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.)
- 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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