

Statement by Mr. Vladimir Voronkov
Under-Secretary-General
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High-

We must face the reality that digital gaming environments have the potential to be exploited by violent extremists, including to radicalize young people. We know already that violent extremist actors make use of gaming content to generate attention, spread disinformation and increase the attractiveness of their propaganda and target vulnerable individuals for recruitment.

To better understand this threat, my Office commissioned research to understand the potential relationship between violent extremism and video games. Today's launch enables us to share with the gaming and PCVE community significant findings arising from this research.

Dear Experts and Colleagues

In the last fifteen years, we have seen the UN system architecture take a more comprehensive, Whole-of-UN and Whole-of-Society approach to address the complexity of violent extremism. This includes supporting action to address the conditions conducive to violent extremism; strengthening the protection of human rights and the rule of law; ensuring young people and women are meaningfully engaged; and that civil society has a voice and role in prevention measures.

These core values have been integrated into our work across the office. In particular, the UNOCT/UNCCT Global Programme on Preventing and Countering Violent Extremism focuses on building this whole of community resilience through evidence- based approaches of the lived experience of communities impacted by violent extremism. This is why the voices of gamers are central to the research, and at this event today.

Dear Participants,

In undertaking this work, it is important to not unfairly malign video games or video gaming culture, whilst we look at ways of developing methods of safeguarding against its misuse.

Preventing terrorism requires partnership, coordination and collaboration anchored in respect for international law, including international human rights law. To this end, my Office is committed to building these partnerships moving forward.

Hope we can prevent this threat to our community. I am glad to see the UNOCT/UNCCT Global Programme on Preventing and Countering Violent Extremism (UNOCT/UNCCT) is working on this. I am glad to see the UNOCT/UNCCT Global Programme on Preventing and Countering Violent Extremism (UNOCT/UNCCT) is working on this. I am glad to see the UNOCT/UNCCT Global Programme on Preventing and Countering Violent Extremism (UNOCT/UNCCT) is working on this.

potential for preventing and countering violent extremism in gaming spaces.

Thank you.