

# Offender Trends Towards Multi-Platform Use to Identify and Groom Children and Evade Single-Platform Protection Mechanisms

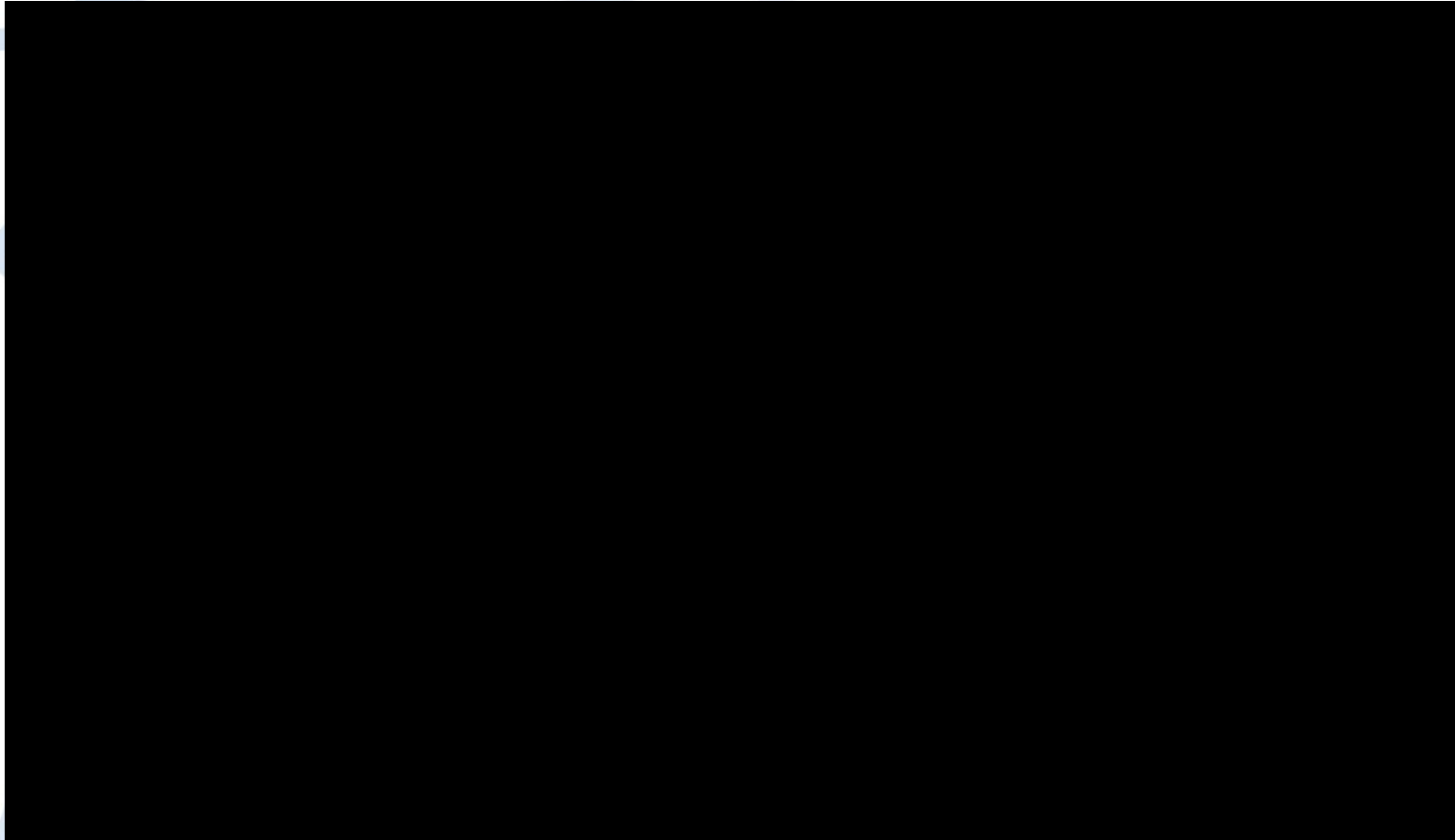
Moderator: **Luxinaree Bunmathong**, *Technology for Development Officer*, UNICEF Thailand

Panelists: **Galen Lamphere-Englund**, *Co- Founder*, Extremism & Gaming Research Network (EGRN)

**Norawit Unakul**, *Thai Gaming Insights Specialist*

**Steve Park**, *Senior Director, Head of Public Policy APAC*, Roblox

Session A3.



# What is the EGRN



EXTREMISM+GAMING  
RESEARCH NETWORK

The Extremism and Gaming Research Network (EGRN) brings together over 100 members and 30 organizations from researchers, practitioners, and policymakers to:

*“Uncover how malign actors exploit gaming, to build resilience in gaming communities to online harms, and to discover new ways to use gaming for good.”*

Our Members and Supporters include:



GIFCT  
Global Internet Forum  
to Counter Terrorism



Global Network  
on Extremism & Technology



Institute  
for Strategic  
Dialogue



International Centre for  
Counter-Terrorism



Nordic  
Safe Cities



Justice for Prosperity  
Fight subversion. Stop safe.



Australian Government  
Department of Home Affairs



UNITED NATIONS  
OFFICE OF COUNTER-TERRORISM  
UN Counter-Terrorism Centre (UNCTC)



MODULATE

# Gaming - A Primer

- Gaming is king. Above music, film, and TV, it is the most profitable entertainment sector.
  - Revenues for 2022 are estimated to have been **~\$196.8 billion USD**.
- It is not niche: ~2.81 billion people are now gamers, a figure concentrated among 16-24 year olds. That's 1 in 4 people.
  - Nearly 50% are women.
  - **The highest concentration are in the Asia-Pacific region.**
- Gaming has pro-social benefits: stress relief, community-building, and fun.
  - **COVID-19 also led to a surge in online gaming. A lifeline in isolation.**
- They are far more than just entertainment.
  - Games, and the many platforms around them, are social spaces.
- And depictions of violence in games are **not** definitively connected to **offline violence**.

# Online Harms in Gaming

Percentage of respondents **under 18** who came across statements expressing support for the idea that:

The white race is superior to other races	16%
A particular race or ethnicity should be expelled or eliminated	17%
Using violence is justified or necessary to achieve a political aim	15%
Women are inferior	18%
Violence against women is justified	6%

Percentage of respondents **18 and over** who came across statements expressing support for the idea that:

The white race is superior to other races	13%
A particular race or ethnicity should be expelled or eliminated	16%
Using violence is justified or necessary to achieve a political aim	12%
Women are inferior	21%
Violence against women is justified	10%

Percentage of respondents who came across statements supporting the use of physical violence against a particular person or group based on their identity:

United States of America	35%	United Kingdom	25%
Korea	30%	France	25%
Germany	29%		

Percentage of respondents who came across statements portraying a particular ethnic, gender, or religious group as inferior:

Korea	50%	United Kingdom	31%
United States of America	41%	France	23%
Germany	33%		

# Gamified Attacks and Radicalization Cases

Location	Date	Incident Type
Christchurch, New Zealand	15-Mar-19	Far Right Attack
Poway, USA	27-Apr-19	Far Right Attack
El Paso, USA	3-Aug-19	Far Right Attack
Bærum, Norway	10-Aug-19	Far Right Attack
Halle, Germany	9-Oct-19	Far Right Attack
Hanau, Germany	19-Feb-20	Far Right Attack
Buffalo, USA	4-May-22	Far Right Attack
Bratislava, Slovakia	12-Oct-22	Far Right Attack
Singapore	1-Nov-22	Islamist/Jihadist Radicalization
Germany	1-Jan-22	Far Right Radicalization
France	1-Oct-23	Islamist/Jihadist Radicalization

***It was "truly unique-maybe it was the fact that it was live streamed, or the video-game-like view of the whole event...The video felt 'different' to most other content that I had seen before."***  
-Bratislava Attacker, 2022

# Typology of Harms



## New Video Games + Modifications

*Radicalization & Recruitment*



## Using Gaming Culture References

*Radicalization & Propaganda*



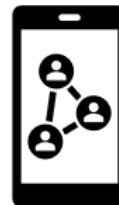
## Games for Communication

*Socialization, Radicalization,  
Communication, Grooming*



## Gamification for Radicalisation + Grooming

*Radicalization & Recruitment &  
Grooming*



## Gaming Ecosystem Platforms

*Socialization, Mobilization,  
Recruitment*



## Financing and Money Laundering

*Fundraising*




# Inside the Typology: The Buffalo Attack

# to-do-list

weicome TO #TO-DO-IIST!

This is the start of the #to-do-list channel.

Mar 5, 2022



Jimboboiili

Mar 5, 2022 10:01 AM

Continue writing manifesto, fix leftism equality X (edited)


Clean and oil AR, fully load mags, write important list on guns with sharpie (continue to do so) X (edited)

assemble kit fully X (edited)

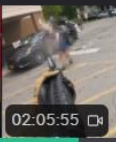
write 4chan, 8chan, and discord posts, link to discord and twitch, and links to manifesto and discord transcript X (edited)

fully charge and replace batteries in speaker, gopro, phone (charger in car), sordins, X (edited)

assemble magazines when springs arrive X (edited)



BREAKING NEWS




02:05:55

BUFFALO MASS SHOOTER RESEARCH...  
@PaulyFrog64  
11,177 views •  
10 months ago

STEAM

STORE COMMUNITY ABOUT SUPPORT



Jimboboiili

United States

No information given.

Level 8

Currently Online

Profile Awards 3

Badges 5

Inventory

Reviews 5

Friends 28

Comments

View all 49 comments

1 2 3 4 5 6 9

Maisteri

gg wip

Devilizer

gg unlucky

SUPER SONIC FAN

I mean same plp and name unless he was looking for attention

KarlTheKiller\_Gamer

are we sure its him?

OneExplosionGirl

rad dude






SUPER SONIC FAN




L bro


Mass shooting streamed on Twitch - Payton Gendron/jimboboiili - 4chan schizo poltard kills 10 people, names /k/ and /pol/ in his manifesto  
UmQsaan · May 14, 2022

Let Who/What will get most amount of blame? (top 3)

4chan	Votes: 2,118	47.1%
Guns/assault rifles/NRA	Votes: 2,274	50.5%
Twitch	Votes: 310	6.9%
Violent video games	Votes: 349	7.8%
White people	Votes: 2,769	61.5%
Toxic masculinity	Votes: 452	10.0%
Trump/Republicans	Votes: 1,694	37.6%
Mainstream media	Votes: 109	2.4%
Critical Race theory	Votes: 183	4.1%
A fucking leaf	Votes: 286	6.4%
Kyle Rittenhouse	Votes: 517	11.5%
Supreme Court	Votes: 101	2.2%
Total voters:	4,500	

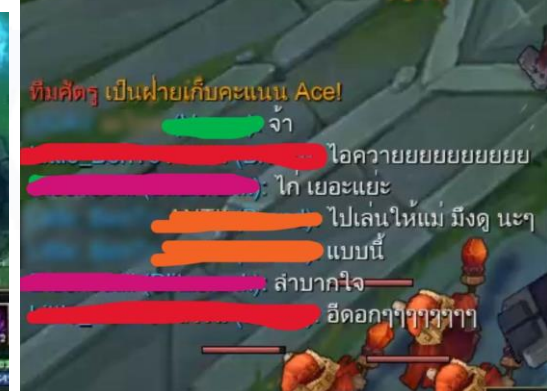
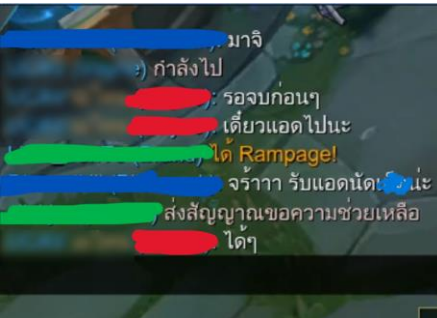








# Inside the Asian Gaming Landscape



# Lantern: The First Child Safety Cross-Platform Signal Sharing Program

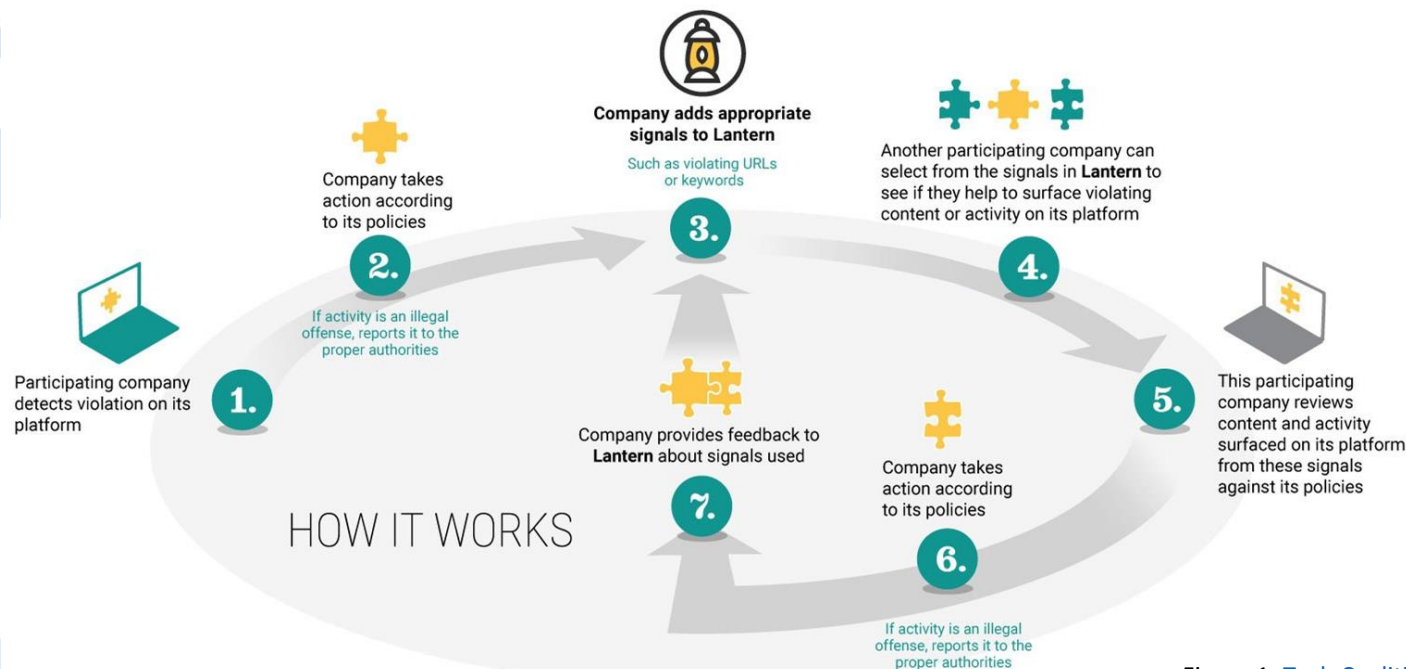


Figure 1: [Tech Coalition](#)



Q&A