EU Internet Forum
Envisaged actions - 2022

COMMITMENT		ACTION	RESPONSIBILITY	TIMEFRAME
OBJECTIVE 1: REDUCING ACCESSIBILITY TO TERRORIST CONTENT ONLINE				
A: Implementation of the EU Crisis Protocol				
1A1	Crisis Communication exercise	Practical exercise/ training on best practices for law enforcement and government officials on crisis communication	Commission	Q1-Q2 2022
1A2	Principles for collaboration between OSPs and law enforcement when EUCP is triggered	Use the outcome and recommendations of the GIFCT CRWG and EUCP Table Top Exercise 2021 to agree on set of principles for collaborative action among EUIF members, once the EUCP is triggered	Commission/ Europol/Industry	June 2022
1A3	Review and update of the EU Crisis Protocol	Update sections of the Protocol to reflect current MS needs on crisis response. (i.e. role of non-EU operational partners, strategic communications etc.)	Commission, Europol, Member States	Q3 2022
1A4	Collaborate with wider community to ensure effective global response in crisis	Contribute to the ongoing work of global initiatives, such as GIFCT and the Christchurch Call to further enhance crisis response	GIFCT, Commission, Europol, Member States	Continued action Report to EUIF
B. Responses to violent right-wing extremism/ terrorism				
1B1	Knowledge package of VRWE groups, symbols and manifestos	Following presentation of the first Knowledge Package in November 2021, continue to update and enrich it to support companies' content moderation decisions.	Commission, Member States and Europol	Continued reporting to EUIF
1B2	Companies' feedback on the Knowledge package	Questionnaire to Industry to provide feedback on the Knowledge Package. The feedback will serve as input for the upcoming versions of the Package to fit industry's needs	Commission, Industry	Spring 2022
C. Research and responding to new challenges				
1C1	Actions to tackle misuse of video-gaming and adjacent platforms by violent extremists	1. Develop guidance and facilitate sharing of good practices to empower the gaming community to counter violent extremist messages in the gaming space and to understand better how children can be protected from being targeted by violent extremists online.	RAN, Europol, Commission,	Q2-Q3 2022
		2. Promote and make use of Europol's SIRIUS project to facilitate cooperation between national law enforcement agencies and the gaming sector, in the context of access to electronic evidence.	Commission, Europol	Throughout 2022

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1C2	Addressing online fund-raising methods on social media	Workshop to defining the scope of fundraising activities and methods by violent extremists on social media and other internet platforms (cryptocurrencies, crowdfunding, e-commerce, trade of illicit goods, streaming and video-gaming (adjacent) platforms)	Commission, Member States	Q2-Q3 2022
1C3	Addressing challenges related to Terrorist Operated Websites (TOWs)	Exchange and knowledge sharing on TOWs to explore and discuss possible joint approaches to tackle TOWs	Commission, Europol, Member States	Q1 2022
1C4	Tackling impact of the misuse of algorithmic amplification on the user journey towards radicalisation	Following a first meeting in September 2021 and a study to be launched by the Commission on the impact of algorithms on the dissemination of violent extremist and borderline content (legal content that may lead to radicalisation processes) to organise a workshop on thresholds and definitions.	Commission, Member States, Industry	Q4 2022
1C5	Year in review publication	Report on the most important activities in 2022, the misuse of terrorists of the internet, the responses by law enforcement and companies and main threats and challenges. Europol to contribute on strategic assessment of the level and method of terrorist abuse online.	Commission, Europol, Member States	Report to EUIF
OBJECTIVE 2: INCREASING THE VOLUME OF EFFECTIVE ALTERNATIVE NARRATIVES ONLINE				
Civil Society Empowerment Programme (CSEP) and other campaigns				
2A1	Spotlight event for the Civil Society Empowerment Programme	Organise an event for CSEP projects to learn and disseminate civil society initiatives and campaigns.	Commission, Industry, RAN	TBC
2A2	Evaluation of campaigns	Commission to prepare the evaluation to analyse the relevance, coherence, effectiveness and efficiency of CSEP and presenting preliminary results	Commission, RAN	Q4 2022
		Companies to report on their own evaluation of efforts to support civil society campaigns, and impacts on prevention of radicalisation, to enable cross-sharing of experiences.	Industry	Report to EUIF
DELIVERABLE 3: IMPROVE THE FIGHT AGAINST CHILD SEXUAL ABUSE ONLINE				
Solutions to detect, remove and report child sexual abuse online				
3A1	Foster development of technical solutions to detect child sexual abuse in end-to-end encrypted communications	Technical meetings to inform industry, academia and key stakeholders regarding the call for funding for dedicated research projects to explore the possibilities for development and deployment at scale, of the solutions identified under the expert process, once the call for proposals is issued.	Commission	Q1 2022
		Technical meeting with industry on the state of play on technical solutions to detect child sexual abuse in end-to-end		Q3 2022

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		encrypted communications.		
3A2	Contribute with evidence and data to the preparations of the long-term legislation on preventing and combatting child sexual abuse	Technical meetings to gather data from companies to inform the inter-institutional negotiations on the legislative proposal to prevent and combat sexual abuse. They will cover all areas of the legislation as needed, including prevention (e.g. safety by design), and detection (e.g. detection technologies)	Commission	Throughout 2022
3A3	Contribute with evidence and data to the preparations of the revision of the Child Sexual Abuse Directive	Technical meetings to gather data from companies to inform the evaluation and impact assessment for the revision of the Child Sexual Abuse Directive. The study that a contractor will carry out throughout 2022 will help determine the specific areas where additional information from companies is required, which in principle could cover prevention, assistance to victims and investigations. These meetings will also help ensure coherence and synergies between the long-term legislation and the Child Sexual Abuse Directive and improve the understanding of companies on how both instruments complement each other.	Commission	Throughout 2022
OBJECTIVE 4: Outreach of the Forum				
4A1	Explore synergies with GIFCT	GIFCT and member companies are invited to report on progress of the GIFCT at the EU Internet Forum's Ministerial and SOM meetings	Industry, GIFCT	Report to EUIF
4A2	Outreach and collaboration with other initiatives on child sexual abuse online	Ensure collaboration and coherence with other ongoing efforts (e.g. Tech Coalition/Project Protect).	Commission, Industry	Report to EUIF
4A3	Enlarge EUIF	Expand the services and platforms represented in the EUIF as appropriate to adapt to emerging threats. This includes infrastructure providers and software/ digital distribution platforms, as well as video-gaming and adjacent platforms.	Commission, Industry, civil society	Ongoing