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# Preventing/countering violent extremism and youth protection in gaming outside the European Union

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## Abstract

This report investigates the multifaceted challenges and emerging strategies for preventing and countering violent extremism (P/CVE) and enhancing youth protection within digital gaming environments outside the European Union. As gaming has evolved from a niche hobby into a global mainstream activity, with over 3.3 billion participants spanning diverse age groups and genders, it has become an attractive medium for social interaction and entertainment and for propagating extremist ideologies. The study is grounded in a comprehensive desk research that systematically employed precise search terms (e.g., “gaming radicalization,” “extremism prevention,” “youth protection online”) across scholarly literature, industry reports, and official governmental documents to identify current trends and relevant stakeholders outside the European Union. This iterative search process ensured that the data remained methodologically robust and up to date while uncovering emergent trends and patterns in the digital gaming landscape.

The mapping of potential dialogue partners, which included gaming industry stakeholders, state-level actors, and non-governmental organizations, provides a critical framework for examining the complex interactions among entities responsible for P/CVE efforts. The findings reveal various measures employed by multinational corporations, such as implementing sophisticated content moderation systems, age verification protocols, and AI-driven tools to detect extremist content. However, significant regional disparities were also identified. A comparative analysis within the report highlights convergences and divergences in how different stakeholders address online radicalization (within the gaming ecosystem). The evidence suggests that the long-term success of P/CVE measures depends on integrated approaches that combine technological innovation with broad-based regulatory and community interventions.

Based on the findings, the report advocates for transnational collaboration, the exchange of best practices, and the development of adaptive strategies responsive to emerging extremist tactics. In summary, this study contributes to a deeper understanding of the interplay between gaming environments and extremist phenomena, laying the groundwork for future research and policy initiatives to create safer, more resilient digital spaces for youth and the broader gaming community.

## 1 Introduction and background

The notion that gaming is a niche hobby enjoyed mainly by children, teenagers, and adults who are obsessive, young at heart, socially isolated, unemployed, or classic nerds – but definitely male – is no longer the public perception, nor supported by current statistics. Gaming has not only become a mainstream hobby but also an economic sector of unimaginable size. According to NewZoo's Global Games Market Report, 3.31 billion people worldwide play computer games (NewZoo, 2024). This represents approximately 43% of the global population. By October 2023, the online game "Minecraft" alone had been sold over 300 million times (Gerken, 2023). However, it is not solely these remarkably high figures that are noteworthy. A closer look reveals the diversity within the gaming community.

The gender distribution among gamers, for example, is far more balanced than commonly perceived. Various studies show that there is no longer any significant difference in the overall distribution. A study from Germany claims that 48% of gamers in Germany are women and 52 % are men (Statista Consumer Insights, 2024), while a study from the US claims that 46% are women, 53% are men, and 1% are non-binary (Entertainment Software Association, 2024). These findings contradict the stereotypical image of gamers as male adolescents, although one must acknowledge evident gender disparities among users of specific platforms and devices.

A further noteworthy consideration pertains to the age structure of gamers. Contrary to popular belief, the demographic of gamers is not exclusively composed of young individuals; the average age of gamers is steadily increasing. According to a study by the ESA, the average age of gamers is now 36 years (Entertainment Software Association, 2024), while the Association of the Games Industry in Germany even puts it at 38 years (The German Games Industry Association, 2024). This trend is further substantiated by the age distribution data, which indicates that the 50-59 age group constitutes the most significant percentage of gamers (18%), followed by the 30-39 age group (17%) and 10-19 age group (16%) (The German Games Industry Association, 2024). This observation suggests that gaming is not merely a transient youth phenomenon but a long-term hobby that persists into adulthood.

These figures are of interest not only to the gaming industry itself but also to society at large. The data demonstrate that gaming constitutes a significant component of modern society, impacting individuals of all ages and genders. However, it is imperative to acknowledge that this pursuit can lead to several risks and problems.

Given the diversity of demographics represented among gamers, it would be naive to assume that people with bad intentions, or even extremist or radical views, are not among them. Indeed, several examples from the past have shown that online games can be a suitable medium for spreading extremist ideologies and recruiting people.

A notable example is the prevalence of the online service Roblox, a popular platform with a significant user base. The characters, which resemble Lego pieces, make the impression that the game suits children. The game's focus is relatively harmless. Players can create their mini-worlds and engage in gameplay with friends. The game has received a rating of 12 from the

USK, indicating its appropriateness for individuals aged 12 and above. However, children are only a mouse click or an add-on away from seeing content that is unsuitable for children or even against the Constitution. Notably, the game harbors elements of violence, hatred, and hate speech, which become discernible upon closer inspection. It is noteworthy that individuals with extremist and radical ideological inclinations reportedly employ the capacity to construct customized virtual environments.

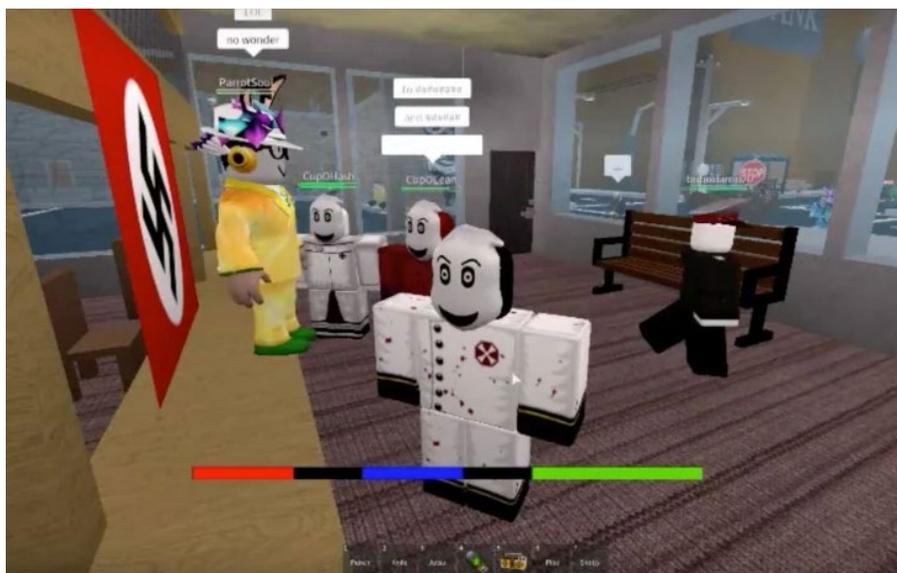


Figure 1: Temporarily freely accessible map in the online game Roblox (dating back to at least 2018) that is still distributed via online channels.

The Deadline add-on facilitates the creation and participation in virtual world predominantly characterized by gun violence. It is possible to recreate and play almost any major deadly event. Within the Roblox platform, for example, players were able to reenact incidents of mass violence such as the 2011 Anders Breivik shooting in Norway, the 2017 mosque shooting in New Zealand, and the 2019 El Paso shooting in a Walmart in El Paso, Texas, USA, a hate crime targeting Latinos (Brandom, 2021; D’Anastasio, 2025; Anti-Defamation League, 2025). These events, characterized by their hateful and violent nature, represent a grave threat to public safety and social harmony.

Roblox, however, is no exception. Other games, such as the previously mentioned online game Minecraft, also allow extremists and radicalized individuals to freely express their ideologies. For instance, within Minecraft it is possible to engage in gameplay within a user-created map that depicts the Auschwitz concentration camp.

The aforementioned cases are indisputably extremist, partly anti-constitutional and in any case morally reprehensible. These ideologies pose significant challenges when they encounter individuals who are susceptible to manipulation and influence for various reasons. A substantial body of research indicates that a considerable proportion of individuals seek out online games as a means of social interaction or as a means of alleviating stress. The intersection of these vulnerability factors with ideological manipulation can lead to adverse outcomes.

A 2021 study examined the significance of social aspects in gaming. The study's findings indicated that many gamers engage in social interaction as part of their gaming experience. Specifically, 84% of respondents indicated that video games play a role in helping them socialize with individuals who share their interests. Furthermore, 80% of respondents reported that video games enhance their ability to meet new people, while 67% confirmed that online games simplify the process of joining communities with similar interests. Additionally, 44% of respondents reported that video games provided a secure environment for expressing provocative comments (Clement, 2021). According to the ESA's Power of Play Global Report 2023, 52% of survey respondents indicated that video games would assist them in managing challenging periods in their lives (Entertainment Software Association, 2024).

Media reports have documented instances of extremists leveraging these vulnerabilities, particularly the desire for recognition and self-realization among children and young people, in the context of online games. For instance, Australia has reported an increase in the number of right-wing extremist children, with some of these children being under the age of 12. The relevant authorities have explicitly identified links to online games such as Roblox in the radicalization processes (Loe, 2023). A similar conclusion has been reached by the New York Times, which has published an article on the subject of radicalization in online games. The newspaper has concurred with findings by Australian authorities that there is a correlation between radicalized individuals (mainly children) and the use of online games (New York Times, 2023).

Concurrently, law enforcement agencies, policymakers, and the academic community have reached a consensus that gaming ecosystems play a pivotal role in the radicalization process in the present age. To combat this trend, further knowledge is required, as well as targeted measures. The Gaming Ecosystems as a Multi-Layered Security Threat (GEMS) project is an interdisciplinary, cross-method and cross-sector initiative that has been funded by the European Commission. The objective of the project is to provide solutions to the challenges identified. To this end, the initiative encompasses a comprehensive examination of the gaming ecosystem in its entirety, extending beyond the realm of games to encompass gaming communication platforms, streaming platforms, social media, news related to gaming, and cultural events.

The overarching objective of GEMS is to enhance the scientific understanding of gaming ecosystems and the phenomenon of radicalization within gaming ecosystems. It will examine the use of gaming platforms are used for extremist grooming and recruitment, while providing European Police Authorities (EPAs) with customized training materials. A significant outcome of the project is the development of an AI moderation tool that will be capable of detecting and disrupting extremist activity in real time whilst ensuring that data protection standards are being met. Furthermore, the project will establish the European Network against Gaming-related Extremism (ENgaGE) to promote collaboration between the public, private and civil sectors. Awareness campaigns will be developed to train gamers, parents, and policymakers to recognize and counter extremist threats to create safer digital spaces.

A primary objective of the project is to ascertain the optimal functionality of an AI-moderated tool. To that end, this report will first examine existing prevention of extremism in the gaming context in the partner countries and worldwide.

## **2 Current trends of preventing/countering violent extremism in the context of gaming inside and outside the European Union**

While the exploitation of gaming platforms by violent extremists poses a significant threat, the EU's approach integrates collaboration and research to create a safer gaming environment and prevent the spread of extremist ideology (United Nations Office of Counter-Terrorism, 2022).

### **2.1 Youth protection and prevention measures**

Europol's 2021/2 Security Report explicitly highlighted the need for further training and educational resources concerning the presence of extremists within the gaming ecosystem. This necessity for "future-proofing" first line practitioners and EPAs to adequately address the challenges of the online space was also among the key conclusions of the 2022 Europol's Cybercrime Conference, which is among the world's most prominent platforms for cybercrime exchange (Europol, 2022). According to the European Union Agency for Law Enforcement Training's (CEPOL) needs assessment program, there is a significant need (EU member states indicated 7659 officials) for additional training and "substantial improvement" in relation to the abilities of law enforcement officials, criminal investigators, cybercrime analysts, and the judiciary regarding cybercrime issues (CEPOL, 2022). Presently, a training program of this nature is nonexistent, nor is it being developed. The validity of these findings was confirmed via a preliminary needs assessment survey in relation to training, tools and technologies which was conducted by the consortium in preparation for this proposal with several representatives from EPAs, most of whom are partners in the project.

The European Commission's Counter-Terrorism Agenda similarly underscores the imperative to confront radicalization in digital domains, including gaming platforms. Research efforts, such as those undertaken by the Royal United Services Institute (RUSI), seek to design effective policies for P/CVE in gaming environments (European Commission, 2021; Wallner et al., 2025).

Nevertheless, the EU has initiated several measures to prevent and counter violent extremism (P/CVE) within the gaming context. The EU engages with game developers and platform providers to promote safer online environments. This involves the formulation of guidelines and best practices to detect and prevent the dissemination of extremist content. Initiatives have been developed to educate at educating parents, educators, and young gamers about the risks of online radicalization. These programs prioritize the cultivation of resilience and critical thinking skills among youth (Hardgers & Leidig 2023). The EU's support extends to networks such as the Extremism and Gaming Research Network (EGRN), which facilitates collaboration among researchers, practitioners, and policymakers to comprehend and counter the exploitation of gaming by extremists (Extremism and Gaming Research Network, 2025).



## 2.2 Serious Games

In both the European Union and beyond, there are initiatives that utilize computer games, also referred to as "serious games," to integrate gaming with education and educational content (Tappe & Gennat, 2023, p. 194). These projects meticulously align game mechanics, frameworks, and educational content, ensuring that players have tangible experiences from which they can derive knowledge in accordance with the project's objectives (Ziegler et al., 2024, p. 17).

Such approaches are not intended to be mere entertainment; rather, they are designed to promote learning and knowledge acquisition. Serious games are designed to stimulate cognitive, emotional, and social learning processes through interactive engagement, challenge-based scenarios, and problem-solving elements. These games are often embedded within broader pedagogical frameworks, which may include reflection phases, group discussions, or guided debriefings, ensuring that the acquired knowledge and skills can be transferred into real-life contexts.

Beyond the European Union, there are significant initiatives that employ games as a medium to raise awareness and impart education to young individuals. These initiatives are indicative of a growing international recognition of the potential that game-based learning holds—not only for conveying factual knowledge, but also for promoting values such as empathy, critical thinking, and civic responsibility.

A prominent trend observed in numerous initiatives is the transition toward learner-centered design. In lieu of the passive consumption of knowledge, players are placed in active roles, where they must navigate dilemmas, manage limited resources, or make ethically charged decisions. This shift in pedagogical approach enables the cultivation of spaces that promote experimentation and reflection, particularly in domains where conventional educational methodologies encounter their limitations.

In sum, serious games are poised to become a dynamic and multifaceted instrument in contemporary education strategies. These games integrate narrative engagement, rule-based systems, and interactivity, which collectively enhance motivation and learning outcomes, particularly among young audiences already familiar with digital gaming environments. The subsequent discussion will delineate salient trends and exemplars, thereby illustrating the present utilization of serious games in a variety of educational and social contexts.

### 2.2.1 Deplatforming

The mobile game "Deplatforming" was developed as part of the EU initiative *gameoverhate.eu*, which advocates for inclusive gaming communities. The game is one of four developed under the EU project "Play Your Role", which aims to raise awareness of hate speech in online spaces. The project encompasses not only the game itself, but also a series of workshop concepts designed to integrate the game into educational and school contexts. This ensures that it can be effectively utilized as an educational tool (JFF-Institut für Medienpädagogik, 2021).



The game's educational objective is to familiarize players with the ecosystem of the internet, equipping them with the tools and mechanisms to identify and respond to problematic content. The term "deplatforming" itself reflects its core concept, referring to "the process of removing illegitimate channels from media platforms" (JFF-Institut für Medienpädagogik, 2021). According to the project team, this approach is part of a strategic effort to counter hate campaigns and extremist narratives in a sustainable manner.

Within the game, players learn to detect and block networked clusters that spread problematic narratives. To this end, players are equipped with a range of tools, including an Activist Network, Counter Speech, Reporting, Networking, Monitoring, and Deplatforming (JFF-Institut für Medienpädagogik, 2021).

The "Play Your Role" initiative, which was executed from 2019 to 2021, encompassed a diverse range of collaborative partners. The German partner in this initiative was the JFF – Institute for Media Education in Research and Practice. The project was funded by the European Commission as part of the Rights, Equality and Citizenship Program (2014–2020) (JFF-Institut für Medienpädagogik, 2021; Hohnstein, 2023).

### **2.2.2 Call of Prev**

The German project "Call of Prev", which is reminiscent of the popular shooter "Call of Duty", was developed by Cultures Interactive and funded by the Federal Commissioner for Culture and Media (BKM). The project was initiated in January 2021 and concluded in June 2024.

"Call of Prev" is an interactive role-playing game designed to engage players with group-related misanthropy and democracy promotion. The target demographic comprises young adults between the ages of 14 and 27 (Cultures Interactive, n.d.). Players navigate their characters through various everyday situations in which dilemmas arise, requiring them to take a stance within their group. The objective of the game is to devise strategies to counteract discrimination, devaluation, and ideologies of inequality, while fostering critical thinking and social engagement (Cultures Interactive, n.d.).

A salient feature of the game is its integrated editor function, which empowers players to recreate their own or personally experienced scenarios. This interactive element enhances storytelling, game design, and character development, providing players with skills relevant to game development while facilitating dialogue with individuals who may otherwise remain disengaged. The augmented creative capacities of this feature have been praised by project implementers, who have underscored its efficacy in fostering meaningful engagement and inclusive dialogue among young participants (Bahman, 2023).

### **2.2.2 DECOUNT**

The game DECOUNT was developed in Austria in the year 2020. It is a cooperation project between the Institute for Legal and Criminal Sociology (IRKS), the Austrian Institute for International Politics (oiip), the nationwide Open Network Youth Work (boJA), the NEUSTART association, the Social Cohesion Network (DERAD), the Federal Ministry of the Interior, the

video game company Bloodirony and the game culture initiative SUBOTRON (DECOUNT, 2020). The game is about interactions that the players themselves can influence to understand gradual processes of turning and radicalization. Situations in the everyday lives of young people are recreated in which extremism occurs. Contacts to extremists can come to the players. Raise awareness of recruitment strategies. At the same time, space should be given to opposing positions to strengthen young people's critical thinking. The game offers game paths in the area of jihadism and right-wing extremism, each with a male and female main character. Designed for use in educational settings, the game has its own accompanying booklet, but can also be played independently. According to the website, due to vulgar language and depictions of violence, the game is only suitable for young people over the age of 16 (Extremismus.info, 2022).

### 2.2.3 Hidden Codes

"Hidden Codes" is the result of a collaboration between the development company Playing History and the Anne Frank Educational Institution. The game was funded by the Federal Ministry for Family Affairs, Senior Citizens, Women and Youth (BMFSFJ) as part of the federal program "Live Democracy!" (Kühnert, 2021).

The game simulates everyday situations and integrates the concept of "hidden codes", which refers to right-wing extremist and Islamist narratives and strategies in social media. Players are encouraged to develop counterstrategies and learn how to respond effectively to such narratives in real-life situations. This includes simulated interactions in chats and live videos, where extremist ideologies are often spread (Bildungsstätte Anne Frank, n.d.).

The central setting of the game is social media, as the developers assume that radicalization - whether right-wing extremist or Islamist - takes place primarily in online contexts. By immersing players in these digital environments, the game aims to strengthen their ability to recognize extremist content and react critically (Bildungsstätte Anne Frank., n.d.).

### 2.2.4 Hate Hunters

The game "Hate Hunters" was developed as part of the GameD project and has been available since 2023 (boJA, 2024). The project consortium includes boJA (Nationwide Open Network for Youth Work), the State Working Group Mobile Youth Work/Streetwork Baden-Württemberg e.V., the Danish Youth Team, the International University (Erfurt), Serious Games Interactive (SGI) from Denmark, SCENOR, and Modus|zad. The initiative aims to bring together key players in youth work, research, games, pedagogy, public relations and extremism prevention (SCENOR, 2020). The game was developed collaboratively through a participatory process involving young people from across Europe. The project was funded by the European Union's ERASMUS+ programme.

"Hate Hunters" is inspired by classic arcade games of the 1980s and follows a jump 'n' run gameplay style. The goal is to combat the spread of hate in BitCity. A key element of the game is the so-called "Hate Tracks" - paths in the city where monsters spread symbols and graffiti

that negatively affect the city's inhabitants. The player's task is to cover these symbols with stickers, effectively countering the spread of hate.

These hate symbols serve as conversation starters to engage young people in deeper discussions about extremism and discrimination. Accompanying educational material in the form of a handbook is also available to support discussions and learning experiences (Beratungsstelle Extremismus – bOJA, 2023).

## 2.2.5 Lunesol (North Macedonia and Albania)

During the STRIVE Global program, North Macedonia initiated the project "Game for Change; Serious Game – Educational Tool for Strengthening Community Resilience," which involved the development of the serious game "Lunesol" as a tool to address youth radicalization. The project commenced in August 2019 and concluded in October 2020.

The development of "Lunesol" was guided by the objective of creating an educational instrument for teachers, youth workers, and youth, with the aim of addressing the radicalization of youth that might lead to violent extremism. The game's narrative was crafted with a focus on the local environment, aiming to provide a realistic and relatable setting for players. The incorporation of a diverse array of characters and actions within the gameplay fosters open dialogue options, thereby yielding a range of outcomes. During the inception phase, the Ministry of Interior Affairs and the Ministry of Education of the national government, as well as the National Committee for Countering Violent Extremism and Counter-Terrorism, participated in several focus groups on the script and provided valuable recommendations resulting from their expertise on the topic. The narrative of "Lunesol" revolves around the coexistence of two distinct humanoid races on a compact planet. The inhabitants of the planet face a violent extremist group that threatens to disrupt peace between the two races and fights for separation of them. The central character of the narrative, Nyx, is tasked with the rescue of his closest companion, Bron, who is in imminent danger of joining the extremist group.

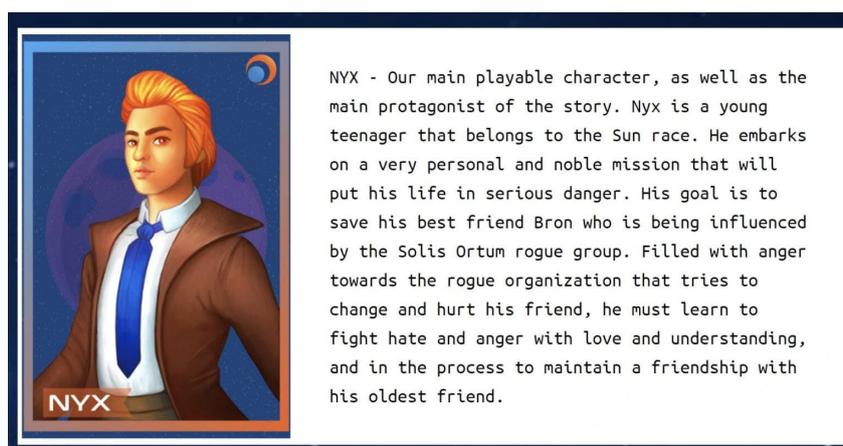


Figure 2: Screenshot (Ludescher, n.d.).

The game is a choice-driven adventure game, providing players with the opportunity to choose different imaginary characters and thus take different perspectives. Through this process, players observe quotidian scenarios from diverse vantage points and discern how these

scenarios might lead to nuanced alterations in the behavior of the individual characters. The consequences of each choice profoundly impact the eventual outcome of the game. This immersive approach enables players to grasp the multifaceted dynamics, underlying motivations, and potential threats associated with radicalization leading to violent extremism. This fosters heightened awareness regarding the long-term ramifications of their actions and equips them with the capacity to respond adeptly in specific circumstances. The program is designed to equip players with the knowledge of how and when radicalization occurs in educational settings. They will learn to detect the signs of radicalization in their own school and social surroundings and how to respond to them. The culmination of the game is marked by a heightened comprehension of the players' own authority, the policies of their educational institutions, the national laws, and their capacity to contribute to the mitigation of youth radicalization and the prevention or interruption of the radicalization process.

The game functions as an educational instrument, integrating diverse educational, psychological, and entertaining components. The interconnected nature of these elements, intricately woven into the game's narrative and characters, enhances its educational value. The game was developed with a do no harm approach, which means that any reference or stigmatization of a particular group was avoided. The game does not represent already radicalized individuals and their actions. An integrated evaluation questionnaire enables the assessment of players' comprehension of violent extremism and radicalization before and after gameplay. Additionally, the website [lune-sol.eu](http://lune-sol.eu) hosts a video tutorial that provides instructions for playing the game, along with several explanatory videos that address the identification of signs of radicalization leading to violent extremism. The promotional video offers a visual representation of the game.

The game underwent a trial phase involving two focus groups, comprising: The first group comprised teachers and CVE experts, while the second group consisted of students and representatives from the gaming industry. The feedback from both groups was largely positive, with both groups emphasizing the game's success in promoting a positive message. Both groups also expressed satisfaction with the diverse range of characters available in the game and the variety of actions and perspectives they can assume, emphasizing clear and impactful messages. Subsequent to the testing phase, three online gaming dissemination workshops were organized, wherein participants engaged in the game collectively and had the opportunity to pose inquiries. A notable observation emerged from the 200 participants, who hailed from diverse backgrounds including students, teachers, parents, youth workers, and CSO representatives. Many of them expressed a desire to replay the game at home, with the intention of exploring the consequences of different decisions, which would result in varied endings. Moreover, the post-game assessments revealed a substantial enhancement in the participants' understanding of the indicators of radicalization, suggesting that the game serves as a valuable educational tool. Teachers who participated in the study also emphasized the potential of the game to serve as an educational tool, although they noted the necessity for enhancing the technical proficiency of educators to effectively utilize it for that purpose.

To this end, three webinars were conducted, engaging relevant experts in the field. These webinars addressed critical issues, including the use of digital games in the educational process and the potential of games to serve as educational resources. A social media campaign

successfully reached over 100,000 individuals within the country, and the web platform and mobile app combined currently have over 1,000 registered players. The game is available in Macedonian and Albanian.

### **2.2.6 Radical Choices (Switzerland)**

The serious game *Radical Choices*, developed in Switzerland, is a project that aims to prevent radicalization. The game has been shown to have a preventive effect against radicalization by playfully sensitizing young people to the dangers of the online space and the common radicalization mechanisms. The game involves two groups: one representing left-wing extremism and the other, right-wing extremism. Both groups attempt to appeal to young people by offering stability, enjoyment, and a sense of community. Both factions assert exclusive knowledge of the answers to the issues at hand. These claims, however, are often simplistic and lack nuance (Marti, 2024).

In addition to the serious game, a support kit is available to professionals. This kit offers practical, accompanying material on the topic of radicalization. Furthermore, it provides concrete impetus for dialogue with young people (*Radical Choices*, n.d.).

## **3 Methodology**

### **3.1 Desk research**

The desk research methodology adopted in this study establishes an extensive and robust analytical framework for examining the prevention and countering of violent extremism (P/CVE) within gaming contexts. By systematically gathering and critically analysing data from publicly accessible sources—including scholarly literature, industry analyses, and official governmental documents—the research underpins its empirical foundations with methodological rigor and up-to-date information. A core objective of the investigation was to elucidate the nexus between gaming environments and extremist phenomena, with a particular emphasis on online radicalization, youth protection, and the effectiveness of preventive measures implemented at both national and international levels.

The research process was initiated by defining a precise set of combined search terms and keywords (e.g., “online gaming”, “radicalization”, “extremism prevention”, “youth protection online”, “gaming ecosystem and violence”) that were subsequently deployed across a range of authoritative platforms, including databases, governmental repositories, and reputable industry sources. An iterative search strategy was employed: initial broad inquiries yielded a general overview of the thematic landscape, which was then refined through targeted searches to capture emergent trends and critical patterns. This two-tiered approach ensured the integration of diverse perspectives while retaining the depth necessary for nuanced analysis.

A significant aspect of the research design was the coordination of the methodological approach within the project consortium to ensure a synchronised approach and comparability

to other reports within the GEMS project (Feta & Armakolas, 2024). At various stages, consortium partners engaged in detailed consultations to harmonize the research methodology, ensuring a uniform approach across similar reports and deliverables. This internal agreement facilitated consistency in data collection, analysis, and documentation, thereby reinforcing the reliability and comparability of the research outputs across different work packages.

All relevant sources were meticulously documented and categorized into thematic clusters based on their credibility, topical relevance, and recency. Emphasis was placed on the use of authoritative materials—such as international organization reports, peer-reviewed academic studies, and official publications—to underpin the study's empirical basis. Despite the systematic and rigorous approach, the study acknowledges inherent challenges. These include the difficulty in sifting through the vast volumes of online information, potential language barriers that may inhibit access to region-specific insights, and the dynamic, continually evolving nature of digital content, which necessitates regular updates to maintain data relevancy.

In summary, the structured desk research not only lays a solid empirical foundation for mapping potential dialogue partners within the P/CVE ecosystem but also significantly advances our understanding of the complex interplay between gaming environments and the proliferation of extremist ideologies. The deliberate, coordinated efforts within the project consortium to standardize the methodological approach have further enhanced the consistency and comparability of the findings, providing a critical framework for subsequent analyses and future policy discussions aimed at mitigating online radicalization and bolstering youth protection measures.

### 3.2 Mapping of potential dialogue partners

Merging the three tables mentioned above and added in the attachment, the data collected from the stakeholder research can be summarized as follows:

Country	Software-company	State-level stakeholder	Other non-state-level stakeholder
Australia	0	4	7
Canada	1	4	4
China	5	0	0
India	2	1	1
Japan	10	2	0
Kazakhstan	0	0	1
Singapore	2	2	0
South Korea	2	2	0
United Arab Emirates	0	2	5
United Kingdom	0	0	3
United States of America	23	7	8

Figure 3 shows a map with all non-EU countries in which potential dialogue partners have been identified:

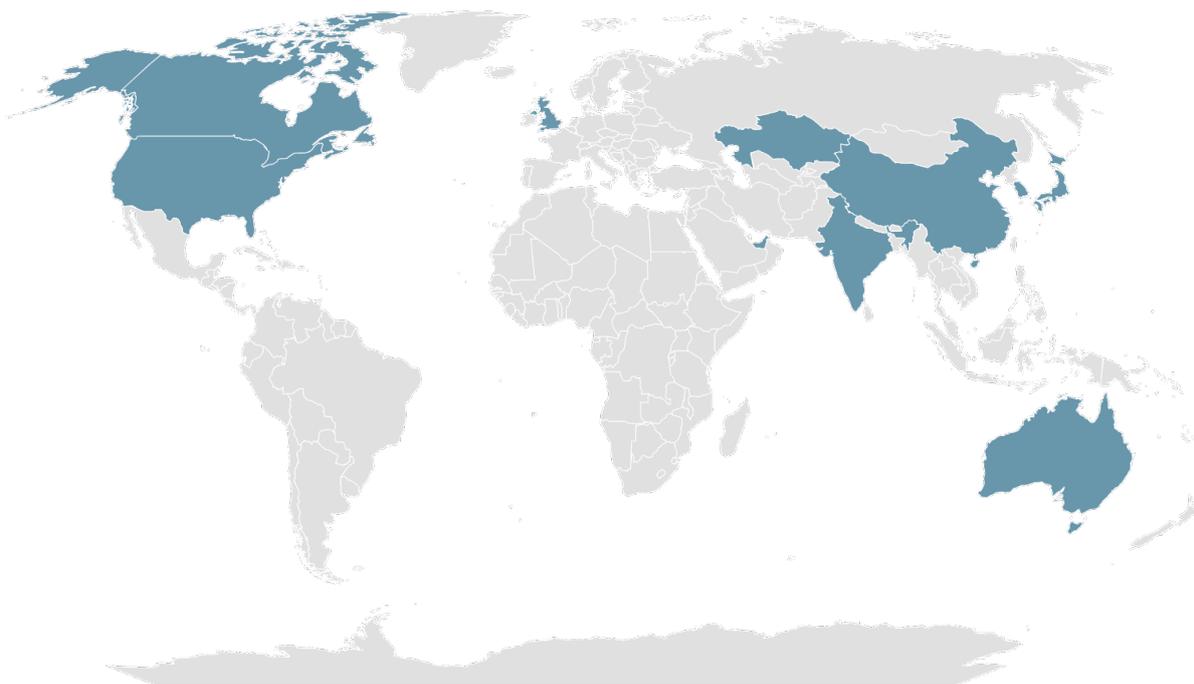


Figure 3 Mapping of potential dialogue partners in non-EU countries.

The dataset encompasses 11 countries, offering an initial comprehensive overview of the global landscape concerning gambling and its regulation. Among the stakeholders identified in the research, the United States leads in the number of software companies ( $n = 27$ ) and state-level actors ( $n = 7$ ) involved in policing. At the same time, there are also a significant number of non-state-level actors ( $n = 8$ ). Significantly, China and Japan have notable representation from the software company sector, with five and eight companies, respectively. Despite the substantial presence of gaming and software companies in China, no suitable governmental or non-governmental bodies conducive to the project could be identified during the research. In contrast, countries such as Australia, Canada, and the United Kingdom have demonstrated a different pattern. While relevant software companies were not found, these countries have several central government agencies that can be considered relevant partners.

The dataset under review does not provide detailed information on the specific nature of the software companies or stakeholders involved in policing. It is acknowledged that the dataset might not be exhaustive due to the potential absence of certain countries or stakeholders.

## **4 Preventing/countering violent extremism in the context of gaming outside the European Union**

To gain a full understanding of the operations, processes, and risks in online gaming ecosystems, it is important to know who the relevant stakeholders are and how they operate. To ensure a comprehensive understanding, a systematic search and identification process was used to identify relevant stakeholders. The process involved a multi-stage approach that combined online research, internal team discussions and snowball sampling techniques.

For the purposes of this study, stakeholders were categorized into three distinct groups: gaming industry stakeholders, government stakeholders, and non-government stakeholders. This categorization allows for a targeted approach to prevention and enforcement that considers the unique roles, responsibilities, and interests of each group. Initially, the research was limited to the United States, Canada, Australia, and Europe. After two roundtable discussions with the Board, the research was expanded to include Asia.

### **4.1 Gaming industry stakeholders**

#### **4.1.1 USA**

The most promising gaming industry stakeholder partner may be found in the United States, where 23 potential gaming industry stakeholder partners are located: These include Electronic Arts, Take-Two Interactive, Riot Games, Infinity Ward, Modulate, Activision Blizzard, Warner Bros. International, Roblox, Rockstar Games, Apple, Microsoft, Google, Valve, SEGA, Treyarch, Twitch, Discord, YouTube, Meta, Teamspeak, Guilded, Major League, The Walt Disney Company, and PC Gamer.

Electronic Arts Inc. (EA) is a prominent American video game company headquartered in Redwood City, California. The company was founded in May 1982 by Trip Hawkins, and it was a pioneering force in the early home computer game industry. EA promoted the designers and programmers of its games as "software artists." The company is renowned for developing and publishing games for well-established franchises, including Battlefield, Need for Speed, The Sims, Medal of Honor, Command & Conquer, Dead Space, Mass Effect, Dragon Age, Army of Two, Apex Legends, and Star Wars. The company is also renowned for its EA Sports titles, which include FIFA, Madden NFL, NBA Live, NHL, PGA, and UFC.

Take-Two Interactive Software, Inc. is a leading American video game company headquartered in New York City. The company was founded in September 1993 and owns three major publishing labels: Rockstar Games (renowned for its successful franchises such as "Grand Theft Auto" and "Red Dead Redemption"), 2K (responsible for titles like "BioShock," "Borderlands," and the "NBA 2K" series), and Zynga (specializing in mobile gaming, particularly social games). As of January 2025, Take-Two was among the largest publicly traded game companies globally, with an estimated market capitalization of \$22.84 billion.



Riot Games, founded in 2006, is an American company. The company is headquartered in Los Angeles, California, and is known for developing and operating the popular Multiplayer Online Battle Arena (MOBA) game League of Legends, which was released in 2009. Since 2015, Riot Games has been a Chinese technology conglomerate Tencent subsidiary; its majority is currently held by Tencent.

The company has implemented measures to dissuade the making of political statements during its live events. In the context of the 2019/2020 Hong Kong protests, Riot Games requested that players and commentators refrain from making political statements during broadcasts to ensure that such statements do not escalate potentially sensitive situations.

Infinity Ward, an American video game developer founded in May 2002, is a notable example of this approach. It is widely recognized for its creation of the "Call of Duty" series, a globally renowned game franchise. The company's headquarters are situated in Woodland Hills, Los Angeles, California, with additional offices located in Poland, Mexico, Austin (Texas), and Barcelona (Spain).

Modulate, a Boston-based company founded in 2017, specializes in machine learning and AI technologies. The company is engaged in the development of innovative solutions, including the ToxMod platform, which aims to create safer and more inclusive voice chat experiences. ToxMod functions as a proactive moderation platform that monitors voice chats to detect and report harmful behaviors such as hate speech, violent threats, and harassment. This technology empowers moderators to respond more expeditiously and efficaciously to toxic behavior, thereby safeguarding online communities (Modulate, 2025). Consequently, this technology can also be utilized proactively against radicalization.

Activision Blizzard, a preeminent American corporation in the video game industry, was established in 2008 through the amalgamation of Activision and Vivendi Games. The company is renowned for its development and publication of highly successful game franchises, including Call of Duty, World of Warcraft, and Candy Crush Saga (Activision Blizzard, 2022). With regard to measures against radicalization on gaming platforms, Activision Blizzard has not disclosed any specific initiatives.

Warner Bros. Games, formerly known as Warner Bros. Interactive Entertainment, is an American video game publisher and developer based in Burbank, California. Established on January 14, 2004, as a division of Warner Bros., the company manages several wholly owned game development studios, including TT Games, Rocksteady Studios, NetherRealm Studios, WB Games Boston, Avalanche Software, and WB Games Montréal, among others.

Rockstar Games, founded in 1998, is a prominent developer and publisher of video games. The company is renowned for successful franchises such as Grand Theft Auto, Red Dead Redemption, Max Payne, and Midnight Club. Rockstar Games, a subsidiary of Take-Two Interactive, is headquartered in New York City.

Roblox Corporation is an American software corporation headquartered in San Mateo, California. The company was founded in 2004 and developed the online platform Roblox, which was released in 2006. As of December 31, 2024, Roblox had a workforce of over 2,400

individuals. In an effort to address concerns regarding radicalization on gaming platforms, Roblox has implemented a range of safety measures. In November 2024, the company introduced enhanced parental control features, allowing parents to better monitor their children's activities on the platform. These features encompass the management of interactions, the limitation of daily usage time, and the implementation of age verifications. Users under the age of nine are restricted to games rated as "mild," while pre-teens are prohibited from using chat functions outside of games. Furthermore, CEO David Baszucki underscored the significance of safety measures, advising parents to limit their children's use of Roblox in the event of concerns (Booth, 2024).

Apple Inc. is an American technology company headquartered in Cupertino, California, founded in 1976. The corporation is renowned for its products, including the iPhone, iPad, Mac, and services such as the App Store and Apple Music. With regard to specific measures against radicalization on gaming platforms, there is no publicly available information about initiatives from Apple.

Microsoft, another prominent American technology company, is headquartered in Redmond, Washington, and was founded in 1975. The company develops and sells software, hardware, and services, including the Windows operating system, the Office suite, and the Xbox gaming console. Microsoft has initiated programs with the objective of promoting safety and inclusivity within its online communities, with a particular emphasis on the Xbox network. These efforts encompass the establishment of community standards and the implementation of moderation tools aimed at mitigating toxic behavior. In November 2022, Xbox published its inaugural transparency report on online safety, underscoring its endeavors to foster a secure, welcoming, and inclusive environment for all users (Xbox, 2024). The platform offers settings that empower users to exercise control over the visibility of their profile details and the manner in which others can interact with them and their content (Xbox, 2025).

Google LLC, established in 1998, is an American technology company headquartered in Mountain View, California. The corporation is chiefly recognized for its development of the Google Search engine, in addition to offering products and services such as Android, YouTube, and the Google Play Store. In an effort to address concerns regarding extremist content, Google has implemented policies through the Google Play Store and YouTube. However, challenges in the effective moderation of such content persist. To address this, Google has established policies aimed at removing content that contravenes its community guidelines, a category that includes extremist content (Google, 2025). Google employs automated systems to detect harmful and illegal content and takes appropriate action to ensure user safety (Google, n.d.).

The Valve Corporation, an American video game development and distribution company, was founded in 1996 and is headquartered in Bellevue, Washington. The company is widely recognized for its seminal titles, including Half-Life and Portal, in addition to its digital distribution platform, Steam. However, Steam, Valve's digital distribution platform, has been the subject of individual criticism for its alleged failure to adequately address extremist content. In November 2024, U.S. Senator Mark Warner urged Valve to proactively address the presence of extremist content on its platform, following reports of numerous user groups with such content (Parrish, 2024).



Treyarch, an American video game developer founded in 1996, has been a subsidiary of Activision since 2001. The studio has gained renown for its development of the Call of Duty: Black Ops series and is headquartered in Santa Monica, California (Treyarch, n.d.). However, there is a paucity of specific information available regarding Treyarch's initiatives to combat radicalization on gaming platforms.

Twitch, a live-streaming platform founded in 2011, specializes in video game broadcasting, esports competitions, and creative content. In 2014, Amazon acquired Twitch and it is currently headquartered in San Francisco, California. Twitch has implemented measures to address extremist content. The platform has been known to prohibit users who are identified as far-right and to take into account behaviors occurring outside of its immediate ecosystem when making moderation-related decisions. This commitment to content moderation has positioned Twitch as a leader in the fight against extremist content.

Discord, a communication service launched in 2015, facilitates text, voice, and video chats, particularly within the gaming community. The company is headquartered in San Francisco, California. Discord has also implemented measures to address extremist content, banning far-right users when reported. However, the platform is also utilized by extremist actors to influence young people and recruit them for their ideologies (Guhl et al., 2020).

YouTube, a video-sharing platform founded in 2005, facilitates the upload, viewing, and sharing of videos by its users. In 2006, it was acquired by Google, and its headquarters are located in San Bruno, California.

In an effort to address the proliferation of extremist content on its platform, YouTube has implemented policies designed to detect and remove such material. However, challenges persist in the effective moderation of such content, as extremist actors utilize the platform to disseminate their ideologies (Guhl et al., 2020).

Meta Platforms, formerly known as Facebook Inc., is an American technology company headquartered in Menlo Park, California. The company operates social networks, including Facebook, Instagram, and WhatsApp. While Meta does not directly operate gaming platforms, it is cognizant of the propagation of extremist content on its services and has instituted policies to detect and remove such content. Nevertheless, challenges related to content moderation persist.

TeamSpeak is a Voice-over-IP (VoIP) software program that was first developed in 2001. It facilitates communication between users via voice and text chat. The software has gained particular popularity within the gaming community and offers features such as self-hosted servers, automatic microphone volume adjustment, background noise reduction, and echo cancellation (Teamspeak, 2025). However, there is a paucity of specific information available regarding TeamSpeak's initiatives to combat radicalization on gaming platforms.

Guilded, a communication platform founded in 2017, has been developed to address the needs of gaming communities. It offers features such as integrated event calendars, forums, and more to improve group communication (Guilded, n.d.). While Guilded is positioned as an

alternative to Discord, there is no specific information available regarding its initiatives to combat radicalization on gaming platforms.

The term "Major League" is broad and can refer to various organizations. If the term is intended to refer to Major League Gaming (MLG), it should be noted that this is a professional esports organization founded in 2002 that hosts tournaments for various video games. However, there is a paucity of specific information regarding MLG's initiatives to combat radicalization on gaming platforms.

The Walt Disney Company, a globally renowned American enterprise, is headquartered in Burbank, California. While Disney is not primarily known as a gaming company, it holds stakes in various gaming studios and platforms. However, there is a paucity of information regarding Disney's specific initiatives to combat radicalization on gaming platforms.

PC Gamer, a publication focusing on PC gaming, is another notable entity. As a media company, PC Gamer provides news, reviews, and articles about PC games and the gaming community. Given that PC Gamer does not operate a gaming platform, it does not implement specific measures to combat radicalization on such platforms.

#### **4.1.2 Canada**

One potential Gaming industry stakeholder partner could be found in Canada: BioWare. BioWare is a Canadian video game development studio that has achieved a reputation for its high-quality role-playing games (RPGs). The company was founded in 1995 in Edmonton, Alberta. In 2007, BioWare was acquired by Electronic Arts (EA). The games developed by BioWare frequently feature extensive dialogue options and romanceable non-player characters (NPCs). However, there is currently no publicly available information indicating that BioWare has implemented specific strategies or measures to prevent radicalization on its own platforms.

#### **4.1.3 India**

In the context of the Indian gaming industry, two potential stakeholder partners have been identified.

Dream11 is an Indian fantasy sports platform that allows users to participate in daily fantasy sports contests, primarily in cricket. The company was founded in 2008 and became the first Indian fantasy sports company to achieve "unicorn" status in April 2019. In November 2021, Dream11 attained a valuation of \$8 billion. As of October 2023, the company claimed to have 200 million users (Dream11, 2023).

Nazara Technologies, an Indian technology company, has diversified its business interests to encompass mobile games, esports, and sports media. The company was founded in 1999 and is headquartered in Mumbai, India. The company operates a number of esports platforms and is present in India, the USA, and other global markets.

However, a thorough examination of the available information reveals no indication that Dream11 or Nazara Technologies have implemented specific strategies or measures to prevent radicalization on their platforms.

#### 4.1.4 China

A survey of the gaming industry reveals the presence of five potential stakeholder partners in China: Tencent, Century Games, Perfect World, 37 Interactive, and NetEase.

Tencent, a colossus of the global technology sector, is headquartered in China. Its business operations span multiple sectors, including social networks, music, web portals, e-commerce, and notably, video games. Its division, Tencent Games, is the world's largest video game publisher, known for titles like "Honor of Kings" and "PUBG Mobile".

Century Games, formerly known as DianDian Interactive, is a Chinese developer and publisher of video games based in Beijing. The company is recognized for its contributions to the social and mobile gaming sectors.

Perfect World, a Chinese entertainment company, focuses on online games and TV productions. The company was founded in 2004 and is recognized for its massively multiplayer online role-playing games (MMORPGs), including Perfect World and Swordsman Online.

37 Interactive, also known as 37Games, is a Chinese developer and publisher of online games. The company offers a variety of browser and mobile games and is among the top five companies in the Chinese online gaming market.

NetEase is a prominent Chinese technology company that prioritizes online services and video games. The company was founded in 1997 and has gained recognition for games such as Fantasy Westward Journey and Knives Out (Qin, 2025).

However, there is a paucity of evidence indicating that these companies have implemented targeted strategies to prevent radicalization on their platforms. Despite the absence of specific information indicating the implementation of targeted strategies to prevent radicalization on its platforms, Tencent has introduced various measures to promote a safe online environment, including age verification systems and playtime restrictions for minors (Tencent, 2023). Similarly, NetEase has introduced content moderation measures and community guidelines to promote a safe online environment (NetEase, 2024).

#### 4.1.5 Singapore

Two potential gaming industry stakeholder partners were identified in Singapore: Sea Limited and Esports Entertainment Asia.

Sea Limited, a Singapore-based technology company founded in 2009 by Forrest Li, is one such entity. The company functions as a holding entity for multiple subsidiaries, including

Garena (Deffenbaugh, 2024). In October 2017, Sea Limited went public on the New York Stock Exchange.

However, there is a paucity of specific information indicating whether Sea Limited has implemented targeted strategies to prevent radicalization on its platforms. However, the company places significant emphasis on fostering a safe and inclusive online community. For instance, Garena has established community guidelines with the objective of ensuring a positive gaming experience and minimizing inappropriate behavior.

Esports Entertainment Asia (EEA), a Singapore-based company founded in 2019, is a notable example of this commitment. The primary objective of EEA is to establish a comprehensive ecosystem for esports in Singapore and across Asia. The company organizes and promotes various esports events, including the Asia Esports Festival, and operates the Esports Experience Center at the Singapore Sports Hub, serving as a platform for brands to connect with the gaming community. It is important to note that, as a company that organizes and promotes esports events, EEA does not operate its own online gaming platforms. There is no specific information indicating that Esports Entertainment Asia has implemented targeted strategies to prevent radicalization on its platforms.

#### **4.1.6 South Korea**

Two additional stakeholders in the gaming industry that are based in South Korea are NCSoft and Netmarble.

NCSoft is a South Korean company specializing in the development and publishing of online and mobile games. Among its most notable creations are "Lineage," "Lineage 2," "Aion," "Blade & Soul," and "Guild Wars 2." The company also oversees the management of its intellectual property rights for mobile and online games and distributes its products both domestically and internationally.

Netmarble Corporation, formerly Netmarble Games Corporation, is a South Korean company primarily engaged in the development and publishing of mobile games. Notable titles developed by the company include "Seven Knights," "Lineage 2 Revolution," "Marvel Future Fight," and "BTS World." The company distributes its products both domestically and in overseas markets, including China, the USA, Turkey, Thailand, and Indonesia.

It is noteworthy that both entities have implemented strategies aimed at preventing radicalization on gaming platforms.

#### **4.1.7 Japan**

A total of ten potential gaming industry stakeholder partners were identified in Japan, including Nintendo, Konami, DeNA, Game Freak, Nexon, Sony, Bandai Namco, and CyberAgent.

Nintendo stands as a preeminent Japanese entity within the video game industry, renowned for its iconic game series such as Mario, Zelda, and Pokémon. Nintendo's business operations

encompass the development of both hardware, exemplified by the Nintendo Switch, and software. The company exerts a substantial influence on the global gaming industry.

Konami, another Japanese entity, functions as a developer and publisher of video games. Beyond the realm of video games, Konami has diversified its portfolio to encompass slot machines and trading card games.

DeNA, a Japanese company, specializes in the development and operation of mobile games, e-commerce systems, and social networks. It is particularly renowned for its Mobage platform and its strategic collaborations with prominent entities such as Nintendo, with the objective of developing mobile games.

Game Freak, a Japanese video game developer, is primarily recognized for its contributions to the Pokémon series. The company was founded in 1989.

Conversely, Bandai Namco Holdings, a corporation specializing in entertainment, was established in 2005 through the amalgamation of Bandai and Namco. The company's operations encompass the domains of toys, video games, anime, and amusement parks, with notable titles including Pac-Man and Tekken.

CyberAgent, another notable entity, is an internet company that operates in the domains of online advertising, media, and gaming. It operates platforms such as the blogging service Ameba and develops mobile games.

Nexon, a South Korean video game company founded in 1994, relocated its headquarters to Tokyo in 2005. It is renowned for developing and publishing online games such as MapleStory and Dungeon & Fighter. The company's global presence extends to South Korea, the USA, Taiwan, and Thailand, as evidenced by its corporate structure.

Square Enix Holdings Co., Ltd. is a multinational corporation headquartered in Japan that specializes in the development, publication, and distribution of video games. The company is widely recognized for its contributions to the role-playing game genre, exemplified by its renowned series such as Final Fantasy, Dragon Quest, and Kingdom Hearts. The company was formed in April 2003 through the merger of Square and Enix. The company's headquarters are situated in the Shinjuku Eastside Square Building in Tokyo.

SEGA Corporation, another Japanese video game company, is headquartered in Tokyo and was founded in 1960. The company is involved in the development and publication of video games and consoles, and it is well-known for its franchises, including Sonic the Hedgehog.

While there is no evidence indicating that these Japanese gaming industry stakeholders have implemented targeted strategies to prevent radicalization on their platforms, Sony has adopted moderation policies and promotes a safe online environment through its PlayStation Network guidelines (Playstation, 2025).

## 4.2 State-level stakeholders

State-level stakeholders are defined as individuals or entities involved in the regulation and oversight of the gaming industry, as well as the enforcement of laws and policies related to extremism. This group includes government agencies, law enforcement agencies, and legislative bodies. These stakeholders play a pivotal role in addressing extremist activities within the online gaming sphere, as they are entrusted with the responsibility of enforcing the pertinent laws and regulations. Furthermore, these stakeholders can provide guidance and support to the gaming industry, helping to prevent extremism and promote a safe and secure online gaming environment.

The research methodology employed for the gaming industry stakeholders was adapted for the identification and categorization of state-level actors. This entailed a systematic examination of government websites, academic literature, and industry reports.

The attached Table 2 focuses on government stakeholders, particularly institutions and authorities. In addition to the country, it documents the name of the institution, the department, the specific authority, and contact information. The stakeholders were then categorized, and their respective tasks and services were thoroughly delineated. Examples of relevant projects or measures were also collected.

It is noteworthy that while the majority of government stakeholders are primarily concerned with cybersecurity, in certain countries, they have even devised initiatives and programs aimed at combating radicalization through gaming.

### 4.2.1 Australia

In the Australian context, the Department of Infrastructure and Transport has established an eSafety Commissioner to address concerns related to online safety and security. Additionally, the Australian Federal Police and the Department of Home Affairs have been entrusted with the responsibility of ensuring cyber-security, with the former focusing on organized counter-terrorism measures. To date, there have been no initiatives in Australia that focus on the prevention of radicalization through gaming. However, as of December 2024, under the age of 16 individuals are prohibited from using social media platforms such as TikTok and Instagram in Australia (Marti, 2024).

### 4.2.2 Canada

In Canada, four law enforcement agencies at the state level have been identified as potential partners. One of these entities is affiliated with the Canada Centre of Community Engagement, while the remaining three are associated with the police forces of Toronto, Vancouver, and the Royal Canadian Mounted Police, respectively. These institutions are involved in the fight against cybercrime, online scams, fraud, and cyberbullying. While these stakeholders do not overtly address radicalization through gaming, the Canadian government is actively engaged in researching this issue.

In March 2024, the Canadian government allocated over CAD 317,000 in funding to the Royal United Services Institute for Defense and Security Studies (RUSI), an organization that collaborates with the Extremism and Gaming Research Network (EGRN). The EGRN is an international network dedicated to studying the intersection of extremism and gaming while providing effective solutions for various public and private stakeholders (Extremism and Gaming Research Network, 2025). The project aims to assess the potential risks of radicalization on gaming platforms. The initiative involves the analysis of data from various gaming and gaming-adjacent platforms to understand how community formation within gameplay environments can create conditions conducive to radicalization toward violent extremism. A particular focus is placed on the application of a Gender-Based Analysis Plus (GBA+) to explore how identity formation within gaming communities can influence extremist ideologies, particularly through factors like racism and sexism (Public Safety Canada, 2024).

The present study employs a gender-based analysis to investigate the manner in which identities are shaped for both individuals and groups of players, as well as the manner in which misogyny can connect violent extremist ideologies across geographical and cultural boundaries on gaming and gaming-adjacent platforms. The objective is to obtain a more comprehensive understanding of potentially harmful socialization processes on these platforms, to ensure user safety, prevent the misuse of these platforms for radicalization and recruitment into violent extremism, and to inform preventive measures to reach users at the intersection of gaming subcultures and violent extremism (Public Safety Canada, 2024).

The objective of this project is to cultivate a comprehensive understanding of potentially harmful socialization processes within gaming spaces. The insights gained will contribute to enhancing user safety on gaming platforms, preventing the misuse of these platforms for radicalization and recruitment into violent extremism, and informing prevention efforts to engage users at the intersection of gaming subcultures and violent extremism (Public Safety Canada, 2024).

The present collaboration between EGRN, RUSI, and the Canadian government is focused on the development of evidence-based research approaches. The objective of this initiative is to effectively counter radicalization on gaming platforms and enhance the resilience of gaming communities against online harms.

### **4.2.3 South Korea**

In the Republic of Korea, the Korea Internet & Security Agency (KISA) functions as a standalone government agency. Established in 2017, KISA's primary objective is the protection of South Korea's data. Its mandate entails the monitoring of network traffic abnormalities, major Internet service failures, and intrusions on a 24-hour basis, 7 days a week. In addition to its monitoring and analysis functions, KISA is also responsible for the provision of technical support aimed at the prevention of the spread of damage and the recurrence of intrusions. This technical support involves the analysis of the causes of breaches, such as hacking, and the implementation of measures to block malicious sites. However, a thorough review of official sources reveals that there is an absence of specific projects concerning gaming prevention.



However, it is noteworthy that in Korea, gaming has been a salient topic for several years. In 2011, there were efforts to regulate the online behavior of young people through laws, such as the so-called "Shutdown Law." This legislation aimed to curtail the adverse effects of online gaming on the health and education of individuals under the age of 16, by prohibiting them from engaging in such activities between the hours of midnight and 6 a.m. However, this legislation was repealed in August 2021. This legislative history underscores the relevance of Internet Security and Gaming, despite the absence of specific projects and programs addressing radicalization and gaming in Korea.

#### 4.2.4 United States of America (USA)

The United States of America has established various programs and collaborative initiatives with state-level stakeholders to impede the radicalization of individuals within gaming platforms. A review of the GEMS Project reveals six potential partners: the Federal Bureau of Investigation (FBI), the Cyber Threat Intelligence Integration Center, the National Counterterrorism Center, the Department of Homeland Security, the National Policing Institute, and the International Association of Chiefs of Police.

A notable initiative is the establishment of the Center for Prevention Programs and Partnerships (CP3) by the U.S. Department of Homeland Security (DHS). The primary objective of this center is to enhance the nation's capacity to avert targeted violence and terrorism. It accomplishes this by allocating funds, providing training, fostering heightened public awareness, and forging collaborative relationships across various governmental levels, the private sector, and local communities. CP3's approach is grounded in public health principles, with a focus on the safety and well-being of entire populations (Homeland Security, 2024).

Another exemplar is the collaboration between the National Counterterrorism Center (NCTC) and the FBI. The NCTC functions as the primary entity responsible for analyzing and integrating all intelligence related to terrorism and counterterrorism, with the exception of intelligence exclusively pertaining to domestic terrorism. The NCTC is responsible for conducting strategic operational planning and maintaining the authoritative database of known and suspected terrorists. The FBI collaborates closely with the NCTC and other agencies to identify and prevent threats related to online radicalization. The FBI provides training and resources for law enforcement agencies and communities to raise awareness of the risks of online radicalization, including those occurring on gaming platforms (National Counterterrorism Center, n.d.).

#### 4.2.5 Japan

In Japan, the National Police Agency (NPA) serves as the primary coordinating entity within the country's police system. It establishes overarching standards and guidelines, while delegating specific operational control to subordinate levels. In instances of national emergencies or large-scale disasters, the NPA is authorized to take command over prefectural police forces.

As a national authority, the NPA is responsible for developing police systems and conducting operations related to national public security. It is also responsible for managing fundamental



aspects of police activities, such as police education and training, police communications, criminal identification, and coordination of police administration.

The National Police Agency (NPA) of Japan has implemented several initiatives to counter radicalization on online platforms.

The Cyber Force Center (CFC) functions as the command center for Japan's cyber forces, monitoring cyberattacks 24/7, analyzing malware, and coordinating responses to cyber incidents. Moreover, the CFC disseminates cybersecurity information through the police web portal, aiming to empower internet users with a comprehensive understanding of potential threats and the capacity to implement preventive measures (National Police Agency, n.d.).

The Cyber Affairs Bureau within the NPA is responsible for developing strategies to combat cybercrime and collaborates closely with international partners to address digital threats (National Police Agency, 2024).

In response to a recent surge in cyberattacks, Japan is poised to adopt a proactive cyber defense strategy. This approach involves the proactive infiltration of servers by hackers working under the authority of the government, with the aim of neutralizing the sources of cyber threats (Sim, 2025).

The National Police Academy (NPAC) is an affiliated organization of the National Police Agency. It is responsible for the education and training of senior police officers, equipping them with the requisite knowledge, technical proficiencies, leadership qualities, and administrative competencies. Additionally, it provides advanced training in specialized police services. Individuals holding the rank of Assistant Police Inspector or higher (including civilian police staff in equivalent positions) receive specialized education to acquire a high level of knowledge and skills in specific areas and conduct research in their respective fields (National Police Academy, n.d.-a).

The National Police Academy offers specialized training programs designed to equip police officers with the requisite skills to address contemporary threats, including online radicalization (National Police Academy, n.d.-b). These combined efforts by the NPA and NPAC aim to effectively combat radicalization on online platforms through monitoring, international cooperation, and specialized training. The NPA and the NPAC have been identified as potential collaborative partners in this endeavor.

#### **4.2.6 United Arab Emirates (UAE)**

In the United Arab Emirates (UAE), the Dubai Police – Al Ameen Service and the Abu Dhabi Police – Aman Service have been identified as potential collaborative partners.

The Al Ameen and Aman services of the Dubai and Abu Dhabi police, respectively, provide confidential channels for the public to report security-related information. While these services are not exclusively dedicated to combating online radicalization, they contribute to prevention by allowing individuals to report suspicious online activities.

The Al Ameen Service, initiated in 2003, facilitates the round-the-clock, anonymous reporting of security-related information by citizens, residents, and visitors in Dubai. This includes reporting suspicious online activities that could potentially lead to radicalization. The Al Ameen Service ensures the confidentiality of the individual who submits information, thereby encouraging active community participation in maintaining security.

In September 2022, the Al Ameen Service organized a forum titled "Challenges and Security Risks of Online Gaming." The objective of the event was to shed light on the risks associated with online gaming platforms and to enhance collaboration with game developers to identify security loopholes and reduce cybercrime (Saseendran, 2022).

The Aman Service, initiated in 2009 by the Abu Dhabi Police, offers a secure and confidential platform for the public to report concerns related to online radicalization and other security issues. This service operates on a 24-hour basis and ensures the anonymity of informants, thereby promoting the safety and stability of the community.

By offering these services, the Dubai and Abu Dhabi police authorities enable the public to actively contribute to the fight against online radicalization by reporting suspicious activities, thereby strengthening community security.

#### **4.2.7 Singapore**

The Government of Singapore (GOS) has adopted a zero-tolerance policy towards radicalization and extremist ideologies, particularly in the digital space. The Prime Minister's Office and the Ministry of Home Affairs (MHA) have been designated as the respective entities to counter radicalization on gaming platforms.

Specifically, the Online Safety (Miscellaneous Amendments) Act, which took effect on February 1, 2023, grants the Infocom Media Development Authority (IMDA) the authority to restrict access to online content that promotes or instructs on terrorism or violence. While these measures are currently focused on social media, the Ministry of Communications and Information (MCI) has announced its intention to expand similar provisions to other online services, including gaming platforms. Concurrently, the Ministry of Home Affairs (MHA) is engaged in the formulation of legislation aimed at combating online crime, encompassing content that incites terror-related activities (Ministry of Digital Development and Information, 2023).

The MHA has observed an increase in the number of self-radicalized youth, with cases involving younger individuals. From 2007 to 2014, a single self-radicalized youth, aged 20, was apprehended under the Internal Security Act (ISA). Since 2015, 11 self-radicalized youths aged 15 to 20 have been either arrested under the ISA or placed under restriction orders. The radicalization of these individuals occurred through various online platforms, including gaming, chat, and social media.

In response to this trend, the government has implemented restrictions on access to websites that disseminate extremist messages and ideologies. The IMDA has been entrusted with the

authority to instruct social media services to restrict access to content that promotes terrorism or violence. Authorities underscore the significance of early reporting to facilitate prompt intervention and prevent potential tragedies (Ministry of Home Affairs, 2023).

Experts underscore the allure of online gaming platforms for extremist groups seeking to radicalize and, at times, recruit young individuals. The complexity of regulating these platforms underscores the significance of family and community support in countering radicalization. While gaming platforms themselves are not inherently dangerous, they contain certain features that extremists can exploit for radicalization purposes (Ali, 2023).

#### **4.2.8 India**

The Internal Security Division of the Indian Ministry of Home Affairs (MHA) is responsible for maintaining internal security and order in the country. Its primary responsibilities encompass the monitoring and counteraction of anti-national and subversive activities by extremist organizations, the formulation of counter-terrorism strategies, the execution of security assessments, and the observation of the activities of Pakistan's intelligence agency, the ISI. The division also engages in ministerial-level discussions with Pakistan on issues such as terrorism and drug trafficking as part of the comprehensive dialogue process.

The Internal Security Division of the Indian Ministry of Home Affairs (MHA) has augmented its structure with the aim of countering the growing threat of radicalization on online platforms. In November 2017, two new divisions were established: the Counter Terrorism and Counter Radicalization (CTCR) Division and the Cyber and Information Security (CIS) Division. The CTCR Division is tasked with the development of strategies for the de-radicalization of Indian youth and the monitoring of the activities of national and international terrorist organizations. The CIS Division's mandate is to monitor illegal and criminal activities on the internet, including cyber fraud, hacking, social media threats, identity theft, and the spread of rumors (Hindustan Times, 2017).

Furthermore, the Ministry of Home Affairs (MHA) has established the Indian Cyber Crime Coordination Centre (I4C), which operates under the aegis of the Computer Emergency Response Team (CERT). The I4C functions as a central hub for combating cybercrime in India and collaborates closely with law enforcement agencies to analyze and counter cyber threats (Ministry of Home Affairs, 2024).

These structural adjustments enable the MHA to respond more effectively to the challenges posed by online radicalization and enhance internal security.

#### **4.2.9 United Kingdom (UK)**

At present, there are no specific, publicly documented measures in the United Kingdom that focus exclusively on combating radicalization on gaming platforms. However, the British government is cognizant of the risks posed by online platforms, including gaming platforms, in disseminating extremist content and facilitating radicalization. In response, the government employs a comprehensive counterterrorism strategy known as CONTEST, which encompasses

four primary components: The first component is the prevention of radicalization and extremism. The second component is the detection and disruption of terrorist activities. The third component is the protection of the public and infrastructure. The fourth component is the preparation for and mitigation of the impact of terrorist attacks.

As part of the Prevent strategy, the government collaborates with local authorities, educational institutions, and community organizations to identify and prevent radicalization at an early stage. While this strategy does not explicitly target gaming platforms, it is relevant to all domains where radicalization may occur, including online spaces. The UK government enacted the Online Safety Act 2023, legislation designed to regulate harmful online content and hold platforms accountable. This legislation imposes obligations on technology companies to implement mechanisms that safeguard their users from unlawful content, such as terrorist propaganda and extremist materials. While the legislation is not exclusively aimed at gaming platforms, these entities are still obligated to comply with the legal requirements and implement protective measures accordingly.

The government of the United Kingdom collaborates closely with the technology and gaming industries to ensure the implementation of appropriate measures to combat extremism and radicalization. This involves the formulation of content moderation policies, the establishment of reporting and blocking mechanisms for harmful content, and the promotion of media literacy initiatives aimed at enhancing public awareness of the risks associated with online radicalization.

#### **4.2.10 Kazakhstan**

In an effort to address the pressing issue of violent extremism and to safeguard its population from the threat of radicalization, the Republic of Kazakhstan has implemented a comprehensive set of preventive measures. These measures encompass the reinforcement of the resilience of vulnerable groups and the supplementation of law enforcement and intelligence operations in countering extremism. Nevertheless, the primary focus of security authorities remains on state-led awareness programs as well as religious and civic re-education. This approach suggests a perception that prevention is primarily a security concern rather than a societal responsibility (Deutsche Gesellschaft für Internationale Zusammenarbeit, 2020).

Presently, Kazakhstan has not disclosed specific information regarding its measures to combat radicalization on gaming platforms, which has hindered the identification of potential state-level partners within the country.

#### **4.2.11 China**

In recent years, the Chinese government has implemented a series of stringent regulations on online gaming, primarily aimed at addressing the issue of gaming addiction among minors. For instance, since 2021, individuals under the age of 18 have been restricted to a maximum of one hour of online gaming per day on weekends and holidays, specifically from 8:00 p.m. to 9:00 p.m. These measures are intended to mitigate the adverse effects of excessive gaming.

Furthermore, video games in China are subject to stringent content control and censorship measures. Games that contain elements deemed inappropriate can either be banned or require modifications. Notable examples include "Hearts of Iron" and "Command & Conquer: Generals," which were proscribed due to their depictions of China.

While China imposes strict regulations and interventions on online platforms to protect moral, cultural, and societal norms, there is currently no specific information on state interventions in gaming platforms explicitly aimed at preventing radicalization. Consequently, there is currently no potential state-level stakeholder identified in China.

#### **4.2.12 International cooperation**

The United Nations (UN) has acknowledged the issue of radicalization through gaming. In December 2024, an expert briefing was convened under the title "New Quest Unlocked," in collaboration with the United Nations Interregional Crime and Justice Research (UNICRI) and the United Nations Office of Counter-Terrorism (UNOCT), in partnership with the Permanent Missions of Japan and the Kingdom of Morocco to the UN. This expert briefing identified the African continent as a primary focus for efforts to prevent radicalization through gaming. Notably, the African continent has witnessed a substantial surge in mobile gaming market expansion. The region exhibits both remarkable potential and vulnerability, as evidenced by its 11% year-over-year growth rate, which is among the highest globally.

In response, a "Gaming Intelligence" initiative is being developed as a component of global prevention strategies. This initiative involves the collection of intelligence from open-source platforms, such as games, chats, and social media, with the aim of tracking extremist content and recruitment activities. This intelligence is intended to inform early warning systems, thereby helping to detect and prevent radicalization at an early stage. Given the expansive nature of the gaming ecosystem, there is a concerted effort to develop sophisticated content moderation tools that leverage artificial intelligence. To this end, they aim to collaborate with the gaming community, private sector enterprises, and gamers during the development process. The involvement of the gaming community is particularly crucial to circumvent potential takedowns and other actions that could be perceived as suspicious by gamers (United Nations, 2024).

### **4.3 Other non-state level stakeholders**

Non-state-level stakeholders, otherwise referred to as non-governmental organizations (NGOs), private companies, or academic and research institutions, can offer valuable expertise, resources, and support to both the gaming industry and state-level stakeholders. These entities can play a pivotal role in raising awareness about the issue of extremism in online games, promoting best practices, and facilitating collaboration and knowledge-sharing.

A research methodology analogous to that previously employed for the gaming industry was employed to identify and categorize non-state-level actors relevant to the gaming industry. To identify these stakeholders, a systematic examination of government websites, academic literature, and industry reports was conducted.

The third attached table provides a comprehensive list of actors affiliated with non-governmental organizations (NGOs). This table exhibits a comparable structure to the second table, incorporating the actor's country, institution, department, and category. Subsequent rows present the areas of responsibility and primary fields of work for the actors, accompanied by examples of pertinent projects or measures and prioritizations and justifications. Despite national projects, the United Nations (UN) has a multifaceted approach to countering terrorism, with entities such as the United Nations Counter-Terrorism Centre (UNCCT) promoting international cooperation and providing technical assistance to member states in developing strategies to prevent violent extremism. While not exclusively focused on gaming platforms, the UN acknowledges the role of digital spaces in radicalization and works to address these challenges (United Nations Office of Counter-Terrorism, n.d.).

### 4.3.1 United States of America (USA)

The most prominent potential non-governmental stakeholder partners were identified in the United States: The International Centre for Counter-Terrorism (ICCT), the Anti-Defamation League (ADL), the United Nations (UN), the Boys & Girls Clubs of America, The Trevor Project, City Year, WE Charity, UNICEF USA, and Concentric Advisors.

The International Centre for Counter-Terrorism (ICCT) is an autonomous think-and-do tank dedicated to shaping effective and evidence-based policies against terrorism and violent extremism, grounded in human rights and the rule of law. While the ICCT does not have a primary focus on gaming platforms, it addresses the use of digital spaces by extremists and develops strategies for preventing online radicalization (<https://icct.nl/publication/handbook-part-ii-prevention-radicalisation>).

The Anti-Defamation League (ADL) is an organization that actively combats hate and extremism. It has conducted research on the spread of extremist content on gaming platforms and, in collaboration with the gaming industry, developed content moderation policies and user safety measures.

Another pertinent example is the Boys & Girls Clubs of America, an organization that administers after-school programs emphasizing education, leadership, and healthy lifestyles for over 3 million young people. While they do not have specific programs targeting radicalization on gaming platforms, they promote critical thinking and media literacy, helping youth recognize potential online risks (Boys & Girls Clubs of America, n.d.).

The Trevor Project, an organization specializing in crisis intervention and suicide prevention services for LGBTQ+ youth, exemplifies a different approach. The Trevor Project's primary focus does not pertain to the prevention of radicalization on gaming platforms (The Trevor Project, n.d.).

City Year is an educational organization that partners with schools to provide mentorship and support to students. However, they do not have specific programs addressing radicalization on gaming platforms (City Year, 2024).

An international charity focusing on education and development projects globally, WE Charity does not have publicly available information indicating specific initiatives to prevent radicalization on gaming platforms.

Conversely, UNICEF USA, a constituent of the United Nations Children's Fund, prioritizes the well-being of children. While the organization's portfolio encompasses programs addressing online safety and protecting children from exploitation, there is an absence of specific initiatives targeting radicalization on gaming platforms (Unicef USA, 2024).

Concentric Advisors, a security consulting firm, provides risk management and protective services. While they may advise companies on strategies to prevent radicalization on their platforms, specific information on such initiatives is not publicly available.

### 4.3.2 Australia

A total of seven potential non-state-level stakeholder partners were identified in Australia. RAND Corporation, Institute for Strategic Dialogue (ISD), Foundation for Young Australians (FYA), Amnesty International Australia, Civil Society Australia, Centre for Resilient and Inclusive Societies (CRIS), and Australian Institute of Criminology (AIC).

The RAND Corporation is a nonprofit research organization that aims to improve policy and decision-making through research and analysis. While RAND's primary focus does not pertain to gaming platforms, it conducts analyses of the utilization of digital spaces by extremists and develops strategies to prevent online radicalization (RAND, n.d.).

The Institute for Strategic Dialogue (ISD), a London-based think tank founded in 2006, researches extremism and terrorism. Its activities include research projects, specialized working groups, high-level policy briefings, and cross-border networks. Although the ISD does not prioritize the analysis of gaming platforms, it examines the utilization of digital domains by extremists and devises strategies to impede online radicalization.

The Foundation for Young Australians (FYA) is an organization dedicated to empowering young Australians to develop their skills and potential. While there is no publicly available information indicating that FYA has specific initiatives targeting radicalization on gaming platforms, they focus on empowering young people to create change, which includes providing resources and connections to address various issues (Foundation for Young Australians, n.d.).

As a component of the global Amnesty International movement, Amnesty International Australia is committed to advocating for human rights. While the organization boasts a variety of programs promoting human rights and protecting against discrimination, there are no specific initiatives targeting radicalization on gaming platforms. However, they do engage youth in their movement, encouraging young people to participate in activism and human rights initiatives.

Civil Society Australia, another prominent organization in this field, emphasizes the involvement of civil society in political processes and advocates for social justice. However, there is

a paucity of publicly available information indicating the existence of specific measures to prevent radicalization on gaming platforms.

The Australian Institute of Criminology (AIC) is Australia's national research and knowledge center on criminology. It conducts research on various aspects of crime, including cybercrime and extremism. While the AIC does not concentrate exclusively on gaming platforms, it examines the utilization of digital spaces by criminals and extremists and formulates strategies to prevent online radicalization (Wolbers et al., 2023).

The Centre for Resilient and Inclusive Societies (CRIS) is an autonomous research institution in Australia that addresses societal challenges such as racism, hate speech, extremist violence, and discrimination, both online and offline. The center's mission is to influence government policies through research and programs while strengthening inclusive, diverse, and resilient communities (Centre for Resilient and Inclusive Societies, 2022a). The Centre is a consortium of eight academic, community, and industry partners, including Deakin University, Western Sydney University, Victoria University, the Resilience Research Centre at Dalhousie University (Canada), the Australian Multicultural Foundation, the Centre for Multicultural Youth, RAND Australia, and the Institute for Strategic Dialogue (UK).

Its studies are focused on the promotion of social cohesion and resilience within communities. A significant area of focus pertains to the challenge of racism and the promotion of social belonging. This is achieved by examining the threats posed by hate and discrimination, while developing strategies to strengthen community resilience and implement positive interventions. Another key area of focus is the development of community resilience to social harms, including violent extremism, through community-driven approaches that emphasize co-design and collaboration with government initiatives to foster trust and cooperation (Centre for Resilient and Inclusive Societies, 2022b). It analyzes the challenges young people encounter in online spaces, their role as civil society leaders, and the impact of digital media on well-being. The center emphasizes youth engagement and empowerment to enhance social cohesion. Finally, the research examines the dynamics of violent extremism, focusing on the tactics and motivations of extremist groups, particularly the interactions between far-right and far-left movements. This analysis provides empirical insights that inform strategies for countering extremism and fostering understanding across ideological divides (Deakin University, n.d.).

Although the primary focus of CRIS does not pertain exclusively to gaming platforms, the organization undertakes analyses of how extremists utilize digital spaces and the development of strategies to prevent online radicalization. Through comprehensive research and programs, CRIS contributes to strengthening community resilience against various forms of social harm, including those that emerge in digital environments.

### 4.3.3 United Arab Emirates (UAE)

In the United Arab Emirates (UAE), five potential non-state-level stakeholder partners were identified: These include Hedayah, Emirates Foundation, Dubai Foundation for Women & Children (DFWAC), Sharjah City for Humanitarian Services and Community Development Authority (CDA).

Hedayah, an international center based in Abu Dhabi, specializes in preventing and countering violent extremism (PVE/CVE). It offers evidence-based programs, strategic communication initiatives, and cutting-edge research to help reduce extremism worldwide. While Hedayah's primary focus does not pertain to gaming platforms, it analyses how extremists utilize digital spaces and devises strategies to impede online radicalization (Hedayah, n.d.).

The Emirates Foundation, a nonprofit organization, is dedicated to youth development in the United Arab Emirates (UAE). It supports programs in education, entrepreneurship, and social inclusion. However, there is no publicly available information indicating that the Emirates Foundation has specific initiatives addressing radicalization on gaming platforms so far.

The Dubai Foundation for Women & Children (DFWAC), established in 2007, holds the distinction of being the first licensed nonprofit organization in the UAE to offer protection and support to women and children who have been victims of domestic violence, child abuse, and human trafficking. While DFWAC does not have a direct focus on radicalization prevention on gaming platforms, it conducts awareness programs on various forms of abuse and exploitation, including online environments (Dubai Foundation for Women & Children, n.d.).

The Sharjah City for Humanitarian Services is a humanitarian organization dedicated to supporting individuals with disabilities. It offers educational, rehabilitation, and social inclusion programs, with the objective of enhancing the quality of life for individuals with special needs. However, there is currently no publicly available information indicating whether this organization has specific initiatives to prevent radicalization on gaming platforms.

The Community Development Authority (CDA) in Dubai plays a pivotal role in regulating and enhancing social development within the city. It is tasked with the formulation of strategies and programs aimed at the promotion of the social well-being of Dubai's residents. While the CDA offers a variety of social programs, there are currently no specific initiatives related to the prevention of radicalization on gaming platforms.

#### 4.3.4 Canada

In Canada, four potential non-state-level stakeholder partners were identified: These include the Canadian Centre for Child Protection, Youth Mental Health Canada (YMHC), Plan International Canada, and the Canadian Coalition for Youth, Peace & Security.

The Canadian Centre for Child Protection (C3P) is a national charitable organization dedicated to the safety of children. Its mission is threefold: to reduce child sexual abuse and exploitation, assist in locating missing children, and prevent the victimization of children.

C3P operates programs such as Cybertip.ca, a national tipline for reporting online child exploitation, and educational programs on child safety. While the organization does not have a specific focus on gaming platforms, its work on online safety for children includes risks associated with radicalization on such platforms (Canadian Centre for Child Protection, 2025).

Youth Mental Health Canada (YMHC) is a nonprofit organization that advocates for the enhancement of youth mental health. It provides resources, training, and support programs to

raise awareness and enhance access to mental health services (Youth Mental Health Canada, 2025).

However, a thorough review of publicly available information reveals no indication that YMHC offers specific programs addressing radicalization on gaming platforms.

Plan International Canada is a subsidiary of Plan International, a global development and humanitarian organization that prioritizes children's rights and gender equality. In Canada, the organization supports educational programs, health initiatives, and child protection efforts.

However, there is a paucity of publicly available information indicating whether Plan International Canada has specific initiatives to prevent radicalization on gaming platforms.

The Canadian Coalition for Youth, Peace & Security is a network of organizations and individuals working to involve young people in peace and security efforts. The coalition's objective is to enhance youth involvement in peacebuilding and to promote policies that encourage youth engagement.

However, there is a paucity of publicly available information indicating the existence of specific programs within this coalition that address radicalization on gaming platforms.

#### **4.3.5 India**

In India, the Trivium Think Tank Pvt. Ltd. was identified as a potential non-state-level stakeholder partner. This research institute, founded in December 2016, focuses on geo-politics and foreign policy, with a particular emphasis on India's rise and its position in international relations. Trivium operates the StraTechos website, which explores the connections between scientific and technological advancements and national strategic decisions. StraTechos's objective is to present these subjects in a comprehensible manner while providing a platform for young researchers to share their perspectives (Trivium Think Tank, n.d.).

While Trivium does not have a specific focus on gaming platforms, it has published articles examining how extremists utilize digital spaces. A notable example is the article titled "Combating Gaming Jihad: India Needs Families and Communities to Stand Up," which underscores the pivotal role of families and communities in thwarting radicalization on gaming platforms (Trivium Think Tank, n.d.).

#### **4.3.6 Kazakhstan**

In the context of Kazakhstan, the International Foundation for Protection of Freedom of Speech "Adil Soz" was identified as a potential non-state-level stakeholder partner. Adil Soz is a non-governmental organization (NGO) in Kazakhstan dedicated to protecting freedom of speech and promoting an open civil society. The organization was founded in April 1999 and has been conducting regular monitoring and publishing reports on violations of freedom of speech in Kazakhstan. The organization provides legal assistance, offering advice and representation for journalists and media organizations facing legal challenges. Furthermore, Adil

Soz organizes educational seminars to raise awareness of the legal aspects of journalism and strengthen the competencies of media professionals. The foundation also analyzes legislative proposals related to freedom of speech and advocates for legal frameworks that protect press freedom (Adil Soz, 2023).

Adil Soz stands as the sole non-governmental member from Central Asia within the International Freedom of Expression Exchange (IFEX), a position that places him within a global network advocating for freedom of expression. The organization is supported by various international institutions, including the Open Society Foundation, Soros Foundation-Kazakhstan, Friedrich-Ebert-Stiftung, USAID, the European Commission Office in Kazakhstan, Kyrgyzstan, and Tajikistan, OSCE, the governments of Finland and the United Kingdom, IFEX, and the Dutch Humanist Institute for Development Cooperation (HIVOS). Through its comprehensive efforts, Adil Soz plays a vital role in protecting and promoting freedom of speech in Kazakhstan by supporting journalists, documenting violations, and providing educational initiatives.

### **4.3.7 United Kingdom (UK)**

In the United Kingdom, the Women in Games, the Royal United Services Institute, and the Global Network on Extremism & Technology (GNET) have been identified as potential non-state-level stakeholder partners.

Women in Games is an organization dedicated to promoting gender diversity in the gaming industry and encouraging more women to pursue careers in the sector. It provides networks, resources, and events to support women in gaming. However, there is a paucity of evidence indicating a direct involvement of Women in Games in the prevention of radicalization on gaming platforms (Women in Games, n.d.).

The Royal United Services Institute (RUSI) is a British think tank specializing in defense and security issues. In recent years, RUSI has conducted research projects examining radicalization within gaming environments.

A notable project is "Radicalization through Gaming: The Role of Gendered Social Identity," which investigates how socialization processes, harassment, discriminatory behavior, and extremist content can contribute to radicalization risks in gaming communities (White et al., 2024).

Furthermore, RUSI has collaborated with other organizations to establish the "Extremism and Gaming Research Network," which aims to develop insights and solutions to counter the exploitation of online gaming by violent extremists.

The Global Network on Extremism & Technology (GNET) is the research network of the Global Internet Forum to Counter Terrorism (GIFCT), and it is led by the International Centre for the Study of Radicalization (ICSR) at King's College London. The primary focus of GNET is to explore the intersection between extremism and technology, including the ways in which extremists utilize gaming platforms. A notable example is the report titled "The Online Gaming Ecosystem: Assessing Digital Socialization, Extremism Risks and Harms Mitigation Efforts,"

which analyzes the potential for extremist activities within gaming environments (Lamphere-Englung & White, 2023).

## 5 Comparative analysis of international and EU approaches

Across non-European contexts, particularly in countries such as the United States, Canada, Australia, Japan, South Korea, and China, the prevention and countering of violent extremism in the gaming ecosystem is predominantly shaped by national security imperatives and technologically driven interventions. These countries tend to prioritize rapid response mechanisms, advanced monitoring technologies, and law enforcement partnerships. In the United States, for instance, the Department of Homeland Security collaborates with technology companies such as Microsoft to identify early signs of radicalization within gaming platforms, often through AI-enabled detection and moderation tools. Similarly, East Asian countries like China employ state-controlled regulatory mechanisms, including extensive censorship infrastructure such as the "Great Firewall," to restrict extremist content. However, such measures are generally not embedded in broader educational or community-based frameworks, and specific programs addressing radicalization within gaming environments remain absent.

In some non-EU jurisdictions, youth protection is approached through strict age verification, gameplay restrictions, and proprietary content moderation systems. While often technologically advanced, these systems tend to be implemented in a fragmented and reactive manner, with limited integration into holistic prevention strategies that include education, awareness-raising, or social support structures.

In contrast, the European Union offers a more comprehensive and inclusive model that balances technological innovation with regulatory oversight and participatory engagement. While recent EU strategies emphasize the inclusion of diverse stakeholders – from academic institutions and NGOs to gaming companies and community organizations – working together to develop sustainable solutions, a comprehensive, inclusive strategy remains lacking (Feta & Armakolas, 2024).

A distinctive element of the EU's approach is its strong emphasis on education and prevention through initiatives such as serious games and awareness campaigns. These are often developed in European countries (within and outside the EU) and aim to build resilience among youth.

Methodologically, EU-wide research and stakeholder mapping efforts are characterized by a rather harmonized approach, enabling systematic comparisons and fostering transnational dialogue. The EU further distinguishes itself by combining top-down policy mechanisms with grassroots-level involvement, engaging parents, educators, and local actors in safeguarding young users from extremist influences. This stands in contrast to the more technocratic and often isolated measures found in many non-EU settings.

In sum, while non-EU countries lead in the deployment of cutting-edge technological tools to combat online radicalization, these efforts often lack the integrative, community-centered dimensions present in the EU's model. Comparative findings suggest that sustainable and

effective P/CVE strategies are those that embed technological countermeasures within broader legal, educational, and societal frameworks. The non-European experience offers valuable insights into the potential of such blended approaches, underlining the importance of interdisciplinary collaboration and the cultivation of digital environments that are not only secure, but also inclusive and resilient.

## 6 Summary and outlook

The European Union has already developed preventive measures against radicalization on gaming platforms, in particular through awareness-raising, regulation and research. However, there are certain strategies and experiences from non-EU countries that the EU could potentially benefit from.

One possible strategy for the EU would be to increase its cooperation with technology companies, emulating the approach taken by the United States and Canada in their partnerships with prominent companies such as Microsoft, Google and Meta. These collaborations aim to develop advanced algorithms capable of detecting extremist behavior within gaming platforms. In addition, the EU could expand public-private partnerships to ensure that gaming companies are required to more proactively identify and report extremist activity. The GEMS project has already identified potential technology companies that could be valuable collaborators (see Table 1).

The EU could also use AI-based detection tools, similar to those used in the US and Australia, to automatically identify suspicious interactions in gaming forums and voice chats. In the United States, the Federal Bureau of Investigation and the Department of Homeland Security have developed machine learning tools that automatically detect suspicious interactions in gaming forums and voice chats. Similarly, Australia is using AI systems to analyze and flag problematic content on social media and gaming platforms. The EU could benefit from such an approach, and the GEMS project is developing an AI-based tool for this purpose.

The EU could benefit from adopting response mechanisms that are as fast and effective as those used by the US. For example, the United States has task forces that monitor potential extremist activity in real time within gaming environments. The EU could develop a similar model in which security agencies and gaming platforms work together in real time to prevent radicalization before it escalates.

It is noteworthy that certain countries, such as China, have implemented significantly stricter government regulations and oversight mechanisms for gaming platforms. However, implementing such extreme measures within the European Union is not feasible. Instead, the EU could consider adopting community moderation and deradicalization programs similar to those implemented in the U.S. and the Middle East. In the United States, for example, there are specialized programs in which former extremists serve as moderators within online communities, engaging with individuals who may be at risk of radicalization. In Jordan and the United Arab Emirates, government-sponsored deradicalization centers focus specifically on online radicalization. The EU could provide funding for the operation of moderated gaming communities or digital counselling services, with the aim of intervening at an early stage.

A key dimension that warrants further consideration is the systematic inclusion of gaming communities as partners in the prevention of online radicalization. While the report has highlighted the roles of governmental and industry stakeholders, the user base itself – individual gamers, streamers, moderators, and organized fan communities – represents an underutilized but vital actor in the development of resilient online environments. Future P/CVE strategies should explore opportunities for co-creation and co-regulation, including the funding and facilitation of community-led initiatives that foster safer online interactions. Effective prevention will ultimately require collaborative governance, in which states, companies, and gaming communities share responsibility and authority in shaping inclusive and secure digital spaces.

These measures have the potential to improve the safety of gaming platforms without the need for excessive surveillance or censorship.

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## 8 Attachment

### 8.1 Table 1: Gaming industry stakeholders

Country	Company Name	Parent Company	Official Website	Email	Relevant Branch Address	Category	Profile
International	Mumble		<a href="https://www.mumble.info/">https://www.mumble.info/</a>	contact@mumble.info			Develops and publishes a communication platform that allows users to chat, voice chat, and video chat with each other, with a focus on community engagement and social interaction.
Canada	Bioware	Electronic Arts	<a href="http://www.bioware.com/">http://www.bioware.com/</a>	contact@bioware.com	BioWare Edmonton, 1800-10423 101 ST NW, Edmonton AB, T5H 0E7	Game developer	One of the largest gaming studios globally, with one of the most popular MMORPGs in their portfolio.
China	37 Interactive		<a href="https://www.37entertainment.net/">https://www.37entertainment.net/</a>	ir@37.com	3/F, Building 1, No. 288, Xinghu Street, Suzhou Industrial Park, Suzhou, Jiangsu 215021, China	Gaming platform	Develops and publishes online games, including MMORPGs and other genres, with a focus on creating immersive game worlds and engaging gameplay experiences, and a growing presence in the global gaming market.
China	Century Games Ltd.	Zhejiang Century Huatong Group	<a href="https://www.centurygames.com/">https://www.centurygames.com/</a>	info@centurygames.com	18/F, Tower A, Huatong Building, 2666 Qianjiang Road, Binjiang District, Hangzhou, 310052, China	Game developer	Develops and publishes mobile games, with a focus on strategy games, role-playing games, and other genres, and a growing presence in the global gaming market.
China	NetEase		<a href="https://www.neteasegames.com/">https://www.neteasegames.com/</a>	ir@corp.netease.com	9/F, Building No. 1, No. 599 Wangshang Road, Binjiang District, Hangzhou, Zhejiang 310052, China	Technology company	Develops and publishes online games, including MMORPGs and other genres, with a focus on creating immersive game worlds and engaging gameplay experiences, and a growing presence in the global gaming market.
China	Perfect World Co., Ltd. (Perfect World)		<a href="https://www.perfectworld.com/">https://www.perfectworld.com/</a>	ir@pwr.com	3/F, Tower A, No. 1 Yunda Road, Haidian District, Beijing 100097, China	Game publisher	Develops and publishes massively multiplayer online role-playing games (MMORPGs) and other online games, with a focus on creating immersive game worlds and engaging gameplay experiences.
China	Tencent			compliance@tencent.com		Game developer	Offers a wide range of online services, including social media, e-commerce, and gaming platforms, with a strong focus on mobile and PC gaming.
India	Dream11		<a href="https://www.dream11.com/">https://www.dream11.com/</a>	support@dream11.com	9th Floor, A Wing, Unit No. 901, One BKC, Plot No. C-66, G Block,	Gaming platform	Operates a fantasy sports platform that allows users to create and manage their own virtual teams, with a focus on cricket and other popular sports in India.

				Bandra Kurla Complex, Bandra East, Mumbai 400051, India		
<b>India</b>	Nazara Technologies	<a href="https://www.nazara.com/about">https://www.nazara.com/about</a>	info@nazara.com	3rd Floor, A Wing, Plot No. 78, Marol Industrial Estate, Andheri Kurla Road, Andheri East, Mumbai 400059, India	Gaming platform	Develops and publishes mobile games, with a focus on creating engaging and immersive gameplay experiences, and a growing presence in the Indian gaming market.
<b>Japan</b>	Bandai Namco	<a href="https://en.bandainamcoent.eu/">https://en.bandainamcoent.eu/</a>	info@bandainamcoent.com	5-37-8 Shiba, Minato-ku, Tokyo 105-0014, Japan	Entertainment company	Develops and publishes video games across various genres, including action, adventure, and role-playing games, with a focus on creating immersive and engaging gameplay experiences, and popular franchises like Dragon Ball and Tekken.
<b>Japan</b>	Cyber Agent	<a href="https://www.cyberagent.co.jp/en/service/game/">https://www.cyberagent.co.jp/en/service/game/</a>		Shibuya Mark City West 12F, 1-12-1 Dogenzaka, Shibuya-ku, Tokyo 150-0043, Japan	Advertising company	Develops and publishes online games, including MMORPGs and other genres, with a focus on creating immersive game worlds and engaging gameplay experiences, and a growing presence in the Japanese gaming market.
<b>Japan</b>	DeNA	<a href="https://www.denagames.com/">https://www.denagames.com/</a>	info@dena.com	3-1-15, Higashi-Shimbashi, Minato-ku, Tokyo, 105-0021, Japan	Game developer	Develops and publishes mobile games, with a focus on social games, puzzle games, and other genres, and a strong presence in the Japanese gaming market.
<b>Japan</b>	Game Freak	<a href="https://www.gamefreak.co.jp/">https://www.gamefreak.co.jp/</a>	info@gamefreak.co.jp	3-23-1, Takada, Toshima-ku, Tokyo, 171-0033, Japan	Game developer	Develops role-playing games, particularly in the Pokémon series, with a focus on creating engaging game worlds and different characters.
<b>Japan</b>	Konami	<a href="https://www.konami.com/games/">https://www.konami.com/games/</a>	konami@konami.com	9-7-2 Akasaka, Minato-ku, Tokyo, 107-0052, Japan	Game developer	Develops and publishes video games across various genres, including action, adventure, and sports games, with popular franchises like Metal Gear Solid and Pro Evolution Soccer.
<b>Japan</b>	Nexon	<a href="https://www.nexon.com/">https://www.nexon.com/</a>	ir@nexon.co.jp	9F, Midtown Tower, 9-7-1 Akasaka, Minato-ku, Tokyo 107-6245, Japan	Game publisher	Develops and publishes online games, including MMORPGs and other genres, with a focus on creating immersive game worlds and engaging gameplay experiences.
<b>Japan</b>	Nintendo			Nintendo. 11-1 Hokotate-cho, Kamitoba, Minami-ku, Kyoto 601-8501, Japan	Game developer	Designs and manufactures gaming consoles, handheld devices, and games, with a focus on innovative hardware and iconic franchises like Mario, Zelda, and Pokémon.
<b>Japan</b>	SEGA	<a href="https://www.sega.com/">https://www.sega.com/</a>	support@sega.com		Software company	Develops and publishes video games across various genres, including action, adventure, and sports games, with a focus on creating immersive and engaging gameplay experiences, and popular franchises like Sonic the Hedgehog and Yakuza.
<b>Japan</b>	Sony	<a href="https://sonyinteractive.com/">https://sonyinteractive.com/</a>	sonyinfo@sony.co.jp	1-7-1 Konan, Minato-ku, Tokyo 108-0075, Japan	Technology company	Designs and manufactures gaming consoles, handheld devices, and games, with a focus on innovative hardware and iconic franchises like PlayStation, God of War, and Uncharted.
<b>Japan</b>	Square Enix	<a href="https://www.square-enix-games.com/">https://www.square-enix-games.com/</a>	support@square-enix.com		Game developer	Develops and publishes role-playing games, action games, and other genres, with a focus on storytelling and immersive gameplay, and popular franchises like Final Fantasy and Tomb Raider.
<b>Singapore</b>	Esports Entertainment Asia	<a href="https://esportsasia.net/">https://esportsasia.net/</a>			Entertainment company	Operates a professional esports league that features competitive gaming tournaments and events, with a focus on community engagement and competitive gaming in Asia.

<b>Singapore</b>	Sea Limited (Garena)		<a href="https://www.sea.com/products/garena">https://www.sea.com/products/garena</a>	ir@seagroup.com	1 Fusionopolis Place, #17-10 Galaxis, Singapore 138522	Game publisher	Operates a digital entertainment platform that offers a range of online games, e-commerce, and digital financial services, with a focus on Southeast Asia and other emerging markets.
<b>South Korea</b>	NCSOFT		<a href="https://us.ncsoft.com/">https://us.ncsoft.com/</a>	ncsupport@ncsoft.com	12/F, ASEM Tower, 517 Yeongdong-daero, Gangnam-gu, Seoul, 06164, Korea	Game developer	Develops and publishes MMORPGs and other online games, with a focus on creating immersive and engaging game worlds, and popular franchises like Guild Wars and Lineage.
<b>South Korea</b>	Netmarble		<a href="http://netmarble.com/">http://netmarble.com/</a>	info@netmarble.com	12, Donggwang-ro 20-gil, Seocho-gu, Seoul, 06595, Korea	Game developer	Develops and publishes mobile games, with a focus on massively multiplayer online role-playing games (MMORPGs) and other genres, including action and strategy games.
<b>United States of America</b>	Activision Blizzard		<a href="https://www.activisionblizzard.com/">https://www.activisionblizzard.com/</a>	ir@activisionblizzard.com	2000 W. El Camino Real, Santa Monica, CA 90404, USA	Game publisher	Develops and publishes video games across various genres, including action, adventure, and strategy games, with popular franchises like Call of Duty, World of Warcraft, and Overwatch.
<b>United States of America</b>	Apple		<a href="https://www.apple.com/">https://www.apple.com/</a>	contact@apple.com	1 Infinite Loop, Cupertino, CA 95014, USA	Technology company	Publishes mobile games, with a focus on creating engaging and immersive gameplay experiences, and a growing presence in the global gaming market through its App Store.
<b>United States of America</b>	Discord		<a href="https://discord.com/">https://discord.com/</a>	support@discord.com	444 De Haro St #200, San Francisco, CA 94107, USA	Social (gaming) network	Develops and publishes a communication platform that allows users to chat, voice chat, and video chat with each other, with a focus on community engagement and social interaction.
<b>United States of America</b>	Electronic Arts Inc.	Electronic Arts				Game developer	Develops and publishes a diverse portfolio of video games across various genres, including sports, action, and role-playing games, with popular franchises like FIFA and Madden NFL.
<b>United States of America</b>	Google			support@google.com	1600 Amphitheatre Parkway, Mountain View, CA 94043, USA	Technology company	Publishes mobile games, with a focus on creating engaging and immersive gameplay experiences, and a growing presence in the global gaming market through its Google Play Store.
<b>United States of America</b>	Guilded		<a href="https://www.guilded.gg/">https://www.guilded.gg/</a>	support@guilded.gg	548 Market St #11254, San Francisco, CA 94104, USA	Social (gaming) network	Develops and publishes a communication platform that allows users to chat, voice chat, and video chat with each other, with a focus on community engagement and social interaction.
<b>United States of America</b>	Infinity Ward		<a href="https://www.infinityward.com/">https://www.infinityward.com/</a>	info@infinityward.com	15821 Ventura Blvd, Encino, CA 91436, USA	Game developer	Develops first-person shooter games, particularly in the Call of Duty series, with a focus on fast-paced action and immersive storytelling.
<b>United States of America</b>	Major League Gaming					Entertainment company	Operates a professional esports league that features competitive gaming tournaments and events, with a focus on community engagement and competitive gaming.
<b>United States of America</b>	Major League Soccer				420 5th Ave, New York, NY 10018, USA	Entertainment company	Operates a professional soccer league that features competitive soccer tournaments and events, with a focus on community engagement and sports entertainment.
<b>United States of America</b>	Meta		<a href="https://about.meta.com/de/">https://about.meta.com/de/</a>		1 Hacker Way, Menlo Park, CA 94025, USA	Social (gaming) network	Develops and publishes virtual reality (VR) and augmented reality (AR) experiences, with a focus on creating immersive and interactive entertainment experiences.
<b>United States of America</b>	Microsoft		<a href="https://www.xbox.com/en-US/">https://www.xbox.com/en-US/</a>	msft@microsoft.com	One Microsoft Way, Redmond, WA 98052-6399, USA	Technology company	Develops and publishes video games across various genres, including action, adventure, and strategy games, with a focus on creating immersive and engaging gameplay experiences, and popular franchises like Halo and Gears of War.

<b>United States of America</b>	Modulate		<a href="https://www.modulate.ai/">https://www.modulate.ai/</a>	hello@modulate.ai	222 Berkeley St #1100, Boston, MA 02116, USA	Game developer	Develops AI-powered voice chat moderation tools for online gaming communities, with a focus on improving player safety and reducing toxicity.
<b>United States of America</b>	PC Gamer Magazine		<a href="https://www.pcgamer.com/software/platforms/us-government-report-reveals-how-discord-roblox-reddit-and-others-cooperate-with-the-fbi-and-homeland-security-over-content-like-user-generated-recreations-of-mass-shootings/">https://www.pcgamer.com/software/platforms/us-government-report-reveals-how-discord-roblox-reddit-and-others-cooperate-with-the-fbi-and-homeland-security-over-content-like-user-generated-recreations-of-mass-shootings/</a>	editors@pcgamer.com	130 West 42nd Street 7th Floor, New York NY 10036		
<b>United States of America</b>	Riot Games		<a href="https://www.riotgames.com/en">https://www.riotgames.com/en</a>	support@riotgames.com	12333 W Olympic Blvd, Los Angeles, CA 90064, USA	Game developer	Develops and publishes multiplayer online battle arena (MOBA) games, with a focus on competitive gameplay and esports, and a popular franchise like League of Legends
<b>United States of America</b>	Roblox		<a href="https://corp.roblox.com/">https://corp.roblox.com/</a>	info@roblox.com	800 Cherry Ave, San Carlos, CA 94070, USA	Gaming platform	Develops and publishes a user-generated game platform that allows users to create and play a wide range of games, with a focus on creativity, social interaction, and community engagement.
<b>United States of America</b>	Rockstar Games		<a href="https://www.rockstar-games.com/">https://www.rockstar-games.com/</a>	support@rockstargames.com	450 Broadway, New York, NY 10013, USA	Game publisher	Develops and publishes video games across various genres, including action, adventure, and open-world games, with a focus on creating immersive and engaging gameplay experiences, and popular franchises like Grand Theft Auto and Red Dead.
<b>United States of America</b>	Take-Two Interactive		<a href="https://www.take2games.com/">https://www.take2games.com/</a>	ir@take2games.com	110 W 44th St, New York, NY 10036, USA	Game developer	Publishes and develops video games across various genres, including action, adventure, and sports games, with popular franchises like Grand Theft Auto and Red Dead.
<b>United States of America</b>	The Walt Disney Company		<a href="https://thewaltdisneycompany.com/">https://thewaltdisneycompany.com/</a>		500 S Buena Vista St, Burbank, CA 91521, USA	Entertainment company	Develops and publishes video games based on popular franchises like Disney, Pixar, and Marvel, with a focus on creating immersive and engaging gameplay experiences for families and children.
<b>United States of America</b>	Treyarch		<a href="https://www.treyarch.com/">https://www.treyarch.com/</a>	support@treyarch.com	2701 Olympic Blvd, Santa Monica, CA 90404, USA	Software company	Develops first-person shooter games, particularly in the Call of Duty series, with a focus on fast-paced action and immersive storytelling.
<b>United States of America</b>	Twitch		<a href="https://www.twitch.tv/">https://www.twitch.tv/</a>	support@twitch.tv	350 Bush St, San Francisco, CA 94104, USA	Social (gaming) network	Operates a live streaming platform that allows users to broadcast and watch video game content, with a focus on community engagement and interactive entertainment.

<b>United States of America</b>	Valve	<a href="https://www.valvesoftware.com/">https://www.valvesoftware.com/</a>	support@valvesoftware.com	P.O. Box 1688, Bellevue, WA 98009, USA	Software company	Develops and publishes video games across various genres, including action, adventure, and strategy games, with a focus on creating immersive and engaging gameplay experiences, and popular franchises like Half-Life and Counter-Strike.
<b>United States of America</b>	Warner Bros. International Enterprises	<a href="https://www.warnerbros.com/">https://www.warnerbros.com/</a>	wbconsumerproducts@warnerbros.com	4000 Warner Blvd, Burbank, CA 91522, USA	Game publisher	Develops and publishes video games based on popular franchises like Batman, Harry Potter, and Lord of the Rings, with a focus on storytelling and immersive gameplay.
<b>United States of America</b>	Youtube	<a href="https://www.youtube.com/contact_us">https://www.youtube.com/contact_us</a>	support@youtube.com	901 Cherry Ave, San Bruno, CA 94066, USA	Social (gaming) network	Operates a video sharing platform that allows users to upload, share, and view video content, with a focus on community engagement and user-generated content.

## 8.2 Table 2: State-level stakeholders

Country	Institution	Department	Body/Office	Website	Email	HQ address	Type	Tasks/services/details	Key working areas
<b>International</b>	INTERPOL			<a href="https://www.interpol.int/">https://www.interpol.int/</a>		INTERPOL General Secretariat 200, quai Charles de Gaulle 69006 Lyon France			
<b>Australia</b>	Australian Federal Police	Department of Home Affairs	National policing body and federal law enforcement agency	<a href="https://www.afp.gov.au/">https://www.afp.gov.au/</a>	NOSSC-Canberra@afp.gov.au	GPO Box 401 Canberra ACT 2601	Government department and central coordinating network	Counter-Terrorism and National Security, Serious and Organized Crime, Cybercrime, Community Safety	Counter-Terrorism; Organized and Transnational Crime; Cybercrime
<b>Australia</b>	Department of Home Affairs	Government department	Central government body	<a href="http://homeaffairs.gov.au">homeaffairs.gov.au</a>	media@homeaffairs.gov.au	4 National Circuit, Barton ACT 2600, Australia	Centralized governmental actor and coordinating network	National Security, Emergency Management, Law Enforcement Coordination	Law Enforcement; Public Communication and Threat Awareness; National Security
<b>Australia</b>	eSafety Commissioner	Department of Infrastructure, Transport, Regional Development, Communications and the Arts	Australian Communications and Media Authority	<a href="http://esafety.gov.au">esafety.gov.au</a>	enquiries@esafety.gov.au	Level 5, 192 Commonwealth Avenue, Canberra ACT 2601, Australia.	Digital and communications network	Online Content Regulation, Complaints Handling, Industry Oversight	Online Content Regulation; Cyberbullying; Education and Awareness

<b>Australia</b>	Government	Living Safe Together		<a href="https://www.livingsafetogether.gov.au/">https://www.livingsafetogether.gov.au/</a>					
<b>Canada</b>	Public Safety Canada	Canada Centre for Community Engagement and Prevention of Violence (Canada Centre)		<a href="https://www.publicsafety.gc.ca/cnt/bt/cc/index-en.aspx">https://www.publicsafety.gc.ca/cnt/bt/cc/index-en.aspx</a>		269 Laurier Avenue, West Ottawa, Ontario K1A0P8 Canada	Government Agency	The Canada Centre leads the Government of Canada's efforts to counter radicalization to violence.	Policy guidance including the development and implementation of the National Strategy on Countering Radicalization to Violence. Promoting coordination and collaboration with a range of stakeholders to build and share knowledge, and to respond to local level realities and prevent and counter radicalization to violence. Funding, planning and coordinating research to better understand radicalization to violence and how best to counter it, and mobilizing research to front-line practitioners working to prevent and counter radicalization to violence.
<b>Canada</b>	Royal Canadian Mounted Police	Government agency	Contract and Indigenous Policing Division	<a href="http://rcmp-grc.gc.ca">rcmp-grc.gc.ca</a>	<a href="mailto:cpic-cipc@rcmp-grc.gc.ca">cpic-cipc@rcmp-grc.gc.ca</a>	73 Leikin Drive, Ottawa ON K1A 0R2	Government agency	Provincial and Territorial Policing, Cybercrime and Digital, Cybercrime and Digital Forensics	Federal Policing and Organized Crime; National Security and Counter-Terrorism; Community and Indigenous Policing
<b>Canada</b>	Toronto Police Service	Law Enforcement Agency	Specialized Criminal Investigations	<a href="http://tps.ca">tps.ca</a>	<a href="mailto:corpcomm@tps.ca">corpcomm@tps.ca</a>	40 College Street, Toronto, ON, Canada, Ontario	Cybersecurity and Technology Networks	Frontline Policing and Emergency Response, Specialized Criminal Investigations, Community Partnerships and Public Engagement	Community Policing and Public Engagement; Specialized Crime Investigation Units; Cybercrime and Digital Forensics
<b>Canada</b>	Vancouver Police Department	Law Enforcement Agency	Public Safety Operations Division	<a href="http://vpd.ca">vpd.ca</a>	<a href="mailto:vpd@vpd.ca">vpd@vpd.ca</a>	2120 Cambie Street, Vancouver, B.C. Canada V5Z 4N6	Cybercrime Unit	Emergency Response Teams, Public Engagement and Transparency	Patrol and Emergency Response; Cybercrime and Digital Security; Professional Standards and Accountability
<b>India</b>	Ministry of Home Affairs	Government ministry	Internal Security Division	<a href="https://www.mha.gov.in/en">https://www.mha.gov.in/en</a>	<a href="mailto:aspolice@mha.gov.in">aspolice@mha.gov.in</a>	Ministry of Home Affairs, North	Central governmental	Internal Security and Counter-Terrorism, Cybersecurity Initiatives,	Internal Security and Counter-Terrorism; Disaster

						Block, New Delhi - 110001, India	and regulatory actor	Management of Central Armed Police Forces	Management; Management of Central Armed Police Forces
<b>Japan</b>	National Police Academy			<a href="https://www.npa.go.jp/keidai/english/index.html">https://www.npa.go.jp/keidai/english/index.html</a>		〒183-8558 3-12-1, Asahi-cho, Fuchu-shi, Tokyo, Japan	Police Agency	The National Police Academy conducts education and training for senior police officers to provide necessary knowledge	
<b>Japan</b>	National Police Agency	Cyber Affairs bureau		<a href="https://www.npa.go.jp/english/index.html">https://www.npa.go.jp/english/index.html</a>		2-1-2 Kasumigaseki Chiyodaku, Tokyo 100-8974, Japan	Police Agency		
<b>Singapore</b>	Ministry of Home Affairs (MHA)	Internal Security Department (ISD)		<a href="https://www.mha.gov.sg/isd">https://www.mha.gov.sg/isd</a>	<a href="mailto:isd@mha.gov.sg">isd@mha.gov.sg</a>	30 Irrawaddy Rd, Singapur 329561	Government Agency		
<b>Singapore</b>	Prime Minister's Office	National Security Coordination Secretariat (NSCS)		<a href="https://www.nscs.gov.sg/">https://www.nscs.gov.sg/</a>	<a href="mailto:feedback@nscs.gov.sg">feedback@nscs.gov.sg</a>	45 Maxwell Road, #05-11 The URA Centre (East Wing) Singapore 069118	Government Agency		
<b>South Korea</b>	Government	Korea Internet & Security Agency (KISA)	Information Security Division	<a href="https://www.kisa.or.kr/EN">https://www.kisa.or.kr/EN</a>	<a href="mailto:pr@kisa.or.kr">pr@kisa.or.kr</a>	Korea Internet & Security Agency (KISA) 9, Jinheung-gil, Naju, Jeollanam-do, Republic of Korea (58324)	Government Agency	KISA manages cyber security in South Korea, overseeing the protection of internet and network infrastructures, responding to cyber incidents, and providing recovery solutions. It plays a critical role in maintaining cybersecurity hygiene and regulating online content to prevent the spread of illegal and harmful materials, including extremist content.	Cyber Threat Response; Internet Content Regulation; Cybersecurity Education and Awareness
<b>South Korea</b>	Public Reporting Center for Internet								

									and Security Issues
<b>United Arab Emirates</b>	Abu Dhabi Police - Aman Service	Community Security	Abu Dhabi Police General Headquarters Division	adpolice.gov.ae	contactus@adpolice.gov.ae	C9XV+X76 - Sheikh Zayed Road, Al Muroor - Abu Dhabi	Public safety and cyber surveillance actor	Public Safety and Emergency Response, Cybercrime Awareness and Protection, Confidential Reporting Channel	Emergency Response and Coordination; Cybercrime; Domestic Security
<b>United Arab Emirates</b>	Dubai Police - Al Ameen Service	Law Enforcement Agency	Dubai Police General Headquarters Division	dubaipolice.gov.ae	stcsupport@dubaipolice.gov.ae	Al Twar 1, Al Quds Street, Dubai, United Arab Emirates	Cybersecurity and community protection	Cybercrime Awareness and Prevention, Community Outreach, Quick Response Mechanism	Community Engagement; Rapid Response and Collaboration; Cybercrime Prevention
<b>United States of America</b>	Department of Homeland Security			<a href="https://www.dhs.gov/">https://www.dhs.gov/</a>	info@dhs.gov.za	2707 Martin Luther King Jr. Ave SE, Washington D.C., DC, United States, Washington, District of Columbia	Government department	Counterterrorism and Homeland Security Threats, Border Security and Immigration Enforcement, Cybersecurity and Infrastructure Protection, Disaster Preparedness, Response, and Recovery	Counterterrorism and Homeland Security Threats; Transportation Security; Combating Human Trafficking and Financial Crimes
<b>United States of America</b>	Federal Bureau of Investigation (FBI)	Department of Justice (DOJ)	Counterterrorism Division	<a href="https://www.fbi.gov/investigate/cyber">https://www.fbi.gov/investigate/cyber</a>	CJIS_COP@fbi.gov	FBI Headquarters, 935 Pennsylvania Avenue, NW, Washington, D.C. 20535-0001	Federal Law Enforcement Agency	The FBI investigates and enforces the laws against domestic and international terrorism, cybercrime, and extremist activities; Counterterrorism; Cybercrime; Domestic Security	
<b>United States of America</b>	International Association of Chiefs of Police		Global Policing Affairs Division	<a href="https://www.theiacp.org/">https://www.theiacp.org/</a>	learn@theiacp.org	44 Canal Center Plz, Alexandria, VA, United States, Virginia	Nonprofit organization	Advocacy and Policy Development, Training and Professional Development, Research and Resource Development, Global Policing Affairs	Global Policing Affairs; Advocacy and Policy Development; Officer Safety and Wellness
<b>United States of America</b>	National Cyber Investigative Joint Task Force								
<b>United States of America</b>	National Policing Institute		Policy and Advocacy Division	<a href="https://www.policinginstitute.org/">https://www.policinginstitute.org/</a>	info@policinginstitute.org	2550 South Clark Street, Suite 1130 Arlington, VA 22202	Non-profit organization	Research and Evidence-Based Policing, Training and Technical Assistance, Innovation and Policy Development	Research and Evidence-Based Policing; Community Engagement and Trust-Building; Innovation and Policy Development

<b>United States of America</b>	The Cyber Threat Intelligence Integration Center	Office of the Director of National Intelligence (ODNI)		<a href="https://www.dni.gov/index.php/ctiic-home">https://www.dni.gov/index.php/ctiic-home</a>			Government Agency	
<b>United States of America</b>	The National Counterterrorism Center		Intelligence Directorate Division	<a href="https://www.dni.gov/index.php/nctc-who-we-are/mission-vision">https://www.dni.gov/index.php/nctc-who-we-are/mission-vision</a>	703-733-8600		Office of the Director of National Intelligence Washington, D.C. 20511	Government office Intelligence Analysis and Assessment, Counterterrorism Operations Coordination, Strategic Operational Planning; Strategic Operational Planning; Public Communication and Threat Awareness

### 8.3 Table 3: Non-state level stakeholders

Country	Institution	Department	Website	Email	HQ address	Type of actor	Tasks/Services/Details	Key working areas
<b>International</b>	United Nations	International Affairs	<a href="https://www.un.org/counterterrorism/events/expert-roundtable-event-video-games-and-violent-extremism">https://www.un.org/counterterrorism/events/expert-roundtable-event-video-games-and-violent-extremism</a>	<a href="mailto:undss.info@un.org">undss.info@un.org</a>				
<b>Australia</b>	Amnesty International Australia		<a href="https://www.amnesty.org.au/">https://www.amnesty.org.au/</a>	<a href="mailto:supporter@amnesty.org.au">supporter@amnesty.org.au</a>	Suite 1/41 Robertson St, Fortitude Valley QLD 4006	NGO	Advocacy on Human Rights Issues, Human Rights Investigations, Advocacy for Fair Policies	Leadership Training Programs; Youth Leadership Networks; Youth Research Initiatives
<b>Australia</b>	Australian Institute of Criminology		<a href="https://www.aic.gov.au/">https://www.aic.gov.au/</a>	<a href="mailto:front.desk@aic.gov.au">front.desk@aic.gov.au</a>	GPO Box 1936, CANBERRA CITY, ACT 2601	Government Administration	Australia	Australian Institute of Criminology; Government Administration
<b>Australia</b>	Civil Society Australia		<a href="https://civilsociety.org.au/">https://civilsociety.org.au/</a>	30 Wilkins St Yarraville Vic 3013, PO Box 159 Yarraville Vic 3013, Australia	Public Education Campaigns, Promoting Volunteerism, Campaigns for Social Issues	NGO	Youth Education Campaigns	Youth Volunteerism; Anti-Racism and Social Inclusion
<b>Australia</b>	CRIS					independent think-tank		
<b>Australia</b>	Foundation for Young Australians		<a href="https://www.fya.org.au/">https://www.fya.org.au/</a>	<a href="mailto:info@fya.org.au">info@fya.org.au</a>	Level 1/136 Exhibition St, Melbourne VIC 3000	NGO	Youth Empowerment and Capacity	Future Skills and Career Readiness; Career Pathways for youth; Youth

						Building, Youth-Driven Approach	Social Enterprise and Entrepreneurship
<b>Australia</b>	Institute for Strategic Dialogue (ISD)				nonprofit organization		
<b>Australia</b>	RAND				research organization		
<b>Canada</b>	Canadian Centre for Child Protection	<a href="https://www.protectchildren.ca/en/">https://www.protectchildren.ca/en/</a>	<a href="mailto:contact@protectchildren.ca">contact@protectchildren.ca</a>	615 Academy Road, Winnipeg, MB R3N 0E7, Canada	Charity	Parental Guidance, Support for Survivors, Trauma Support Resources	Support for Survivors; Trauma-Informed Programs; Survivor Support for youth and Family Assistance
<b>Canada</b>	Canadian Coalition for Youth, Peace & Security	<a href="https://www.canadayps.org/">https://www.canadayps.org/</a>	<a href="mailto:info@canadayps.org">info@canadayps.org</a>	N/A	NGO	YPS Policy Advocacy, Research on Youth in Peacebuilding	Youth Engagement and Empowerment; Youth-Led Peace Projects; Advocacy for YPS Policy Implementation
<b>Canada</b>	Plan International Canada	<a href="https://plancanada.ca/">https://plancanada.ca/</a>	<a href="mailto:info@plancanada.ca">info@plancanada.ca</a>	245 Eglinton Ave East, Suite 300, Toronto, ON, Canada, Ontario	NGO	Programs to Protect Against Exploitation, Skill Development Programs, Disaster Response	Advocacy for Legal Reforms; Youth Protection; Mental Health and Wellness
<b>Canada</b>	Youth Mental Health Canada	<a href="https://ymhc.ngo/">https://ymhc.ngo/</a>	<a href="mailto:info@ymhc.ngo">info@ymhc.ngo</a>	50 Stuart Street, Hamilton, ON, Canada, Ontario	NGO	Mental Health Education and Resources, Youth Voice Advocacy, Youth Peer Support Groups	Youth Empowerment Initiatives; Mental Health Toolkits and Resources; Crisis Awareness and Prevention Resources
<b>India</b>	Trivium Think Tank				think-tank		
<b>Kazakhstan</b>	Adil soz - International Foundation for Protection of Freedom of Speech	<a href="https://adilsoz.kz/en/">https://adilsoz.kz/en/</a>			NGO		
<b>United Arab Emirates</b>	Community Development Authority (CDA)	<a href="https://www.cda.gov.ae/">https://www.cda.gov.ae/</a>	<a href="mailto:info@cda.gov.ae">info@cda.gov.ae</a>	Building 7, Dubai Healthcare City, Al Jaddaf, Dubai, United Arab Emirates	Governmental organisation	Youth Counseling and Guidance, Social Welfare and Assistance Programs, Support for People of Determination,	Support for Youth of Determination; Family and Youth Welfare Services; Youth Development and Empowerment

<b>United Arab Emirates</b>	Dubai Foundation for Women & Children		<a href="https://www.dfwac.ae/">https://www.dfwac.ae/</a>	info@dfwac.ae	P.O. Box 97727 Dubai, United Arab Emirates	NGO	Youth Engagement Programs Crisis Intervention and Shelter Services, Counseling Services, Therapy Programs	Counseling Services; Youth Therapy; Legal Counseling
<b>United Arab Emirates</b>	Emirates Foundation		<a href="https://emiratesfoundation.ae/">https://emiratesfoundation.ae/</a>	info@emiratesfoundation.ae	Mezzanine Floor, Al Mamoura Building, 4th & 15th Streets, Abu Dhabi, United Arab Emirates	NGO	Youth Empowerment Programs, Community Engagement, Emphasis on Inclusivity and Diversity	Youth Empowerment and Skills Development; Youth Mental Health and Well-being; Youth Development Research
<b>United Arab Emirates</b>	Hedaya						think-and-do tank	
<b>United Arab Emirates</b>	Sharjah City for Humanitarian Services		<a href="https://www.schs.ae/">https://www.schs.ae/</a>	Info@schs.sharjah.ae	Al Yarmuk, Sharjah, P.O. Box: 5796	NGO	Rehabilitation Services, Assistive Technology, Social and Psychological Support	Education and Rehabilitation Services; Vocational Training and Employment Support for youth; Support Groups for Youth
<b>United Kingdom</b>	Global Network on Extremism & Technology (GNET)	Research Services	<a href="https://gnet-research.org/2022/10/24/extreme-right-radicalisation-of-children-via-online-gaming-platforms/">https://gnet-research.org/2022/10/24/extreme-right-radicalisation-of-children-via-online-gaming-platforms/</a>	mail@gnet-research.org	London, United Kingdom			
<b>United Kingdom</b>	Royal United Services Institute	Think Tanks	<a href="https://rusi.org/explore-our-research/projects/extremism-and-gaming">https://rusi.org/explore-our-research/projects/extremism-and-gaming</a>	pauls@rusi.org	London England United Kingdom			
<b>United Kingdom</b>	Women in games		<a href="https://www.linkedin.com/pulse/women-games-asia-chapter-empowers-gaming-industry-upcoming-zourob">https://www.linkedin.com/pulse/women-games-asia-chapter-empowers-gaming-industry-upcoming-zourob</a>			NGO		
<b>United States of America</b>	ADL	Non-profit organisation	<a href="https://www.adl.org/resources/report/hate-no-game-hate-and-harassment-online-games-2022">https://www.adl.org/resources/report/hate-no-game-hate-and-harassment-online-games-2022</a>	adlmedia@adl.org	605 Third Avenue New York, NY, US 10158			
<b>United States of America</b>	Boys and Girls Clubs of America		<a href="https://www.bgca.org/">https://www.bgca.org/</a>	bdonaldson@bgca.org	1275 Peachtree Street NE, Atlanta, GA 30309-3506	NGO	Educational Support and Career Development, Character and Leadership Development, Health and Wellness	Good Character and Citizenship; Mental Health and Wellness; The Arts and Creativity

<b>United States of America</b>	City Year		<a href="https://www.cityyear.org/">https://www.cityyear.org/</a>	joinus@cityyear.org	287 Columbus Ave, Boston, MA, United States, Massachusetts	NGO	Student Support and Mentorship, Classroom and Schoolwide Support, Community Engagement and Family Involvement	Academic Support and Tutoring; Social-Emotional Development; Career Pathways for youth
<b>United States of America</b>	Concentric Advisors	Security & Investigations	<a href="https://www.concentric.io/blog/e-recruits-how-gaming-is-helping-terrorist-groups-radicalize-and-recruit-a-generation-of-online-gamers">https://www.concentric.io/blog/e-recruits-how-gaming-is-helping-terrorist-groups-radicalize-and-recruit-a-generation-of-online-gamers</a>	info@concentric.io	Seattle, WA Headquarters 5150 Carillon Point, Kirkland WA 98033			
<b>United States of America</b>	The International Centre for Counter-Terrorism	Think Tanks	<a href="https://www.icct.nl/publication/fighting-extremism-gaming-platforms-set-design-principles-develop-comprehensive-pcve">https://www.icct.nl/publication/fighting-extremism-gaming-platforms-set-design-principles-develop-comprehensive-pcve</a>	info@icct.nl				
<b>United States of America</b>	The Trevor Project		<a href="https://www.thetrevorproject.org/">https://www.thetrevorproject.org/</a>	info@thetrevorproject.org	PO Box 69232, West Hollywood, CA 90069	Nonprofit organization	Crisis Intervention Services, Education and Resources, Volunteer Programs	24/7 Crisis Services; Trevor Support Center; Public Awareness Campaigns
<b>United States of America</b>	UNICEF USA		<a href="http://unicefusa.org">unicefusa.org</a>	social@unicefusa.org	125 Maiden Ln, New York, NY, United States, New York	NGO	Rapid Response Programs, Advocacy and Policy Work	Rapid Humanitarian Relief; Behavioral Change Campaigns; Youth and Community Engagement
<b>United States of America</b>	WE Charity		<a href="https://www.we.org/en-US/">https://www.we.org/en-US/</a>	info@we.org	6500 Main St. Suite 5, Williamsville, NY, 14221	Charity	Youth Empowerment and Education Programs, Global Development Projects, Advocacy and Awareness Campaigns	Youth Empowerment and Education; Global Development through WE Villages; Advocacy and Awareness Campaigns