**Journal Entry 5**

Going from the motives that make the most sense to least sense, I would start by ranking multiple reasons at number one. A lot of hacker groups like to send a message, but also commit acts of cybercrime for money as well. It kind of leads into my second, third, fourth, and fifth options. Second, I would say they would do it for the money. For modern hackers, money is the biggest reward of all, the ultimate sign of power and gives them the ability to invest in their own technological advancements to potentially become more dangerous. My third option would be recognition. As I stated earlier, hackers not only look for money, but they want to send a message. They want to make a change, so they end up sending out DDoS attacks until they get their way. A recent example of this is the BattlEye-Rockstar Games attacks where a group of hackers sent out DDoS attacks to get Rockstar Games to remove their new anti-cheat system into GTA Online (Jones, 2024). This example can also be considered revenge, my fourth option, in that the hackers want to get back at Rockstar Games for locking down on modding in a popular game. My fifth option would be political. It has the same reasoning as the last two motives, but with a political focus. A group of hackers may not be fond of the current political structure in their country, so they send out attacks to the government to get change.

The last two make the least sense to me. My sixth option would be entertainment and seventh would be boredom. At least with entertainment, there would be a goal of getting some form of enjoyment out of committing cybercrime. With boredom, they try to find enjoyment, but there is a chance that it doesn’t enjoy them, is the best way to put it. They aren’t really getting anything out of it except a feeling or to get rid of a feeling. With the risk that cybercrime carries, it doesn’t seem like a good idea to risk prison time for a temporary feeling.

**Works Cited**

Jones, A. (2024, September 24). *GTA 5 and red dead redemption 2 online services suffer outages in apparent DDoS attack over GTA online's new anti-cheat tech*. gamesradar. <https://www.gamesradar.com/games/grand-theft-auto/gta-5-and-red-dead-redemption-2-online-services-suffer-outages-in-apparent-ddos-attack-over-gta-onlines-new-anti-cheat-tech/>