



EUROPEAN COMMISSION

EU INTERNET FORUM
MISUSE OF VIDEO-GAMING BY VIOLENT EXTREMISTS

4 OCTOBER 2021

VIRTUAL MEETING

15:00 – 18:00

The objective of the meeting is to discuss with tech companies, researchers, experts and policy makers the extent to which violent extremists target video gaming and adjacent communication platforms for recruitment and radicalisation, a phenomenon which is currently poorly understood. The goal is to establish an evidence base on violent extremist use of video gaming and related services and to understand emerging challenges as well as to exchange best practices and develop ideas to address potential challenge.

DRAFT AGENDA

- 15:00-15:10 Introduction by the Commission
- 15:10-15:30 Presentation by Dr Suraj Lakhani: Existing research and knowledge on extent to which and how violent extremists use video gaming for recruitment and dissemination of propaganda
- 15:30-16:05 Presentation by companies on specific cases and insights into activities and risks
- Presentation by Twitch
 - Presentation by Discord
 - Presentation by YouTube
 - Presentation by Microsoft/ Xbox Network
 - Presentation by Roblox
- 16:05-16:35 Questions and answers to companies
- 16:35-16:45 BREAK
- 16:45-17:15 Challenges identified by law enforcement and practitioners
- Presentation by Police Counter-Terrorism Unit Luxembourg
 - Presentation by Europol
 - Presentation by Linda Schlegel, Associate Fellow at the Peace Research Institute Frankfurt (PRIF)

- Presentation by Good Gaming - Well Played Democracy, Amadeu Antonio Stiftung

Topics: moderation challenges: pro-active detection, life moderation, dissemination strategies

17:15 -17:45 Discussion: Sharing best practices and identifying future challenges

- *What conclusions would you draw from the evidence presented?*
- *What is the impact of current moderation efforts, e.g. of removals of content or accounts?*
- *Can we identify best practices for content moderation of video-gaming and adjacent platforms or do we need to further develop them?*
- *What are the gaps in reporting and detection mechanisms, and what can we do together to overcome them?*
- *How can we raise awareness amongst gamers, empowering them to take action?*
- *What are the most important lessons learned from past cases, including on cooperation with law enforcement, and how can we disseminate knowledge to other platforms?*
- *What specific aspects of the problem could be further discussed in the EU Internet Forum?*

17:45-18:00 Wrap up and conclusions