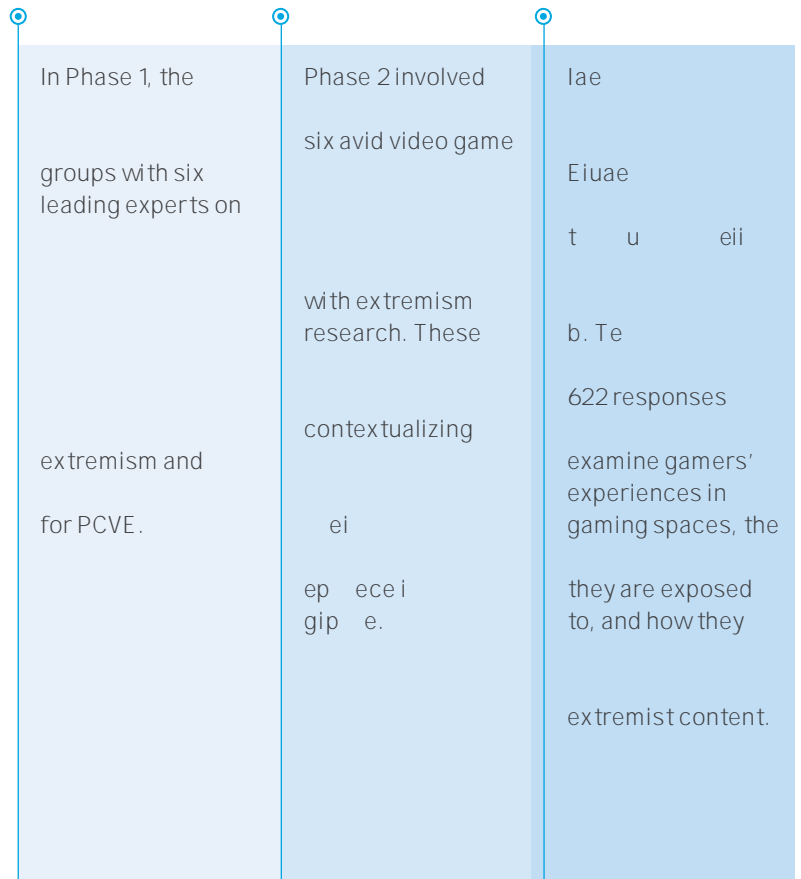# EXECUTIVE SUMMARY

Considering the popularity of gaming spaces, it is unsurprising that a variety of violent extremist ideologies have appeared in gaming communities, seeking to exploit their appeal. Despite this, there is relatively little research on the extent or severity of the nexus between gaming and violent extremism.

emerging research f eld by: (i) exploring the scope and nature of violent extremists' exploitation of gaming spaces; (ii) scouting potential avenues to prevent or mitigate this exploitation; and (iii) gaining insights regarding the possibility of using gaming to prevent and/or counter violent extremism (PCVE).

Methods

In Phase 1, the	Phase 2 involved	Iae
	six avid video game	Eiuae
groups with six leading experts on		t u eii
	with extremism research. These	b. Te
		622 responses
	contextualizing	examine gamers' experiences in gaming spaces, the
extremism and	ei	
for PCVE.		they are exposed to, and how they
	ep ece i gip e.	
		extremist content.

The focus group participants in Phases 1 and 2 highlighted the positive outcomes of video games and gaming communities, frequently citing how games can provide a strong sense of community, belonging and acceptance, and encourage social interaction, particularly since the start of the COVID-19 pandemic.

Similarly, the survey respondents in Phase 3 emphasized the many positive elements of gaming. Many participants stressed that "video games aren't the problem" and should not be seen as a scapegoat for violent or hateful conduct. When asked about the positive aspects of video gaming, Phase 3 participants highlighted several key themes: (i) community; (ii) entertainment; (iii) escapism; (iv) relaxation; (v) challenge and competition; and (vi) skill development.

In Phases 1 and 2, the focus group participants explained that the spaces where extremist content is easiest to f nd are not necessarily the spaces where it is most prevalent. Even if extremist content is easy to f nd in public gaming communities, the vast majority is shared in private groups and servers. This complicates delineating the scope of the exploitation and makes it dif cult to determine where extremist content is most prevalent without inf ltrating closed i   a   e w   m