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### **GNET Call for Papers – Year 3**

GNET is now commissioning papers for year 3 and invites papers from anyone researching terrorist use of technology. Whilst we are open minded about research topics, and will consider anything within this broad remit, please take a moment to consult the “research focus” element of our website here (<https://gnet-research.org/research-focus/>) which outlines some of our priority areas.

#### ***Papers***

Research papers should be c.6000 words in length, and should be produced with a view to offering both actionable findings and practical solutions to the tech industry. With that in mind, we encourage you to consider the following essential pointers when constructing your bid. Where possible, reports should **not** be focused on a:

- Single platform;
- Single language;
- Single event.

Exceptions can be made for reports which look at one platform, language and/or event to establish a “proof of concept” which has lessons for applicability to other groups, platforms, and issues. An example of this is our first GNET report which looked at developing a content classifier for extremist content online but did so whilst exploring Islamic State content (<https://gnet-research.org/2020/09/01/decoding-hate-using-experimental-text-analysis-to-classify-terrorist-content/>). If your proposed paper fits within this remit, then please be sure to explicitly highlight its broader relevance.

In general, however, reports should be thematic and broadly constructed in their remit. A list of indicative – although not exhaustive – priority areas for year 3 is provided below:

- Important Attacker/Attack Dates: research identifying some of the most significant dates and anniversaries related to terrorism and violent extremism throughout the calendar year.
- What are the implications (for platform design, policy, and moderation + user rights and security) of applying a gender perspective to terrorist and violent extremism behaviour on digital platforms?



## Global Network on Extremism & Technology



- How has violent extremism evolved in gaming? How might we expect to see that manifest on-platforms? What are the off-platform implications? Are there certain age groups that are particularly exploited/exposed?
- What product features could platforms consider that would be helpful in preventing (in particular younger) viewers from continued exposure to content that carries risk (not necessarily violative of policies)?
- In researching recent attacks, are there any notable trends about user migration between platforms? How are they using specific platforms and when do they decide to jump?

### ***Guidance on research design***

GNET is a fast moving, nimble footed research consortium which sits beyond the mould of “traditional” academic research projects. As such, commissioned papers should showcase or build upon existing research already being undertaken by yourself/your institution. Budget and timeline constraints prohibit applicants from launching wholly novel research projects. There would, of course, be scope to build on existing work in novel ways.

### ***Budget and timelines***

We will pay a flat fee of £6,000 for research papers.

Applications for funding must be submitted before 23:59 (BST) on Sunday 31<sup>st</sup> July. **Bids submitted after this will not be considered.**

### ***How to apply***

Individual researchers can be contracted directly or through their institutions – please stipulate your preference in the proposal. Proposals should be a maximum of 3 pages and in PDF format and must include the following information:

- Name(s) of PI/Pis, institutional affiliation (if relevant- if not, tell us about yourself and relevant qualifications), title of research paper
- The issue you’re investigating

We will seek further information if required.

Final proposals and any informal inquiries should be emailed to: [mail@gnet-research.org](mailto:mail@gnet-research.org)