VIDEO GAMING AND (VIOLENT) EXTREMISM

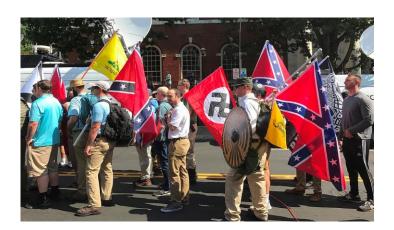Dr Suraj Lakhani | email: s.lakhani@sussex.ac.uk

Online-Gaming

- Not just about mainstream games, e.g. Call of Duty, Fortnite

- Complimentary adjacent platforms: Steam, Discord, Twitch, DLive, etc.

- Numerous examples of intersection between (violent) extremism and video-games and associated platforms

- Far-right violent extremists (e.g. White supremacists, neo-Nazis, etc.)

- Live-streaming: Halle (2019), US Capitol (2021)

- Planning: Unite the Right rally, Charlottesville (2017)

Online-Gaming Adjacent Platforms

- Why are extremists and violent extremists using these platforms?

- Are there distinct features and characteristics about them that make them attractive in some way?

- Do they believe that they will better be able to avoid disruption on these platforms or operate without repercussions?

Content, Platform Features, and Overlaps

- Social media functions

- Types of materials and format

- In-game text and voice chat

- Wider communication concerns

- Multiple accounts

- Ease of access

- Monetisation, money laundering, and terrorist financing

Themes

- Radicalisation, recruitment, and reinforcing views

- Community building and strengthening

- Extremist online ecosystem

Future Considerations

- Collaboration

- The urgent need for research

Any questions?

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