

## Hacking

<b>Aim</b>	To find examples of various types of hacking, from life hacking to social hacking
<b>Duration</b>	-
<b>Number of participants</b>	any
<b>Difficulty</b>	medium
<b>Conditions</b>	The activity needs time as it involves research and implementation. Suitable for groups
<b>Material</b>	Smartphone

### Preparation

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### Description

What does hacking mean?

Phase 1

In the first phase the participants do research. Hacking means to make use of a technology or process for a purpose other than intended. Placing a slipper between a door frame and door so it stays open is a form of hacking.

In this first phase the participants look for examples of hacking which can relate to technology but don't have to.

**Life hacks** – making everyday life easier

**Social hacks** – manipulating somebody in a certain way in order to gain access to otherwise restricted information

**Game hacks** – scoring and achieving targets in a game without following the set rules or intended stages of the game.

**IT hacks** – breaking into computer systems or programmes in order to misuse them for one's own purposes

Phase 2

The participants work out examples of different forms of hacking in groups and present them to each other.

**Source** OIAT/Saferinternet.at

**Link** <http://peerbox.at/?p=343>