

RAN Collection practice template

<p>Name of the practice</p> <p>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.</p>	<p>DECOUNT - the Game</p>
<p>Description (max. 300 words)</p> <p>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.</p>	<p>DECOUNT is an interactive game that recreates the radicalisation processes of four protagonists. The player can decide how the stories unfold and each decision entails certain consequences. The protagonists are four young people, male and female, who radicalise in the jihadi and the right-wing extremist scenes. The game is based on interviews with current and former radicals and the analysis of online extremist propaganda, as well as interviews and tests with young people. The design includes a social media interface, minigames, comics and swipe cards, as well as short videos and audio messages. The objectives of the game are to: illustrate how radicalisation works starting with everyday situations; raise awareness about the narratives and strategies of extremist actors; stimulate critical thinking and the skills to question and confront extremist propaganda and to formulate alternative solutions to problems; and steer attitudes away from extremist ideas and pre-radical stereotypes. The game can be used for primary and secondary prevention and especially in work with youth. It can also be used as part of tertiary prevention with counselling. The game can be played as such or can be used within workshops or in schools to discuss certain topics more in depth or to stimulate the involvement of the target group in discussions and/or the creation of alternative scenarios.</p>
<p>Peer reviewed</p>	<p>No</p>
<p>Key themes</p> <p>Please <u>choose</u> 2 key themes most corresponding with the practice.</p>	<p>Alternative and counter narratives</p> <p>Vulnerable youth and youth engagement in P/CVE</p>

<p>Target audience</p> <p>Please <u>choose</u> a minimum of one target audience most corresponding with the practice.</p>	<p>Youth / Pupils / Students</p> <p>First responders or practitioners</p> <p>Educators / Academics</p>
<p>Geographical scope</p> <p>Please indicate where the practice has been/is implemented (countries, regions, cities).</p>	<p>Austria, Germany</p>
<p>Start of the practice</p> <p>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.</p>	<p>Starting year: 2020</p>
<p>Deliverables</p> <p>Please indicate if the practice has led to concrete deliverables, such as (links to) handbooks, training modules, videos.</p>	<p>The trailer for the game can be viewed at: https://www.youtube.com/watch?v=2trIUgaQ8Hk</p> <p>DECOUNT - the game and the educational material are available on the website extremismus.info in German and English free of charge.</p>
<p>Evidence and evaluation</p> <p>Short description on <u>performance measures</u> of the practice, including</p>	<p>By the end of October 2020, the game had been played by 8 299 users. The players were in their majority male (approximately 75 %) and young (approximately 30 % up to 24 years old and approximately 45 % between 25 and 34 years old).</p> <p>In order to measure the impact of the game, several scientific methods were applied in the form of focus groups and a quasi-experiment. The overall analysis of the pre- and post-questionnaires from the quasi-experiment revealed that the video game had a significant impact on participants' attitudes towards "extremist narratives" in that they agreed less with extremist statements after playing the game. The follow-up questionnaire revealed that the game had a great impact with regard to fostering critical thinking and autonomy, raising awareness of extremist narratives and promoting the democratic value of diversity. The analyses of the focus group revealed that the game had a great impact on the participants' understanding of radicalisation processes and recruitment strategies.</p>

<ol style="list-style-type: none"> 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. <p>Please elaborate on the outcomes of your monitoring and evaluation efforts.</p>	
<p>Sustainability and transferability (maximum of 200 words)</p> <p>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></p>	<p>DECOUNT - the game and the educational material are available on the website extremismus.info in German and English (for transferability purposes) free of charge.</p> <p>They are curated by Daniela PISOIU (see contact below).</p> <p>The game and the educational material can be used as such or tailored workshops can be offered upon request.</p> <p>Such workshops have been organised and are in planning in Austria and Germany, with youth workers and other first-line practitioners, youth and school pupils.</p> <p>The game is transferable regarding generally applicable radicalisation mechanisms, extremist narratives and counter-/alternative narratives, features and strategies of certain extremist organisations. For optimal use outside the German-speaking world, adaptations can be made regarding certain themes, such as current politics in a certain country.</p>
<p>Presented and discussed in RAN meeting</p> <p>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.</p>	<p>Name: RAN C&N & RAN Fireside chat</p> <p>Date: 17/09/2021 & 30/03/2021</p> <p>Place: online</p> <p>Subject: RAN C&N: How do violent extremists use video-gaming platforms to communicate - Narratives and strategies RAN Fireside chat on Violent Right-Wing Extremism</p>

<p>Linked to other EU initiatives or EU funding (maximum of 100 words)</p> <p>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.</p>	<p>The game was produced in the framework of the project "Promoting democracy and fighting extremism through an online counter-narratives and alternative narratives campaign (DECOUNT)", which was co-funded by the European Union, the Internal Security Fund (ISF) - Police.</p>
<p>Organisation (enter maximum of 100 words and select organisation type)</p> <p>Please briefly describe the organisation behind the practice including the legal status e.g. NGO, governmental, limited company, charity etc.</p>	<p>The game was conceptualised and produced by three organisations.</p> <p>The Austrian Institute for International Affairs (oiip) is an independent research institute founded in 1979 and committed to fundamental research in the field of international politics. Besides international academic publishing, the Institute's researchers are engaged in teaching, policy consultancy and public awareness raising.</p> <p>Bloodirony Games is a small Vienna-based game studio fully dedicated to creating mobile indie games.</p> <p>SUBOTRON is a platform for digital game culture in Vienna, Austria.</p> <p>Type of Organisation: Other</p>
<p>Country of origin</p> <p>Country in which the practice is based.</p>	<p>EU or EEA country: Austria</p>
<p>Contact details</p> <p>Please provide contact details of who can be contacted within the organisation, with name and email address.</p>	<p>Address: Austrian Institute for International Affairs (oiip), Währinger Strasse 3/12, 1090, Vienna, Austria Contact person: Daniela PISOIU Email: contact@extremismus.info Telephone: +43 15811106 Website: extremismus.info</p>
<p>Last update text (year)</p>	<p>2020</p>