
Project GEMS

Games as a Multi-layered Security Threat
Brochure Proposal
Annika Jungfleisch

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BRIEF

- * Design a foldable brochure explaining who GEMS is, their objective and any other relevant information.
- * The design must be appealing, concise and eye-catching.

LOGO DESIGN

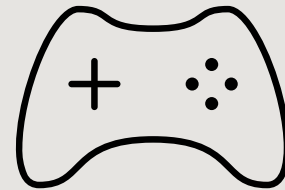
Radicalisation



in



Games







GEMS

Games as a Multi-layered Security
Threat

Theoretical Foundation

GEMS will enhance the scientific knowledge base of the gaming ecosystem, and develop a novel academic discipline - Sociology of Gaming and Radicalization.

GEMS will contribute to the understanding of the methods of preselection and extremist grooming of vulnerable individuals in the gaming ecosystem.

GEMS provides EPAs with training materials, methods and tools aimed at effectively tackling the threat of extremism in the gaming ecosystem.

What's the Point?

Building on a robust theoretical foundation, the Watchtower Platform and the ENgaGE network, GEMS will have a detrimental impact on an increasingly important aspect of extremist recruitment practices. As a result, the operational capacity of extremist groups will be analogously diminished.

GEMS Hypothesis and Rationale

The process of radicalisation within the gaming ecosystem (e.g., computer, mobile, and console games to streaming platforms and social media) is a two-step process:

Step 1:

A gamer enters an online multiplayer setting with a communication platform



Preselection Process in the gaming space



Grooming and Soft Radicalization

Step 2:

A gamer leaves the online multiplayer setting for a private/encrypted communication channel



Recruitment and Hard Radicalization



Watchtower

The Watchtower Platform will disrupt the radicalization process in its nascency by semi-automating the identification, interruption, and reporting of attempted Grooming Instances.

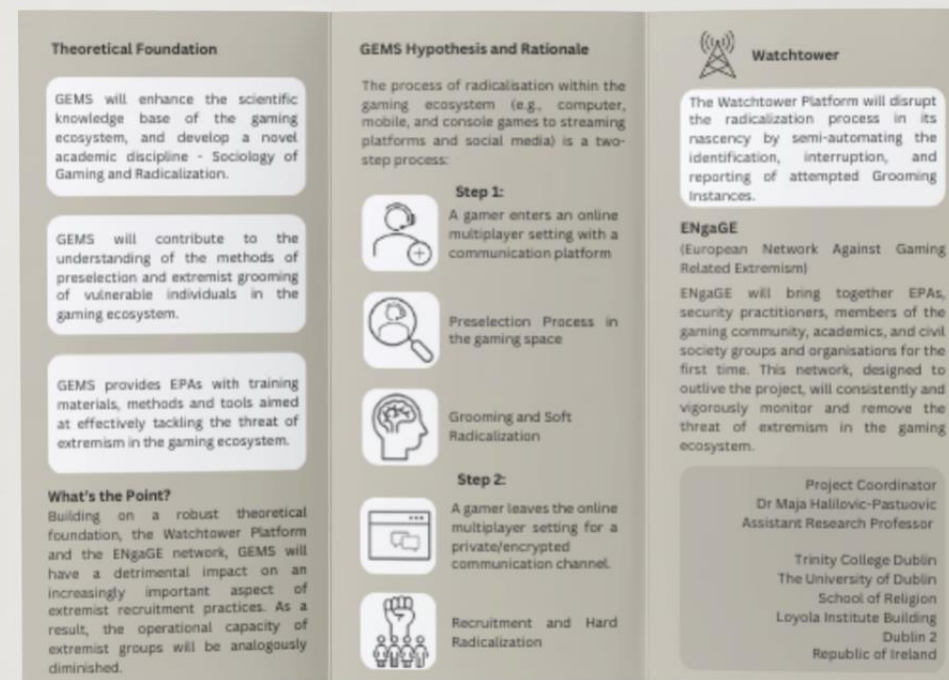
ENgaGE

(European Network Related Extremism)

ENgaGE will bring security practitioners, gaming community groups, and society groups together for the first time. This will outline the threat of extremism in the gaming ecosystem.



GEMS





GEMS

Gaming as a Multilayered
Security Threat is...

3 year long project
(2023-2026)

Funded by the
European Union

Led by a cross-sectoral team
of experts



Funded by
the European Union

Our partners:

Trinity College Dublin - Coordinator •
Agentur für Sicherheitsforschung,
Kriminologie und Kriminalpolitik GmbH •
Elliniko Idryma Evropaikis kai Exoterikis
Politikis (Hellenic Foundation for European
and Foreign Policy) - ELIEEP (ELIAMEP) •
Moonshot CVE Limited • SNS Sweden AB •
Ayuntamiento de Madrid • Politiezone: Boom
- Hemiksem - Niel - Rumst - Schelle -
Politiezone Rupel • Policia e Kosoves - Police
of the Republic of Kosovo • Garda Síochána



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www.projectgems.eu



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Sweden AB • Ayuntamiento de Madrid •
Politiezone: Boom - Hemiksem - Niel -
Rumst - Schelle - Politiezone Rupel •
Policia e Kosoves - Police of the Republic
of Kosovo • Garda Síochána

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ENgaGE

(European Network Against Gaming Related Extremism)

ENgaGE will bring together EPAs, security practitioners, members of the gaming community, academics, and civil society groups and organisations for the first time. This network, designed to outlive the project, will consistently and vigorously monitor and remove the threat of extremism in the gaming ecosystem.

Project Coordinator
Dr Maja Halilovic-Pastuovic
Assistant Research Professor

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The University of Dublin
School of Religion
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Republic of Ireland

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