



The Social Impact Of Cybercrime

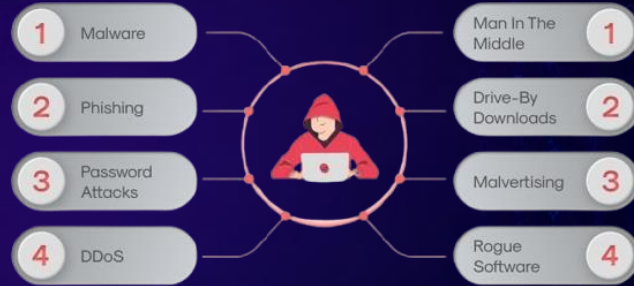
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What is Cybercrime?

- Crime using computers or networks

- Computer = tool OR target

- Examples: phishing, hacking, cyberbullying



Impact On Victims

- Financial loss
- Emotional stress
- Loss of privacy
- Fear of technology



Impact on Society

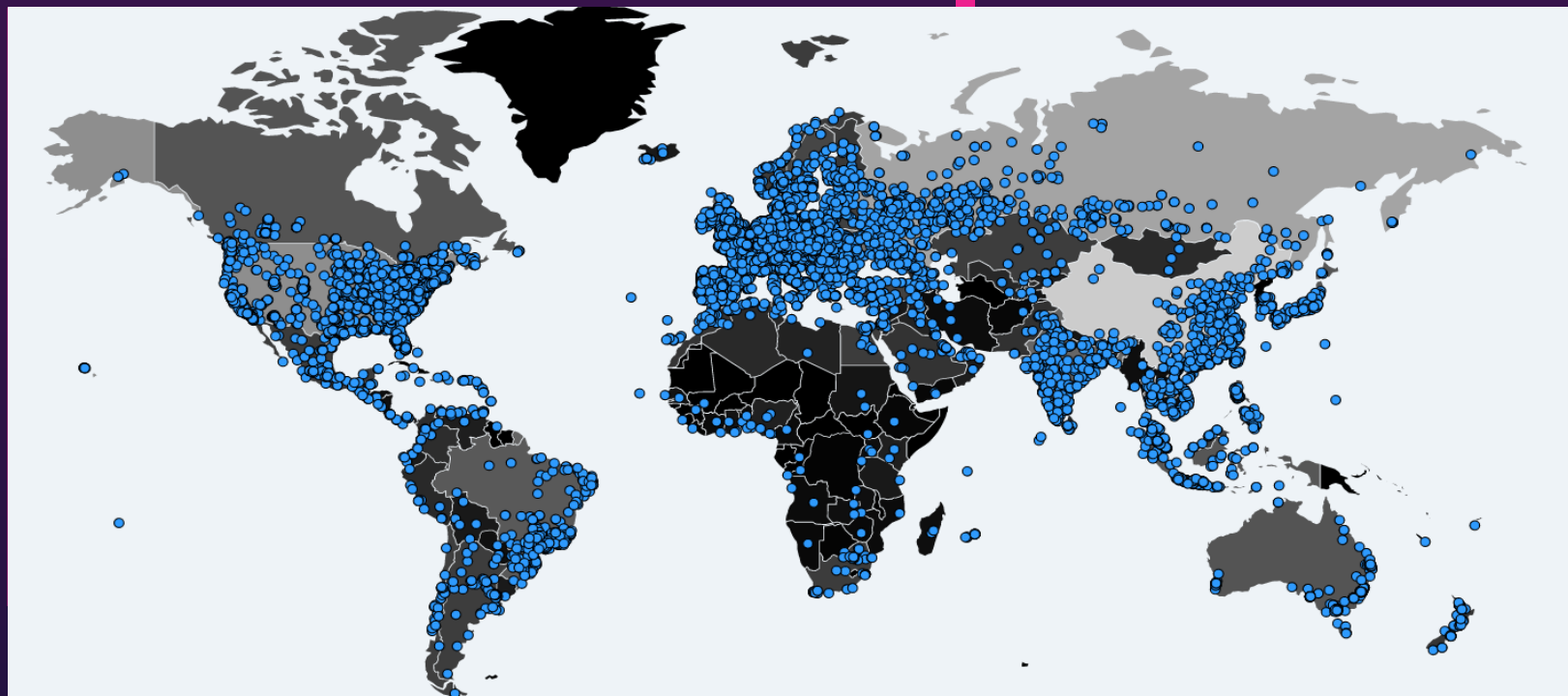
- Loss of trust in technology
- Economic damage
- Spread of harmful content
- Targets vulnerable groups



Case Study

- **WannaCry ransomware attack**
- **Affected 150+ countries**
- **Hospitals & businesses impacted**
- **Data locked for ransom**





The Human Factor in Cybercrime

- Human behavior = biggest weakness
- Hackers trick people, not just systems
- Use fear, trust, and urgency
- Not knowing enough = more risk
- Being online more = more exposure

Trust
Fear
Urgency
Curiosity

✓ PRETEND
✓ PERSUADE
✓ MANIPULATE
✓ EXPLOIT

PERSONAL DATA
IDENTITY THEFT
YOU'RE EXPOSED
REPUTATION DAMAGE



AI and the Future of Cybercrime

- AI automates attacks
- Smarter phishing emails
- Deepfakes & identity fraud
- Faster password cracking
- Harder to detect





AI References by Complaint Loss

| Crime Type | Loss | Crime Type | Loss |
|--|---------------|--------------------------------|-------------|
| Investment | \$632,041,188 | Extortion | \$2,940,642 |
| BEC | \$30,256,592 | Real Estate | \$2,699,085 |
| Tech/Customer Support | \$19,457,078 | Credit Card/Check Fraud | \$1,836,105 |
| Confidence/Romance | \$19,041,653 | Identity Theft | \$1,643,308 |
| Personal Data Breach | \$18,767,964 | Advanced Fee | \$1,642,712 |
| Employment | \$12,550,185 | Harassment/Stalking | \$1,445,378 |
| Other | \$11,750,591 | Malware | \$1,248,199 |
| Phishing/Spoofing | \$10,283,732 | Botnet | \$697,226 |
| IPR/Copyright and Counterfeit | \$10,103,789 | Charity | \$531,455 |
| Government Impersonation | \$7,061,628 | SIM Swap | \$13,082 |
| Lottery/Sweepstakes/Inheritance | \$4,486,965 | Threats of Violence | \$9,576 |
| Data Breach | \$4,319,380 | Overpayment | \$4,719 |
| Non-Payment/Non-Delivery | \$3,726,777 | Ransomware | \$0 |
| Descriptors | | | |
| Crimes Against Children | \$9,866 | | |
| Cryptocurrency | \$658,714,247 | | |

Please see Appendix B and C for additional information related to IC3 complaint data, crime types, and descriptors.

Who is Most Vulnerable?

- Teens → cyberbullying & social pressure
- Adults → financial scams & identity theft
- Older adults → most targeted for fraud
- All groups face emotional and financial harm



Prevention Strategies



**STRONG
PASSWORDS**



**BEWARE OF
PHISHING**



**PROTECT
YOUR INFO**



**STAY
AWARE**



**SAFE ONLINE
HABITS**

- **Use strong passwords + MFA**
- **Don't click suspicious links**
- **Don't share personal info**
- **Stay aware of scams**
- **Practice safe online habits**



Conclusion

- **Cybercrime affects individuals & society**
- **Human behavior plays a key role**
- **AI increases risks**
- **Awareness = protection**





References



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