Cyberbullying Stories





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This comic has been realized by CSP - ICT Innovation, in collaboration with all the partners of the Erasmus+ project CyberViolence.

Illustration by Alice Prisco

Turin, September 2018



CyberViolence is a project aimed against online violence.

The main problem about cyber violence is lack of knowledge and awareness about the problem of cyberbullying among young people, youth workers, teachers and parents. Among the youth, the problem is the lack of awareness of online threats, the lack of opportunities and

the ability to respond to cyberbullying. Among the youth workers and teachers the problem is the lack of tools and methodologies for working with this topic, education and prevention. Among parents, there is no awareness of the problem and the ability to recognize the first signs of being a victim of cyberbullying. The project has a few main objectives, among which there are:

- Inform through new and innovative approaches (new scenarios for youth workshops, thematic comics, competitions, testing of these products, implementation and promotion of dissemination of results)
- Help in preventing icyberbullying, developing and providing a handbook and other resources for teachers;
- Increase knowledge about online threats, the consequences of online activities and the mental and emotional aspects of cyberbullying;
- Promote cross border cooperation in education and cyber violence prevention

The project is implemented by 4 organizations from 4 countries and has a transnational character, as the Internet has no borders and cyberviolence is an international problem that has to be solved at the international level:

- Institute of New Technologies Association (Poland) leader of the project
- Crystal Clear Soft (Greece) partner,
- DIRECT Association (Romania) partner,
- CSP INNOVAZIONE NELLE ICT S.C.A.R.L. (Italy) partner,











This comic book is designed to stimulate discussion among young people, with their animators and teachers and in the family and is one of the tools designed and implemented by the CyberViolence project, together with a digital game, manuals, brochures to increase information and awareness of the issue of online violence.

The four stories, all related to episodes of cyberbullying through social media, have as protagonists the subjects who are usually involved in the phenomenon: the bully, the bulled, the public and families. Stories are inspired by different sources (books, manuals, projects) but they are all original and aim to start a discussion on the correct use of social media, on conflicts generated by misunderstandings, on the role of adults, on love and friendship, and also on that of authority. The collaboration with the artist Alice Prisco, who gave characters of the stories personality and expressiveness, makes reading pleasant as well as certainly useful.

Cyberbullying Stories

The invisible boy

Friends today, tomorrow who knows

A show you can't miss

Stay out from my smartphone

The invisible boy

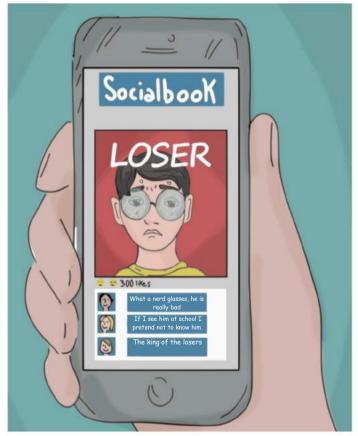






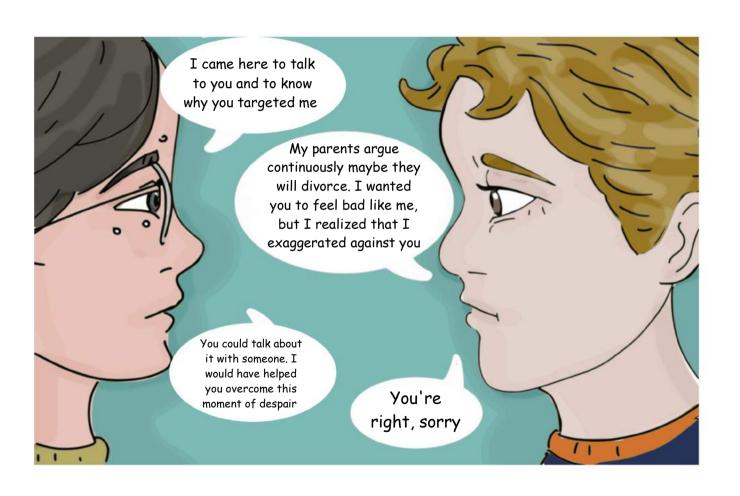












Friends today, tomorrow who knows





















A show you cannot miss















Stay away from my phone!







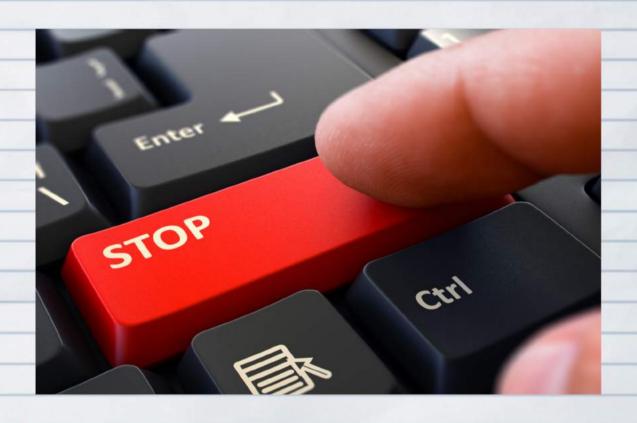






Alice Prisco was born in 1989 in Turin. The Art expressed in all its forms is a real passion, supported by studies at the "Primo Liceo Artistico" of Turin. Since then she has periodically exhibited his paintings. In 2014 she arrives in the final during the seventeenth edition of "IoEspongo". Alice does not paint only on canvas, she expresses her creativity through digital murals and drawings, passing through the comics. Recently some illustrations appeared in the newspaper "Extra Torino". His passion gives life to a real personal world, a world of strong and brilliant colors, inspired by Van Gogh's painting, Japanese art and Pop Art.





www.cyberviolence.eu www.facebook.com/CyberViolenceProject