



Report on

**Street Play to create Awareness on Cyber and Mobile Phone Frauds In Collaboration with Red Cross Society**

**Date:** 4<sup>th</sup> April 2024 and 5<sup>th</sup> April 2024

**Venue:** 4<sup>th</sup> April 2024- University Campus  
5<sup>th</sup> April 2024- Lakhwas Village

**Event Type:** Street Play

**Mode of Activity:** Offline

**Target Group:** Students and Villagers

**Event Coordinators:** Ms. Ruddhida R Vidwans, Ms. Komal Yadav

**Name of Collaborating Agency -Red Cross Society KR Mangalam University**

**Organized by:** School of Basic and Applied Sciences and Red Cross Society, K. R. Mangalam University.

**Number of Participants:** 25 Students Villagers-45approx

**Introduction:**

The Street Play on “Cyber and Mobile Phone Frauds” was organized by the students of B.Sc. Forensic Science and volunteers from the Red Cross Society, K.R. Mangalam University. The play was performed on 4th April 2024 at the University Campus and on 5th April 2024 at Lakhwas Village, Sohna, to spread awareness about the rising incidents of online and mobile frauds affecting society.

**Objective:**

The main objective of the play was to educate students and villagers about the growing menace of cyber and mobile scams, including fraudulent activities during online shopping, fake KYC updates, and digital money transfers. The aim was to help the local community understand the importance of being cautious in digital transactions and protect themselves from online exploitation.

**Content:**

The 25 participating students performed a short 3–4 minute street play at multiple locations in the village, showcasing real-life scenarios of how individuals fall victim to cyber frauds. The act illustrated common deceptive tactics used by fraudsters and provided practical advice on identifying and avoiding such scams. After the performance, the students interacted with villagers to address their concerns and answer questions. The event also benefited from the assistance of Mr. Mohammed Tufail G, Project Coordinator in the village, who helped gather the local audience. The activity was well-supported by the School of Basic and Applied Sciences and the University Management, who facilitated transportation, food arrangements, and banners for the event.

**Conclusion:**



The street play successfully conveyed crucial messages about digital vigilance and responsible use of mobile technology. It not only enhanced students' understanding of cyber awareness but also empowered villagers with knowledge to safeguard themselves from potential frauds.

**Event Outcome:**

The event created a strong impact by bridging the knowledge gap between students and the community. It fostered social responsibility among students and raised public awareness about the importance of cybersecurity. Overall, the initiative encouraged safer digital practices and contributed to building a more informed and cautious community.



Students during their performances



Students calling the audience for street play