**Week 5 Journal Entry**

I believe that boredom is the #1 motive behind cybercrime since people often simply like to prove that they can penetrate a system just for the sake of it without the desire of being recognized for it or having nothing better to do when they get into any small spat online. The second most motive, in my opinion, is money; scammers online are extremely common and their entire reason for doing it is monetary gain. Motive #3 for me is political simply because I can’t imagine it happening very often because systems at that level are likely well-guarded, but when it does happen the importance or scale of it is often large. The 4th motive is multiple reasons, since I believe that when attacks are done, they can often be for a mix of two different motives, like political + money when a hacker is paid to get info on a person in power for someone else, or boredom +entertainment as entertainment is meant to solve the perpetrator’s boredom. Motive #5 is solely entertainment, since I don’t believe that too many people would resort to cybercrime just for entertainment when there are much more easily accessible channels to entertain oneself, like simply playing games online and whatnot. Motive #6 is recognition, since people like to prove to themselves and others that they are capable one way or another, possibly resorting to penetrating some sort of system to do so. The final motive, in my opinion, is revenge since the amount of pettiness required to resort to cybercrime as a form of revenge seems a little outlandish to occur too often.