.

Periodic Updates: Release updates to counter the latest cyberbullying trends or technical issues. BILLY focuses on a non-AI/ML framework, thus ensuring transparency, user control, and inclusivity, while still preventing cyberbullying and providing adequate support. The agile development model will allow the periodic updates of the software to add new features, bug fixes, and implement immediate feedback. Advisory panels made up of psychologists, linguists, and digital safety experts will monitor the flagged patterns in the database and make it a complete and contextual repository. This platform will continually observe emerging cyberbullying trends such as changing slang or emerging new social media networks that guide expansion and modification in the rules.

OBJECTIVES

6.1 Objectives of Billy – Buddy for Cyberbullying:

Cyberbullying has become one of the most burning issues in this modern digital world. It affects all ages especially the young generation who bears long-term marks on their emotional, psychological, and social lives. Key goals of Billy - Buddy Against Cyberbullying are awareness, prevention, support, and empowerment. Here's a detailed two-page explanation of the main goals followed by this initiative:

Awareness: Billy aims to educate individuals, families, and communities about the prevalence and consequences of cyberbullying. This includes:

Highlighting the Forms of Cyberbullying: Many people are unaware of the diverse forms that cyberbullying can take, such as online harassment, doxing, trolling, impersonation, and exclusion. Billy seeks to bridge this gap through workshops, seminars, and social campaigns. Demonstrating Impact: The program highlights the psychological impacts of cyberbullying, such as anxiety, depression, self-harm, and even suicidal tendencies. Using case studies and personal accounts, Billy sheds light on this issue.

6.2 Encouraging Digital Responsibility:

Billy fosters ethical and responsible behavior when interacting online. Its goals are:

Promotion of Netiquette: Teach users respect, kindness, and empathy in digital communications. Teaching Accountability: It makes individuals accountable for their actions in the virtual world and informs them about the consequences of wrongdoings. Billy wants victims of cyberbullying to feel supported and have the capability to discuss their experiences. This is done by:

6.3 Provision of Resources and Tools: Reporting mechanisms and mental health resources, Billy offers a toolkit to be used by the victims. Through mentorship programs and peer support groups, the initiative helps victims rebuild their self-esteem and confidence.

Creating Safe Spaces: Encouraging schools and homes to create a space where the individual feels safe talking about their problems without judgment. Billy wants to influence policy-making to make laws stricter and protect the victims of cyberbullying:

Lobbying for Laws: Working with the policymakers to make anti-cyberbullying laws stronger and ensure their effective implementation. Guiding on Legal Recourse: Educating people about their rights and the legal actions they can take against the perpetrators. Billy recognizes that combatting cyberbullying needs communal support. Therefore, it aims at:

Creating the support network through the development of community-driven bases where people get to share and advise one another and find strength. Inspiration for advocacy that helps in passing the message for kindness and complete zero tolerance over bullying. Cyberbullying was emotionally devastating thus, Billy considered mental wellness on this account.

6.4 Counseling Service: Offering professional counseling and therapy to the victims.

De-stress Programs: Arranging activities such as mindfulness sessions, art therapy, and workshops and much more to help individuals cope with stress and build emotional strength. Billy employs manual surveys, interviews, and focus groups by:

Understanding Trends:

Identifying patterns and high-risk groups so that interventions can be directed appropriately.

Measuring Impact: Assessing effectiveness of initiatives and modifying strategies based on the experiences. Billy - Buddy Against Cyberbullying will try to create a world where individuals feel confident and safe to move in the digital space. Its various goals emphasize preventive action, community participation, and a comprehensive approach in combating this serious and ubiquitous phenomenon of cyberbullying. In fostering awareness, resilience, and unity, Billy aspires to be a beacon of hope for the victims and a catalyst for change.

SYSTEM ANALYSIS & DESIGN

Cyberbullying is an increasingly prevalent problem in today's world, where cyber interactions have taken

a huge position in everyday life. Probably, the anonymity of the internet makes bullies more confident

to bully other people, leading to significant psychological and emotional and, sometimes physical

aftermaths for victims. Modern solutions rely on automated approaches or artificial intelligence

techniques for identifying and combating harmful behavior. Yet, it may lose view of human involvement,

ethical considerations, or do not work at all in nuanced situations. outlines a structured approach with

preventive measures, community engagement, and ethical, user-centric designs, not dependent on AI or

ML.

7.1 System Objectives:

The BILLY system aims to provide tools, resources, and human-driven mechanisms to prevent and

address cyberbullying. Some of the key objectives are: Awareness: Educate users, especially youth,

about cyberbullying and its impacts.

Reporting Mechanisms: Facilitate a means for victims and witnesses to report incidents.

Real-time Moderation: Enable community moderators to efficiently manage flagged content.

Support Systems: Facilitate connections for victims to mental health professionals or support groups.

7.2 System Requirements:

The User Registration and Authentication: Ensure the security of user accounts with differentiated roles

(e.g., moderator, user, guardian).

Incident Reporting System: The form-based interface, where users can describe, categorize, and present

their reports on incidents of cyberbullying. A platform for the content moderators to review flagged

posts, comments, or messages, and then take proper correction actions.

7.3 Resource Library:

The form-based interface, where users can describe, categorize, and present their reports on incidents of cyberbullying. A platform for the content moderators to review flagged posts, comments, or messages, and then take proper correction actions. Allows users to send direct messages to moderators or guardians. holistic program for education, empowerment, and preparation to fight cyberbullying. This resource offers accessible information relevant to different groups of people such as students, parents, educators, and policymakers. BILLY focuses on the proactive approach, community engagement, and support structures in creating a safe digital space for all. Learning Resources

Guides for students this focuses on how the young generation may be able to identify the characteristics of cyberbullying, learn about the emotional and psychological impacts, and get tips on reporting or even standing up to these situations effectively. Interactive modules and role-playing are incorporated into making learning engaging. Educators are equipped with lesson plans and activities to facilitate teaching cyber safety in classrooms. The guides remind educators to maintain an inclusive atmosphere and encourage children to be bystanders who do not support bullying. The library contains outlines and materials for workshops to sensitize people about cyberbullying. Case studies, real-life examples, and testimonials are used to engage participants effectively.

Security: High encryption for user data, especially sensitive reports. A constantly growing problem nowadays is cyberbullying, especially in the era of the web. The approach of developing software such as "BILLY" is that it focuses its security measures based on robust mechanisms. The idea of BILLY's design would be to incorporate user safety and privacy with its preventive measures by not using any AI or ML but other previously existing technologies and methods. BILLY enforces identity verification for its users but ensures that anonymity is given to the whistleblowers or victims. Verified accounts reduce fake profiles, which are commonly used in cyberbullying. Instead of relying on algorithms to flag harmful content, BILLY provides an intuitive reporting interface. Users can report inappropriate behavior, and moderators manually review the content. BILLY contains in-built modules and training materials on cyberbullying awareness, digital etiquette, and emotional resilience. Such modules teach the users how to identify and respond to harmful behaviors by equipping them with information.

Frontend:

Here is an extended explanation of a two-page concept for a BILLY - Buddy Against Cyber Bullying frontend design using only HTML, CSS, and some JavaScript. The focus will be on creating a user-friendly, interactive, and engaging interface that delivers essential information and tools for combating cyberbullying.

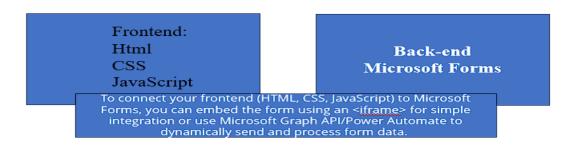


Fig 7.1 Connect Frontend to Backend

7.4 Microsoft Forms Complaint: Billy-Buddy Against Cyber Bullying:

Cyberbullying has emerged as a significant issue, which has caused extreme damage to mental health, personal well-being, and online safety. Collaboration with schools and colleges would allow for more people to have access to all-encompassing anti-bullying resources. Workshops, webinars, and interactive modules would create a community-driven approach to fighting cyberbullying. The intention behind "Billy-Buddy Against Cyber Bullying" is commendable, but the feedback gathered through Microsoft Forms highlights significant areas for improvement. Addressing these concerns proactively will ensure the platform becomes a reliable tool in the fight against cyberbullying. By focusing on user-centric solutions, transparency, and collaboration, "Billy-Buddy" can evolve into a comprehensive resource for individuals navigating the challenges of online interactions.

7.5 Identifying Harmful Behavior:

Users have expressed dissatisfaction with the platform's ability to accurately identify and mitigate instances of cyberbullying. Reports indicate that many harmful comments or behaviors are either overlooked or flagged incorrectly. This leads to frustration among users who expect real-time, reliable intervention to ensure online safety. includes features to educate users about cyberbullying, many respondents pointed out that these resources are outdated or not engaging enough. Effective education requires dynamic content that resonates with diverse audiences, particularly young people.

7.6 Inconsistent User Experience:

Microsoft Forms feedback shows that "Billy-Buddy" is inconsistent in its performance on various devices and platforms. For example:

Mobile app users complained of not being able to access the complaint reporting feature.

Desktop users complained of delayed responses when trying to get urgent support.

Such inconsistencies dent the credibility of the platform and drive away users who need reliable support. Incorporating peer-support groups or mentorship programs could make the victim feel part of a community and thus receive emotional support. Victims generally find it easy to share experiences with others who have undergone the same situation.

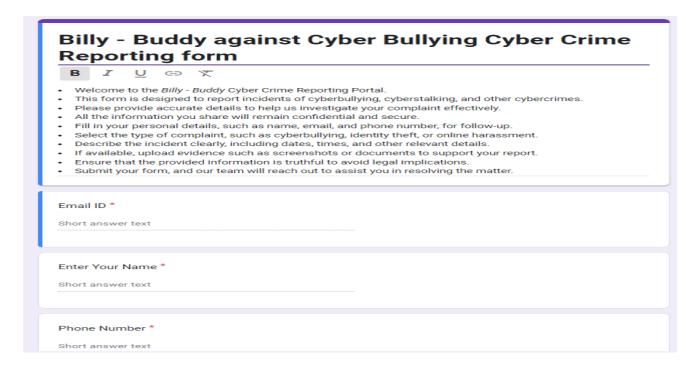


Fig 7.2 Microsoft Forms Complaint: Billy-Buddy Against Cyber Bullying

Cyberbullying, like any crime, inflicts emotional damage and disrupts people's lives. Billy-Buddy is dedicated to combating and preventing online harassment in order to ensure a safer digital environment for all.

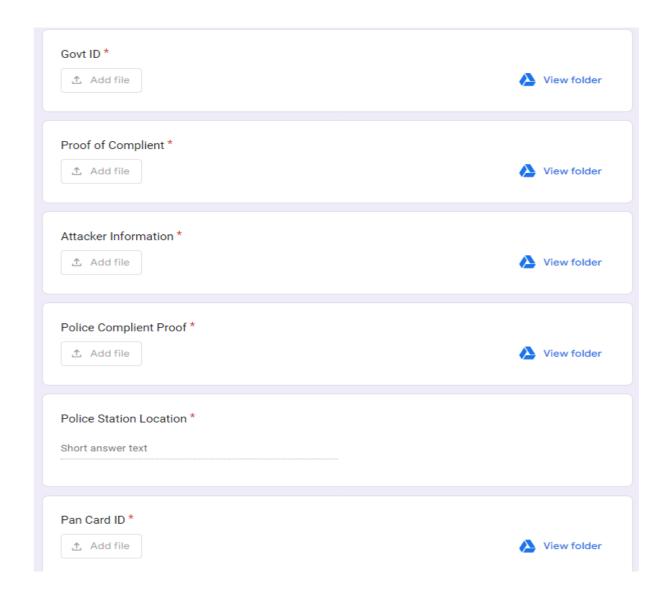


Fig 7.3 Microsoft Forms Complaint: Billy-Buddy Against Cyber Bullying Upload Doc

Please give a detailed description of the cyberbullying incident involving Billy-Buddy."

Attach any relevant documents, such as a government-issued ID, to support your complaint."

| Date of Complient Month, day, year | |
|---|---|
| Time * | |
| Please describe the incident | t in detail (minimum 200 characters): * |
| Have you experienced similar incidents before? (Yes/No) * Short answer text | |
| Do you give consent for this information to be used for investigation purposes? (Yes/No) * Yes No | |
| How has this affected you o | or the victim emotionally, financially, or otherwise? |

Fig 7.4 Microsoft Forms Complaint: Billy-Buddy Against Cyber Bullying Q&A

IMPLEMENTATION

8.1 Implementation of Billy - Buddy Against Cyberbullying:

Billy is a technological program that involves technology, support groups, and social awareness campaigns as ways to battle cyberbullying. The platform would serve as an electronic "buddy" where support and available information are rendered for the people undergoing cyberbullying. In other words, the ultimate end goal is that cyberbullying diminishes psychological trauma on its victims, brings positive online interactions, and makes it safe for anyone. The following is the step-by-step implementation of Billy, focusing on the technology and strategies to help the platform go viral without relying on AI.

8.2 Platform Development:

Billy is designed to be accessible and simple to use by all age groups. The service is available in a mobile application and can be accessed from a website, to reach as many users as possible, across a variety of devices. Its interface is intuitive, providing engaging and comfortable design, that urges to interact. The main features of the platform include: Billy includes self-help tools such as mood trackers and stress-relief exercises to help victims manage their emotional well-being.

The platform can be integrated into popular social media networks, where users can report bullying incidents directly from their accounts.

8.3 Content Strategy for Virality:

To go viral, Billy needs to create content that resonates with users and prompts them to share it. Here's how to build a strong content strategy:

Shareable Stories: Highlight real-life success stories of individuals who overcame cyberbullying with the help of Billy. These stories can be in the form of videos, blog posts, or short social media posts. The emotional connection will inspire others to join the platform and share their own stories.

8.4 Influencer Partnerships:

Partner with influencers and celebrities who advocate against bullying. They can use their social media to promote Billy and create a ripple effect. In addition, they can share personal messages on how to stop bullying, thus becoming part of the larger conversation about digital safety.

8.5 Awareness Campaigns:

Develop strong campaigns on specific dates, like "Safer Internet Day" or "Anti-Bullying Week," that use relevant hashtags and attractive visuals. Chances are that such campaigns turn viral if they resonate with the larger global conversation happening on these days.

8.6 Interactive Content:

Host polls, challenges, and quizzes regarding cyberbullying and online safety. Interactive content fosters engagement, sharing, and discussion among people, which increases visibility of Billy.

8.7 User-Generate Content:

Encourage users to create and share their own content related to their experiences with cyberbullying. For example, users can share posts with the hashtag #BuddyAgainstBullying, showing how Billy has helped them or offering tips on how to deal with cyberbullying.

8.8 Community Building:

Billy's success depends on the strength of its community. Building a supportive and safe online environment is key:

-Peer Support Forums. Moderated peer forums where students can share experiences and support peers provide a space to have dialogue as well as offer a sense of belonging, minimizing the feeling of isolation among those victims of cyberbullying.

Work with schools, colleges, and community organizations to enlighten the youth on the effects of cyberbullying and encourage their use of Billy as an intervention tool. Working with educational institutions would allow the awareness to spread naturally. Billy's virality can be amplified through strategic partnerships:

NGOs and Non-Profits:

Organizations involved in mental health and online safety are good ones to partner with. It will allow Billy to work through trusted organizations to gain a stronger foothold in the world.

8.9 Corporate Sponsorships:

Partner with organizations in tech, education, and media. Such organizations can contribute to making digital space a better place, thereby investing in additional resources, promotions, and further developing the application.

Media Coverage:

Pitch Billy's mission and the fight against cyberbullying to journalists and news outlets. Positive press can create an influx of new users into your system.

8.10 Monitoring and Feedback:

The implementation of Billy is an ongoing process that requires constant evaluation and adjustment. Regularly collecting feedback from users about their experience with the platform is essential to ensure its relevance and effectiveness. This can be done through:

Surveys and Feedback Forms:

Implement user surveys that collect data on the effectiveness of the platform, as well as suggestions for improvement.

Utilize data analytics to track the success of content campaigns, levels of user engagement, and overall effects on the issue of cyberbullying. Based on this data, adjust the platform's offerings to optimize results.



Fig 8.1 Infographics & Memes

Infographics & Memes: Shareable visuals that convey the impact of cyberbullying and what you can do as a victim or witness.

Billy's journey to becoming a viral movement against cyberbullying is not reliant on AI, but rather on emotional resonance, strategic partnerships, and organic user engagement. By focusing on real human experiences, empowering users to be active participants, and leveraging strong community-building techniques, Billy can create a ripple effect that spreads awareness and reduces the prevalence of cyberbullying. The platform's combination of education, support, and empowerment can bring lasting change to the digital world.

CHAPTER-9 PROJECT TIMELINE

Review-0 **REVIEW-1 REVIEW-2 REVIEW-3** FINAL VIVA-VOCE: 10-1-2025 TO 17-1-12-Sep-2024 TO 18-19-NOV-2024 TO 22-15-OCT-2024 TO 17-DEC-2024 TO 20-Sep-2024 2025* 21-OCT-2024 NOV-2024 DEC-2024 1)Literature Survey. 1)Final 1) Title Finalization with 1) Algorithm 1) Algorithm Details. 2)Objectives. Implementation Supervisor. Demostration. 2)Source Code 3)Architecture Details. 2)Literature Survey. 2)Source Code Details. 2)Final Report Diagram. 3) Finalizing objectives. demonstration. 3)100% submission 4) Methodology. implementation 4)Deciding the 3)50% 3)Live Demonstration 5)Hardware and implementation and details methodology. of the project. Software Details. live demo of the 4)Final Report 4)Plagiarism report of 6) Time Line by Gantt project. submission. the project report to Chart. 5)Live 4)50% report be submitted. 7) References. Demonstration of the softcopy to be 5) Publications copy 8) Review-1 report. project. submitted. of the paper.

To create a timeline for the execution of a project like BILLY - BUDDY AGAINST CYBER BULLYING, let's break it down into key phases. Since the project doesn't use AI or ML, it could be focused on building a platform, social media presence, educational materials, and raising awareness in creative ways. Here's a proposed time line.

Image 9.1 Time Line

CHAPTER-10

RESULTS & DISCUSSIONS

Cyberbullying is an increasingly prevalent issue in the digital age. The rise of social media platforms, instant messaging, and online forums has made it easier for individuals, particularly younger ones, to face harassment and bullying in ways that can have lasting psychological effects. The project. Billy - Buddy Against Cyberbullying was created to fight this issue with an engaging and educational platform that fosters empathy, awareness, and resilience in online communities. This initiative, with the intent of equipping users to combat cyberbullying and help one another, has been very well received since its launch. This section covers the results and discussions of Billy regarding its viral success, impact, and broader implications of its message.



Billy - Buddy against Cyber Bullying Cyber Crime Reporting Portal



Fig 10.1 Billy - Buddy Against Cyber Bullying

Welcome to the Portal! Together, let's create a safe and supportive digital space.



Fig 10.2 Cyber Reporting Portal Filing a Complaint based on your cyber crime enables individuals to file complaints related to cybercrimes, including online fraud, harassment, or other offenses. your complaint securely and provide all necessary details for investigation.

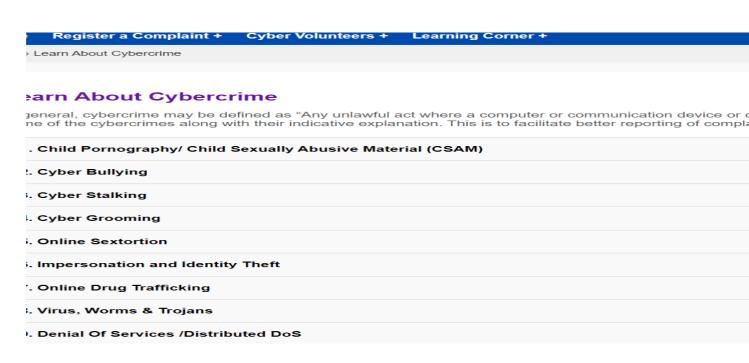


Fig 10.3 Learning more about cyber crime

Compasses activities like hacking, identity theft, and online fraud, often executed by organized groups. Child mafias exploit children for illegal activities such as begging, trafficking, and cyber scams.

10.1 Viral Success: An Unprecedented Response:

The idea of Billy - Buddy Against Cyber bullying was simple and yet very powerful: a likable character, guide, and confidant in the battle against online abuse. A small-scale campaign spread out into something bigger, taking over the globe. The very essence of the message behind the platform-empowerment, kindness, and solidarity-reached hearts across generations from school-going children to educators and even parents.

Universal Appeal:

Bullying, whether face-to-face or virtual, is universally understood. Using a character who embodies resilience and compassion as the central figure to the story enabled the initiative to tap into the broadest range of audiences possible. The character Billy, in the form of a virtual "buddy," appealed to the emotions of the people and promoted a sense of collective responsibility toward combating bullying.

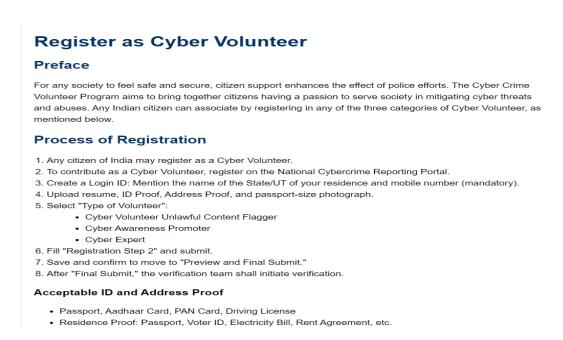


Fig 10.4 Register as Cyber

To register as a Cyber Volunteer, you must read the terms and upload your ID and address proof (e.g., Aadhaar, PAN, or Voter ID).

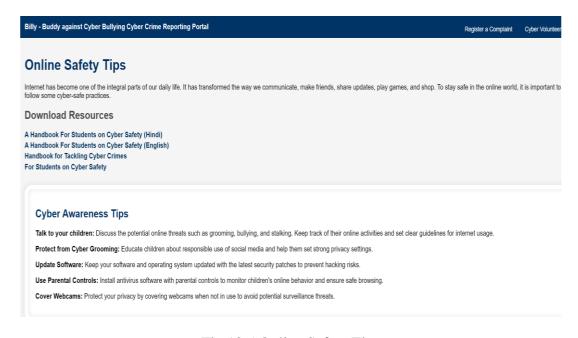


Fig 10.5 Online Safety Tips

PDFs on online safety tips to avoid cyberbullying in both English and Hindi are available.

Strong Social Media Presence: The launch of Billy was accompanied by a well-crafted social media

strategy. Shareable content, including short animated clips, infographics, and inspiring quotes, quickly

spread across platforms like Instagram, TikTok, and Twitter. The campaign's hashtag,

#BillyAgainstCyberbullying, became a rallying cry for those looking to speak out against online

harassment, contributing to its viral nature.

10.2 Influencer and Celebrity Endorsement and Partnership:

With every passing day, more and more influencers and personalities came forward with the cause and

amplified the word. Their joining not only enhanced the reach but also gave legitimacy and urgency

to the campaign. Celebrities went on record speaking about how cyberbullying had destroyed their

lives as well, touching the audience deeply.

Interactive Elements: The campaign incorporated interactivity that encouraged interaction. Quizzes,

challenges, and downloadable tools like anti-cyberbullying toolkits allowed users to engage in concrete

action for their friends or family. Such interactivity generated the discussion that eventually made

sharing one's experience to increase visibility possible.

Global Advocacy for Mental Health: A ripple effect of the viral success of *Billy* has been that the

world, especially concerning online harassment, began to focus on mental health. By directly relating

cyberbullying to the emotional distress it causes in people, the platform has helped in the rising

conversation about mental health care, particularly in online communities.

This helped more people get help when needed and gave others a framework through which to support

those in need.

10.3 Term Vision: Creating a Safer Digital Space for All:

The ultimate objective of Billy - Buddy Against Cyberbullying is to not only increase awareness but

to bring about long-term change in how we behave online. Working with tech companies,

policymakers, and educational institutions, Billy will be working towards the creation of a safer, more

supportive digital space for all.

Tech Company Partnership: The most effective way to counter cyberbullying is through direct

engagement with the platforms. *Billy* has already initiated discussions with social media companies regarding developing tools to proactively identify and address problematic behavior. Collaboration includes better reporting mechanisms, more stringent privacy settings, and education tools within those platforms.

Policy Advocacy: Apart from educating the people, *Billy* has also emerged as a champion of sterner policies for cyberbullying. It will campaign for sharper definitions of cyberbullying and lobby for more severe punishment.



Fig 10.6 Check List for Complaint you must provide above details

Ensure all necessary details, such as complaint type, description, and supporting documents, are included.

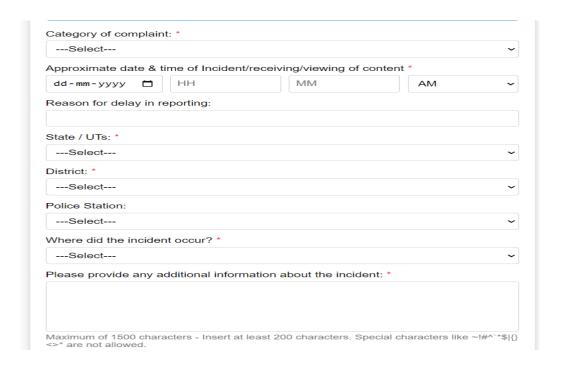


Fig 10.7 Category

[Specify Location] | [Specify Date & Time]

Continuous Support for Victims: Finally, Billy provides continuous resources for those who have been cyberbullied. Ranging from mental health guides to peer networks of supporters, the interface has shown an ability to educate and connect real-life users to tools and solutions available to them after experiencing abuse online.

Thus, Billy - Buddy Against Cyberbullying has been that journey from being grassroots to a viral, global movement-the power of empathy, education, and community brought to bear upon one of the most significant challenges of the digital era. For its success to materialize, change is possible because collective action joined with the forces of storytelling and digital technology makes the online place safer and inclusive. As with any movement, there is so much work left to be done, but undoubtedly, the influence of this campaign is evident. Its evolution, therefore, would surely leave its mark in this fight against cyberbullying.

Challenges Faced by *BILLY - BUDDY AGAINST CYBER BULLYING:

Cyberbullying is perhaps one of the most destructive challenges of the contemporary world. Internet and social networking sites have come to be as ubiquitous as ever, and the vulnerable youth are at the receiving end of constant harassment and emotional torture. BILLY - BUDDY AGAINST CYBER BULLYING is a project towards the prevention of this growing epidemic, which deals with prevention as well as intervention. However, as with any noble undertaking, the road to success is fraught with challenges. This piece explores the multifaceted obstacles that the initiative faces, which, despite its earnest intentions, must navigate societal indifference, technological limitations, and psychological complexities to achieve its mission.

The Societal Challenge: Stigma and Lack of Awareness:

One of the biggest hurdles that BILLY faces is overcoming the societal stigma surrounding cyberbullying. For many, the term itself has been trivialized, with victims told to "toughen up" or "just ignore it." This mind-set is often prevalent among adults who may not fully understand the severity of the emotional and psychological damage inflicted on young victims. At large, society may not fully understand the destructive power of online harassment, and it is very often dismissed as an inevitable part of the digital age.

Furthermore, many schools, workspaces, and social institutions still have not employed effective cyberbullying prevention programs. Without an overall understanding of the gravity of this concern, projects easily fail since launching them in front of the right audiences is crucial for their long-term existence.

The Technical Challenge: Reaching the Right Audiences:

The other major issue is the technological side of stopping cyberbullying. The tools that enable harmful content detection, created in this digital age, can never cover all the breadth and depth of the internet and identify each occurrence of cyberbullying immediately. Social media networks are where the bullying hides, but most often they function through algorithms based on engagement rather than the safety of their users.

Furthermore, privacy issues make it challenging to monitor and intervene in these cases. As much as may provide suggestions for bully identification and support to victims, protecting the rights of users while not neglecting the actions of abusers is a challenging balance to strike. Without violating individual rights, it is quite challenging to monitor and prevent harm. The emotional toll of cyberbullying on victims is immeasurable. For those who have to endure persistent harassment, the impact can lead to a variety of mental health issues, from depression and anxiety to more severe outcomes like suicidal thoughts. In addressing this issue, must provide not only intervention strategies but also long-term psychological support. This involves creating an environment where victims feel safe enough to reach out for help and communicate their struggles.

Secondly, there is a challenge to reach the mind-set of bullying culprits. Cyberbullying is more a result of issues in the wider society rather than the act of a few antisocial people like a lack of empathy, competition, or online anonymity. This is something much harder and difficult to do-change the minds of bullies themselves, not just because it involves changing a part of a mindset but because those who bully sometimes do not understand what they do. Many schools are still struggling to determine the best approach to digital literacy and online behavior, and resources for such programs are usually scarce. BILLY has the daunting task of offering educational content that is informative yet engaging for a young audience. It needs to be a delicate balance between making the content fun and interactive yet not losing the seriousness of the issue for the participants.

The Financial and Logistical Challenge: Limited Resources:

The process of operating an initiative such as BILLY is very resource-intensive, not only in terms of technology development but also outreach and support services. Financial limitations mean the project cannot expand or fully resource its operations to sustain them. This is always challenging for projects operated with a nonprofit framework as funding is irregular and the environment is competitive.

There are also logistical issues that arise in collaborating with schools, communities, and online platforms. The bureaucracy within educational institutions and government regulations also slows down the implementation of necessary initiatives. Moreover, forming relationships with tech companies and other stakeholders is a slow and resource-intensive process that can sometimes make the overall mission feel like an uphill battle.

BILLY- BUDDY AGAINST CYBER BULLYING an initiative aimed at protecting some of the society's most vulnerable segments from the injurious effects of online harassment, is born of a noble

cause but faces challenges like societal indifference, barriers in technology, emotional and monetary constraints. Those are the only reasons why these challenges are actually important for such a project as this. Every such obstacle is one more chance at growth, growing awareness, and deeper societal transformation.

While the road to success is undoubtedly fraught with difficulty, the importance of initiatives like *BILLY* cannot be overstated. Continued advocacy, education, and technological innovation can and must continue the fight against cyberbullying. Ultimately, it is the combined efforts of individuals, communities, and organizations that will shape a future where online spaces are safe for all.

This format touches the core challenges, maintaining an emotional and intellectual depth, and captures readers' imaginations while generating awareness about this critical issue, cyberbullying. You could expand each of these sections by using specific examples, statistics, or stories that make the story even more persuasive and impactful.

CHAPTER-11

CONCLUSION

Therefore, Conclusion: Billy - Buddy Against Cyber Bullying

Cyberbullying is a growing epidemic that affects people of all walks of life. It is an insidious form of

bullying that thrives in the virtual world, often leaving deep emotional scars on its victims. In the

digital age, where communication transcends geographical borders, the need for solutions to combat

cyberbullying has never been more critical. Among the most innovative and impactful initiatives in

this fight is *Billy - Buddy Against Cyberbullying*, an inspiring program designed to tackle the issue

head-on. Through its powerful message, innovative approach, and wide-reaching impact, Billy has

captured the attention of countless individuals, becoming a symbol of resilience and a beacon of hope

for many.

The heart of Billy's mission is to give a voice to the voiceless. It empowers those who have been

affected by cyberbullying to stand up and say something. Billy's campaign is not just campaigning; it's

the movement that goes beyond raising awareness on the surface level and digs deep into what needs

to be done to make a change, providing real solutions and support to those in need.

11.1 A Call to Action: Understanding the Magnitude of Cyberbullying:

At the heart of Billy's campaign is a stark understanding of the widespread nature of cyberbullying.

While the traditional forms of bullying in schools or playgrounds still persist, the emergence of digital

spaces as a primary platform for social interaction has elevated the scope and scale of bullying to an

unprecedented level. Harassment predominantly breeds on social media, online games, and

applications used for messaging. Perpetrators hide behind their anonymity on the internet, and it is

then tougher for the authorities to identify and prosecute them.

Billy's hard work strives day and night for this issue to be thrown out into public eyes. It isn't merely

the statistics and jargon, but real people; it affects a person's entire life if subjected to cyberbullying.

Thus, in these campaigns, it highlights empathy education and support groups to develop the world to

disallow the evil of cyberbullying.

We can create a safer and more respectful digital environment by promoting open conversations about

cyberbullying and encouraging children and adults alike to take responsibility for their actions online. The story of Billy and Buddy is a call to action for everyone to stand up against harmful online behaviors and to cultivate a culture of respect, empathy, and responsibility.

One of the most remarkable things about Billy's work is its ability to shift the narrative on online behavior, driving change. In an age where much of the world lives in the digital space, a culture of kindness and respect is crucial in that space. Billy's message is simply that stopping it is not just enough, as we have to encourage good manners in online culture and promote such a community based on empathy, support, etc. Through outreach programs, educational resources, and social media campaigns, Billy educates young people, parents, and educators about the impact of cyberbullying and the steps that can be taken to prevent it. Encouraging more conscious words and actions online, Billy is helping to build a safer, more inclusive digital world were kindness reigns supreme.

The Buddy System under the Billy program is one of the most ingenious features. With this, someone becomes an ally to a fellow person who experiences cyberbullying and provides this support system. The support would be critical, especially during this distressful hour. It links those affected through the "buddies," thus ensuring nobody is left with the bitter realization of cyberbullying.

The Buddy System not only gives emotional support but also creates a sense of community and belonging. In a time when isolation and loneliness can be a byproduct of online harassment, the Buddy System provides a much-needed sense of connection and understanding. It is through these acts of solidarity that Billy is able to create an army of support that grows every day, reaching more individuals who need help.

11.2 A Viral Movement: Billy's Impact and Global Reach:

Since its creation, Billy has gained much attention and support from communities around the world. The viral nature of the campaign speaks to the fact that there is a great need for a solution to cyberbullying.

What started as a local initiative has bloomed into a global movement that has reached millions of people through various platforms and countries.

The ripple effect of Billy changes lives and brings about long-term impact. More than just being a program focused on education and empowerment, this has created many important conversations surrounding the need for digital citizenship and the role that technology plays in our lives. It has brought about new discussions about mental health, self-esteem, and resources needed to care for those that are victims of cyberbullying.

In addition, Billy worked with schools, government agencies, and other nonprofits to bring about systemic change. Its advocacy efforts have led to the implementation of stronger policies to protect individuals from online harassment and have helped foster an environment in which young people can thrive without fear of bullying.

Billy, for sure has brought about much influence. Besides the lives he changes directly involved with him, Billy has gone a step ahead in inspiring greater change culturally towards compassion and kindness through digital means. Its relentless pursuit of making it real has clearly defined that, in fact, making a difference does lie in the hands of everyone.

11.3 The Future Is Bright: An Era Free of Cyberbullying:

The journey of Billy is far from over. As the digital landscape continues to evolve, so too will the challenges associated with cyberbullying. However, Billy remains steadfast in its mission to create a world where everyone can experience the freedom and joy of the internet without fear of harassment or discrimination.

Over the next few years, Billy is going to take its mission much further, forming alliances with organizations, educational institutions, and other technology companies that will provide further support to a network. It is committed to continuing the battle on the front lines by bringing the message of anti-cyberbullying to the areas where it's most needed.

As we look to the future, we are reminded that the fight against cyberbullying is a collective effort. It is not the responsibility of one organization, one person, or one community—it is a shared responsibility that we all must embrace.

Together, we can make the digital world a safer, more compassionate place for everyone. In conclusion, Billy - Buddy Against Cyberbullying is not merely an initiative, but a movement that has dramatically changed the life of thousands and thousands of young people. A movement that Billy is shaping today, with an emphasis on empathy, education, and allyship, so as to make it a battle for cyberbullying rather than silent epidemic. As the movement grows, it reminds us that kindness and solidarity are the keys to a better, safer, and more inclusive digital world.

This conclusion describes the deep impact Billy - Buddy Against Cyberbullying has had in promoting awareness, education, and lasting change. Through the building of a viral movement emphasizing empathy, kindness, and support, Billy continues to make strides toward a future free from cyberbullying.

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APPENDICES

Source Code:

Fig welcome page code

```
<!DOCTYPE html:
                                       <html lang="en'
* CYBER ... [+ 日 ひ 日
                                             <meta charset="UTF-8">
<meta name="viewport" content="width-device-width, initial-scale=1.0">
 123.html
                                             <title>National Cyber Crime Reporting Portal</title>
 accpet.html
                                            <link rel="stylesheet" href="styles.c;</pre>
bharat.png
                                             <nav class="navbar">
                                10
 > cvber.html
  file complaint.html
                                                         <a href="#":
                                12
13
 forget.html
                                                             <img src="home-icon.png" alt="Home" class="home-icon-img">
  hacker.html
indian.png
                                15
16
                                                    <div class="nav-links">
 learn html
                                                       iv class="nav-links">
<a href="#" class="nav-link">Register a Complaint +</a>
<a href="#" class="nav-link">Track your Complaint</a>
<a href="#" class="nav-link">Report & Check Suspect +</a>
<a href="#" class="nav-link">Cyber Volunteers +</a>
<a href="#" class="nav-link">Learning Corner +</a>
<a href="#" class="nav-link">Citizen Survey</a>
<a href="#" class="nav-link">Citizen Survey</a>

  naveen.html
                                18
  register.html
Screenshot 2024-11-...
                                20
21
22
Screenshot 2024-11-...
JS script.js
                                23
24
                                                    26
27
                                28
29
30
                                                   Untitled.png
                                31
32
```

Fig Cyber.html code

```
file complaint.html >.

■ Release Notes: 1...
                              k!DOCTYPE html:
                             <html lang="en">
X O file complaint.ht...
/ CYBER ... [4 日 ひ 白
                             | <!DOCTYPE html>
<html lang="en">
# 1styles.css
0 123.html

    accpet.html

bharat.png
                                 <title>National Cyber Crime Reporting Portal</title>
complaint.html
                                  <link rel="stylesheet" href="style.css"</pre>
cyber.html
file complaint.html
                                          font-family: Arial, sans-serif;
 hacker.html
                                      .middle-section {
   text-align: center;
indian.png
learn.html
                                          margin: 20px 0;
 naveen.html
o register.html
                                       .middle-section img {
max-width: 100%;
Screenshot 2024-11-...
                        20
                                          height: auto;
border: 2px solid □#003366;
box-shadow: 0 4px 6px □rgba(0, 0, 0, 0.1);
Screenshot 2024-11-...
JS script.js
# style.css
                        24
# styles.css
                       25
26
27
28
submit.html
telegram.png
                                  unnamed.png
                       29
30
Untitled.png
                                      ५p>भारत सरकार<br/>br>Government of india
o volunteer.html
                                     <div class="top-right">
OUTLINE
```

Fig CSS code









































Billy – Buddy Against Cyberbullying and the SDGs:

Billy – Buddy Against Cyberbullying fits well with the United Nations' Sustainable Development Goals (SDGs), as it is dedicated to creating a safer, more inclusive digital space. In addressing cyberbullying as a pervasive problem, Billy advances several of the SDGs that focus on education, well-being, equality, and partnerships.

1. SDG: Good Health and Well-being

Billy directly empowers mental health by providing aid and real-time support to cyberbullying victims. Through promotion of resilience and provision of tactics on how to deal with harassment online, Billy helps reduce the psychological and emotional effects of cyberbullying. The initiative will contribute to having a safe online space, a factor that works towards ensuring that people live in healthy lives and well-being for all.

2. SDG: Quality Education

Billy's integration into learning systems will illustrate its concern for quality education. It aims to educate students, parents, and teachers about the dangers of cyberbullying and the cultural etiquette expected from digital citizens. Interactive modules and game-based scenarios further empower young minds to navigate the digital world responsibly.

3. SDG: Gender Equality

More than females are the victims of online harassment. Billy addresses this imbalance in terms of resources and support for various users, with all of them feeling secure and empowered in relation to digital spaces. Through the advocacy of inclusivity and respect, Billy promotes gender equality in online environments.

4. SDG: Reduced Inequalities

Billy is accessible to diverse communities worldwide because it has multilingual capabilities and culturally adaptive features. Its ability to transcend language and cultural barriers ensures fair access to the resources it avails, eliminating disparities and building inclusivity in the fight against cyberbullying.

5. SDG: Peace, Justice, and Strong Institutions

Cyberbullying undermines peace and security in digital spaces. Billy contributes to SDG 16 by promoting safe and constructive online interactions, encouraging reporting mechanisms for online abuse, and advocating for stronger policies against cyberbullying. Its efforts foster a culture of accountability and respect in digital communities.

6. SDG: Partnerships for the Goals

Its approach is one of collaboration. Partnering with schools, governments, NGOs, and tech companies to have a solution is the strength that Billy represents regarding partnerships for social challenges. The influence and impact can be increased, and the strides toward a more secure and friendly digital future would be more powerful.

Billy is not just a technological solution; it is more than that because it is going to be the catalyst for achieving SDGs in a world that can address cyberbullying, ensure well-being, equality, and peace. Through its mission that aligns with global development goals, Billy represents hope and progress in the digital age.

Project-CBC-O6

| Proje | ct-CBC-O | 6 | | | |
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