



EXECUTIVE SUMMARY

Global Programme on Preventing and Countering Violent Extremism

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 field 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



