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EXPLOITED: Crimes Against Humanity Archives Available
July 21st 2016: When a 'GAME' is not a 'GAME!'

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There are an estimated 1.8 BILLION video game players in the world. In many ways, it is how our kids learn, communicate, and express themselves. Technology is not good or bad. It is how we choose to use it AND how we teach our young people to live in an electronic age to protect themselves from exploitation. Your child's innocence may be at stake! This week's show will explore how pedophiles and predators use apps, chatrooms and games to access, groom, recruit and exploit young people. Gaming requires the player to maneuver between a world of fantasy and a world of reality and not become t

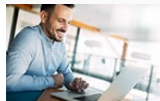
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