

THE ONLINE GAMING ECOSYSTEM

Assessing Digital Socialisation, Extremism Risks and Harms Mitigation Efforts



Game Players

- Around three billion people play video games.
- By 2025 another estimated 500 million people will be gaming.
- Some 48% of players in the United States are women.
- The average player is 33 years old.
- The highest share of players are in the Asia-Pacific region (1.75 billion people, or around 55%), followed by the Middle East and North Africa (MENA) with 488 million and Europe with 430 million.



Online Gaming Environment

- The games market is divided into mobile games (responsible for around 53% of revenue globally last year), console games (27%), computer games (19%) and in-browser games (1%).
- Global revenues for 2022 are expected to generate \$184.4 billion, dwarfing film, television and music.
- While games are entertainment media, they also possess distinct 'gamer' cultures associated with them.
- Violence in video games does not have a direct correlation to offline violence.
- Games and gaming-adjacent spaces – especially online ones – are social spaces and generally beneficial experiences.



Types of Extremism Harms in Games

- Creating New Video Games and Modifications
- Gamification for Radicalisation
- Exploiting Gaming as Pop Culture
- Exploiting Online Games for Communication
- Exploiting the Gaming Environment and Adjacent Platforms
- Financing and Money Laundering



Harms Mitigation Efforts

- Trust and Safety Efforts
- Safety by Design Efforts
- Positive Interventions through Online Gaming
- Gamifying Prevention Initiatives

Violent extremist and terrorist groups actively exploit video games and the digital platforms around them. More safety efforts are both possible and needed.