Cyberbullying research began in late 1990 largely in response to the growing use of technology among adolescents (Patchin & Hinduja, 2006 & Yardi & Bruckman, 2011). Ubiquitous ownership of mobile devices and social media have had a profound impact on cyberbullying. These tools serve a variety of purposes, both virtuous and dangerous, and have changed societal norms in significant ways. Social norms in the physical world do not necessarily translate to the virtual world and perceptions regarding cyberbullying are influenced by a variety of factors, including age and gender. This presentation will include formal definitions of cyberbullying, an interactive discussion about scenarios that challenge these generally accepted definitions, and some preliminary research findings on cyberbullying at Siena College and in online gaming environments.