RAN Collection practice template

Name of the practice Please note that by practice we mean an activity/method/tool that has been used or is in use by professionals and/or community members.	**Gaming with the police**
Description (max. 300 words) Short description of the aim and working method of the practice. Please note that in this description, it must be clear that <u>there is an explicit connection to preventing and/or countering radicalisation and/or violent extremism</u>. This means that in the aims and/or the activities/methods/tools of the practice, there is a link to preventing and countering radicalisation and/or violent extremism. Practices without this link cannot be included in the RAN Collection.	'Gaming with the police' is a practice developed by the Dutch community police to keep in touch with youth who are active in the digital domain. By entering their 'comfort zone' through gaming, police officers from the community connect with the youth and earn their trust. This gives the police the ability (either during the gaming or in one-on-one interaction) to speak with the youth, help them with different problems they might experience, inform them and do a lot of preventive work. Engaging with youth through video games lowers the boundaries that youth feel regarding talking to the police and constitutes a unique means of trust building. The police are in contact with the youth in their neighbourhoods. The police are present in the youth's comfort zone, on the gaming platform. Respective police officers create accounts on popular gaming and streaming platforms (e.g. Twitch and Steam) and get in touch with youth, while gaming. Because of this, police officers know what is going on with the youth in different communities and can prevent a range of different problems in an early stage. Contact is accessible. The police help the youth with questions they have or refer them to someone who can help them. The youth share information with the police about what is happening in the neighbourhoods.
Peer reviewed	No
Key themes	Internet and radicalisation

Please <u>choose</u> 2 key themes most corresponding with the practice.	(Early) prevention
Target audience Please <u>choose</u> a minimum of one target audience most corresponding with the practice.	Youth / Pupils / Students First responders or practitioners Online Community
Geographical scope Please indicate where the practice has been/is implemented (countries, regions, cities).	The practice is currently implemented by 21 police teams spread all over the Netherlands.
Start of the practice Please indicate when (year) the practice was developed and implemented to indicate the maturity of the practice. In case the practice is no longer active, please indicate when it ended.	Starting year: 2020
Deliverables Please indicate if the practice has led to concrete deliverables, such as (links to) handbooks, training modules, videos.	Will be created in the second half of 2021.
Evidence and evaluation Short description on <u>performance measures</u> of the practice, including	It appears that gaming with the youth is well received by them because it is a means that matches their interests. It is a contemporary way of connecting. The barrier to sharing information is lower and may even have disappeared. Because we are on the same level, a kind of trust naturally arises, considering the information that we receive from the youth. An investigation is currently underway into the bottlenecks and success factors amongst the youth. The outcome of this research will serve as a basis for a report. This report will make a recommendation to the Dutch police force leadership whether this way of connecting should be included in daily police work.

1. <u>qualitative views and quantitative (statistical) data</u> e.g. measure of the success of your project or intervention.

2. <u>evaluation and feedback</u>, including surveys and/or anecdotal evidence e.g. have you done either an internal or external evaluation, have you encouraged any feedback from your target group?

3. <u>peer review</u> which feedback did the practice receive in the RAN working group and/or study visit where the practice was discussed.

Please elaborate on the outcomes of your monitoring and evaluation efforts.

Sustainability and transferability (maximum of 200 words) Short description on the sustainability and transferability of the practice, including e.g. information on the costs of the practice. <u>Please elaborate on which elements are transferrable and how.</u>	Each police team that participates has received a set of materials. A set costs about EUR 1 800 and consists of a PlayStation, TV screen, extra console, TV stand, headset plus microphone, and some Store credit. The PlayStation subscription is renewed annually for each team. This costs EUR 60 per year. We use the possibilities that PlayStation offers to create online communities. We use a Discord server for mutual contact. These are options that anyone with a PlayStation Plus subscription can use. Local police teams play games to connect with the youth in their work area. The local police teams communicate that they are going to play games through their own social media accounts. There is communication regarding when people play which game and via which community or platform. An own logo has been designed for this so that it is recognisable. Most police teams play at a fixed time for 2 to 3 hours a week.
Presented and discussed in RAN meeting Please note that to be included in the Collection, the practice is preferably nominated through one of the RAN meetings. Add name of the RAN Working Group/event, date, place and subject of meeting.	Name: C&N Grooming through Gaming (Q1 2021) and RAN Y&E Youth Isolation (Q4 2020) Date: 15/03/2021 Place: RAN meeting

Linked to other EU initiatives or EU funding (maximum of 100 words) Please indicate how your project was funded, if your practice is linked to other EU initiatives or projects, AND explicitly note if it is (co-) funded by the EU, and if so, by which funds? Such as Erasmus +, Internal Security Funds (ISF), European Social Fund (ESF), Horizon 2020, etc.	No.
Organisation (enter maximum of 100 words and select organisation type) Please briefly describe the organisation behind the practice including the legal status e.g. NGO, governmental, limited company, charity etc.	Dutch police Type of Organisation: Governmental institution
Country of origin Country in which the practice is based.	EU or EEA country: Netherlands
Contact details Please provide contact details of who can be contacted within the organisation, with name and email address.	Contact person: Stefan Jansen/Roel van de Groes Email: Stefan.jansen.1@politie.nl Roel.van.de.groes@politie.nl Telephone: +31 612664023 / +31630332265
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