

## [TECHNOLOGY★] THIS STUDY REVEALS AN INTERESTING TRUTH ABOUT HOW MEN AND WOMEN ARE HARASSED ONLINE

(P1) The **Pew Research Center** on Wednesday released a study about online **harassment**. According to the study, which asked 2,849 people about different forms of online harassment, 73% of **respondents** said they've seen someone else being harassed, whereas 40% of people say they experienced it for themselves.

(P2) The study **breaks up** the harassment into two categories: less-**severe** harassment, such as **name-calling** and **embarrassment**. The other type of harassment is more severe: **stalking**, **sexual harassment**, and being the target of personal **threats**.

(P3) Overall, men are actually more likely than women to experience some type of online harassment — 44% vs. 37%. Men experience name-calling and are more likely to be targets of physical threats, according to the study. Women, however, are more likely to experience much **harsher** types of harassment, such as sexual harassment and stalking.

(P4) But it gets worse for women. According to the study, "Women were more likely than men to find their most **recent** experience with online harassment **extremely** or very **upsetting** — 38% of harassed women said so of their most recent experience, compared with 17% of harassed men."

(P5) And, according to the study, young women, ages 18-24, are the most likely to experience "severe" harassment, with 26% saying they have been stalked online, 25% saying they were targets of online sexual harassment, and 23% saying they were physically threatened.

(P6) Online harassment has been in the **spotlight** recently — particularly in the gaming community, **in light** of the **GamerGate controversy**. The Pew study says 16% of respondents were harassed in an online gaming community, and **in terms of** gender, 44% of respondents said gaming sites are more welcoming toward men.

(P7) The study was **conducted** in June, however, which is before the GamerGate controversy began.

**Words:** 283

**Source** <http://www.businessinsider.com/pew-study-on-online-harassment-2014-10>

## DISCUSSION QUESTIONS

If you found the passage difficult to read or had problems understanding specific words or idiomatic expressions, please discuss them with your tutor. The following discussion questions should be answered in your own words and with your own arguments.

1. Briefly summarize the content of the article in your own words.
  2. Describe different kinds of online harassment men and women experience (P3&4). How many (in percentages) are experiencing “severe” harassment and why?
  3. Why has online harassment been in the spotlight recently? (You can do your own research but the information is included in the pdf as well)
  4. Has online harassment or trolling ever been brought up as a social issue in your country? Have you experienced online harassment? What do you think about GamerGate Controversy? Share your perspective with the tutor!
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## WHO / WHAT / WHERE ARE THEY?

### **Pew Research Center**

(Organization) a nonpartisan American think tank based in Washington, D.C., that provides information on social issues, public opinion, and demographic trends shaping the United States and the world.

### **GamerGate Controversy**

(History) a controversy centering on misogyny and harassment in video game culture, the role of social commentary in game critiques, and ethics in video game journalism, particularly alleged conflicts of interest between video game journalists and developers. The controversy began in August 2014 and has occurred primarily over social media. A number of people, primarily women, working in the gaming industry in various capacities were subjected to an intense campaign of harassment and violent threats. It prompted increased attention to "long-documented" issues of sexism and misogyny in the gaming community. A subsequent series of death threats against prominent women in gaming drew international media attention to the movement's alleged association with violent harassment. In response to what they considered attacks from the media, GamerGate supporters have increasingly focused on contacting companies advertising on gaming news outlets, resulting in several major companies pulling their support.

## VOCABULARY

Harassment	(n) [U] 괴롭힘, 애먹음; [C] 고민(거리)
Respondent	(n) (특히 실태 조사에서) 응답자
Break up	(v) 보통은 부서지다, 파하다를 의미하나 본문에서는 '나뉘어진다'로 쓰임
Severe	(adj) 극심한, 심각한
Name-calling	(n) 욕하기
Embarrassment	(n) (다른 사람을) 곤란하게 하는 것, 골칫거리
Stalking	(n) 남을 따라다니며 괴롭히기, 스토킹
Sexual harassment	(n) (보통 직장 내의) 성희롱
Threat	(n) 협박, 위협
Harsh	(adj) 가혹한, 냉혹한
Recent	(adj) 최근의
Extremely	(adv) 극도로, 극히
Upsetting	(adj) 속상하게 하는
Spotlight	(n) (세간·언론의) 주목
In light of	(expression) ...에 비추어, ...을 고려하여
Controversy	(n) 논란
In terms of	(expression) ... 면에서[...에 관하여]
Conduct	(v) (특정한 활동을) 하다; e.g. conduct stury/experiment