

Resource SPOTLIGHT

Online Gaming, Online Harms: Supportive Strategies for Building Resilience

September 22, 2026 | 2:00 – 3:30 p.m. ET

Includes the launch of a new online training program
in partnership with Christchurch Call Foundation.



Western  Centre for Research & Education on
Violence Against Women & Children
LEARNING NETWORK



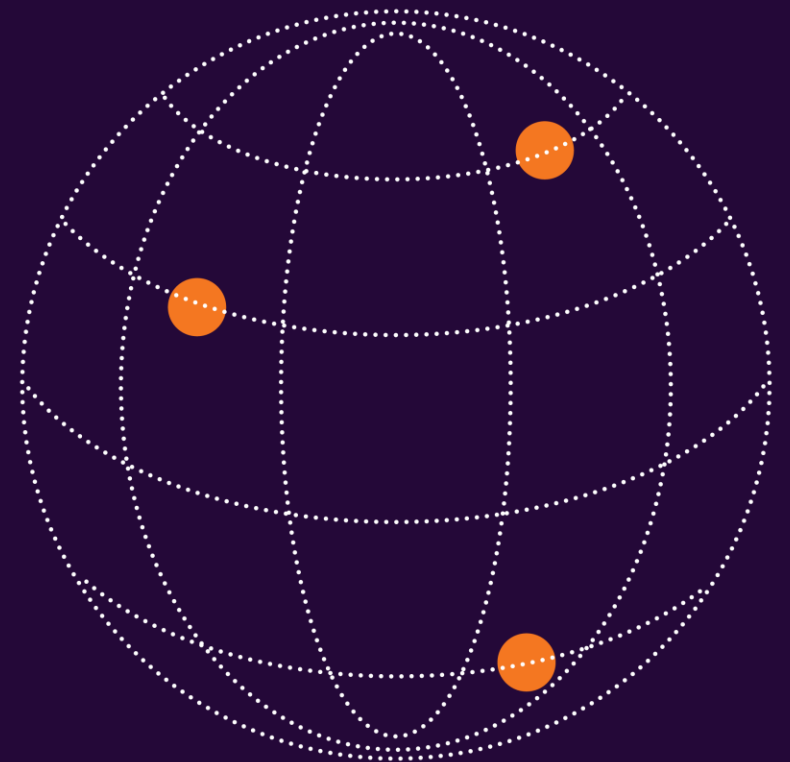
Neighbours, Friends & Families

Online Gaming, Online Harms: Supportive Strategies for Building Resilience

September 2026

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On 15 March 2019 a terrorist attacked two mosques in Christchurch, New Zealand, killing 51 people and injuring 50.

The horrific attack was live streamed by the terrorist for 17 minutes and spread rapidly online.

The Christchurch Call was established in response. Governments and technology platforms came together, making a global commitment to eliminate terrorist and violent extremist content online while protecting fundamental rights.

Christchurch Call Foundation

We turn the Christchurch Call into coordinated multistakeholder action – working with governments, platforms, Call Partners, and our advisory network to stop terrorist and violent extremist content spreading online, while upholding human rights, and a free, open, and secure internet.

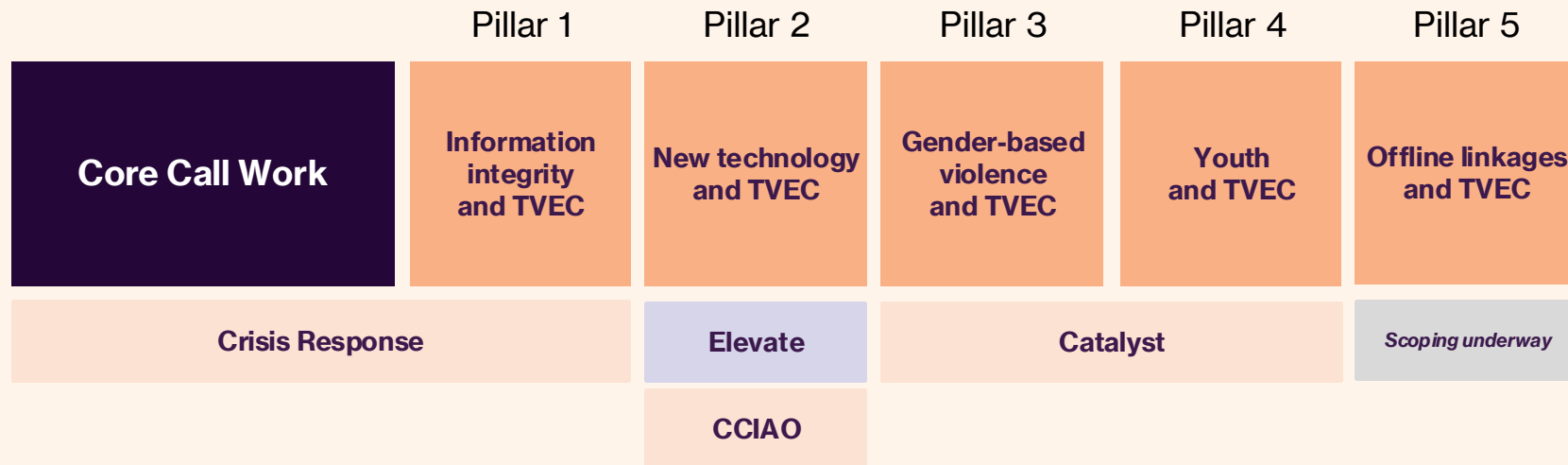
- The work of the Christchurch Call is guided by the 25 Call Commitments, along with direction provided by Call Community leaders.
- The Call Community includes: government and online service provider supporters, Call Partners who support the objectives and contribute to implementation; and the Christchurch Call Advisory Network (CCAN), through which civil society, academia, and the technical community provide expert advice.



At the Christchurch Call Leaders' Summits in 2022 and 2023, five areas of concern were flagged for further work, including:

- **Misogyny and gender-based violence as vectors for radicalisation**
 - **Understanding how youth can be radicalised through online experiences**

Our Programmes: Integrated Solutions



Crisis Response Protocol

CCF's rapid-activation network that coordinates governments and tech platforms to swiftly address the spread of terrorist and violent extremist content during and after attacks.

Christchurch Call Initiative on Algorithmic Outcomes (CCIAO)

CCIAO addresses the systemic challenge of how recommendation systems, content ranking, and platform design can accelerate radicalisation.

Elevate

Focused on two challenges in emerging tech sectors - how can we prevent terrorist and violent extremist use of new technologies, and how to support smaller platforms with open-source safety tools.

Catalyst

Catalyst is a scalable 18-month consortium project tackling online misogyny and gender-based violence as pathways to radicalisation and violent extremism.

Catalyst: Addressing the intersection of violent misogyny, violent extremism and online harms

- 10+ interventions across 4 countries and gaming platforms, with specialist consortium partners, led by the Christchurch Call Foundation.
- Three interconnected pillars: prevention, mitigation and protection.
- Phase 1 implemented in: English (Canada, UK), Swahili (Kenya), Levantine Arabic (Jordan)



Catalyst: Project Activities & Interventions

Objective 1: Prevention

Resilience of men and boys against online misogyny and GBV.

**Peer Mentor &
University Programs**
Canada, Kenya

**Online Inoculation
Campaigns (E-Sports)**
All countries

**Engaging Online
Gaming Influencers**
Gaming

Objective 2: Mitigation

Reduced content, communities, and norms promoting misogyny and GBV online.

**Open-Source Classifier
& AI Tooling**
EN, SW, AR

**Level Safely! Gaming
Curricula**
All countries

**Community Moderator
Digital Bystander Training**
All countries

Objective 3: Protection

Government and civil society capacity to prevent and respond.

**Harms Classification
Framework**
All countries

**Christchurch Call Action
Forum
& Policy Principles**
Global

**Civil Servant
Changemaker Academy &
Law Enforcement Trainings**
All countries

Cross-Cutting Research

**Social Media
Analysis**
All countries

**Crowd-Sourcing
Tiplines**
Kenya, Jordan, Gaming

Focus Groups
All countries

Why this matters: Violent Misogyny, Extremism and Hybrid Harms

3x

how much more men and boys are likely to support violent extremism if they support violence against women & girls

~45%

of U.S. mass shootings motivated by grievances against women and girls

- Misogyny **increases vulnerability** to violent extremism. Violent misogyny can also constitute violent extremism.
- Gender-based violence appeared in **nearly 40% of terrorist manifestos** from 1966-2025 as either the primary or significant secondary motivator for the attack. Individual profiles of terrorists also often reveal **past involvement in intimate partner violence and femicide**.
- Young perpetrators are increasingly socialised to violence through **overlapping online harms**: violent misogyny, ultra gore, CSAM, and ideological propaganda.

Rationale for Gaming Safely Initiatives



Online communities are targets for violent extremist exploitation, recruitment and radicalisation to violence



Violent extremist and terrorist entities use online gaming, gaming-adjacent spaces and gaming content to further their causes



Emerging threats are hybrid in nature – young people are being socialised to violence through overlapping online harms

80%

of Canadian educators reported witnessing sexist and misogynist behaviour in the classroom.
(White Ribbon, Canada)



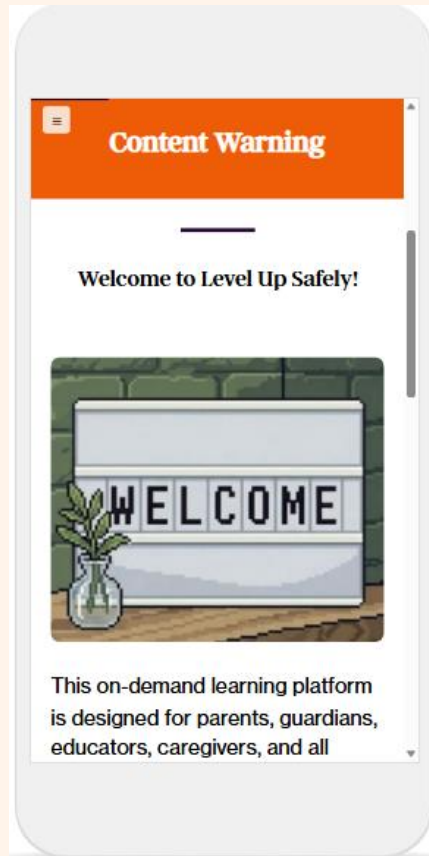
Wealth of knowledge available but resources targeting online harms and video games, particularly regarding misogyny, are limited



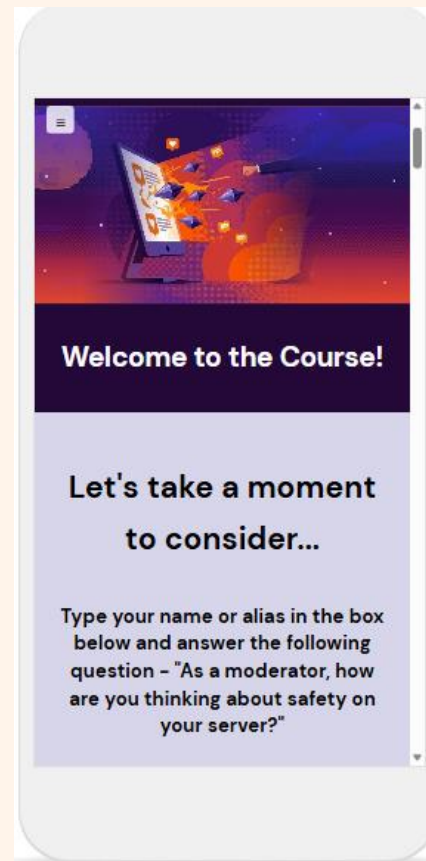
Caregivers & community moderators – often first to notice warning signs, but report lack of confidence and practical tools available

Gaming Safely Resource Hub

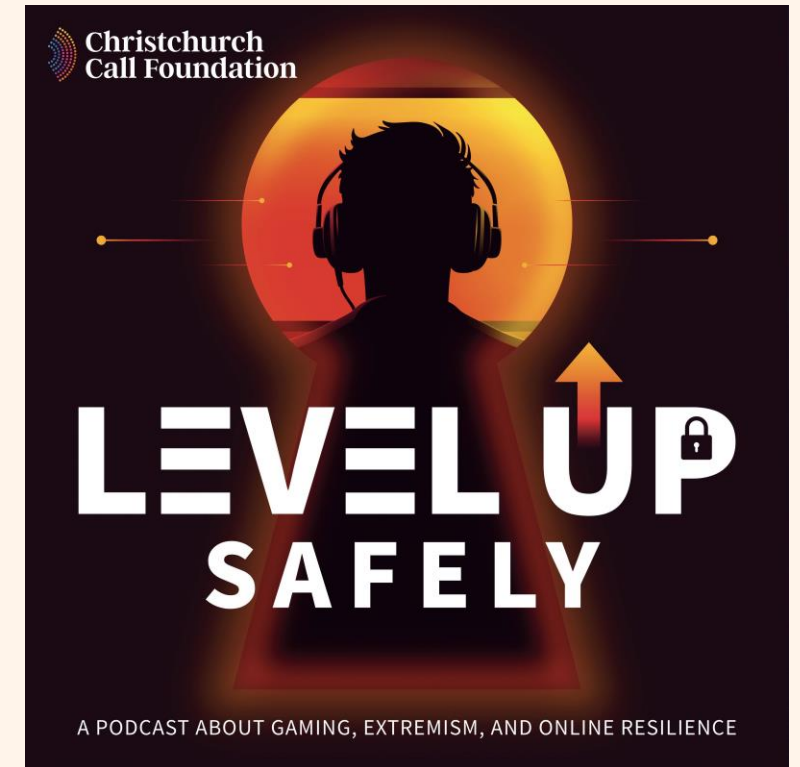
Level Up Safely!



Digital Bystanders Community Moderator Training



Level Up Safely Podcast



Ethos



Gaming is great!



Empowerment model – not defaulting to restriction, surveillance or withdrawal



Encouraging open communication and dialogue



Proactive, not reactive



Wrap-around support: whole-community approach, trusted resources



Level Up Safely!



Level Up Safely!

Gaming Safely Course for Parents, Caregivers, Educators, Practitioners and Caring Adults

Audience: Caregivers, including parents, guardians, educators, and practitioners supporting children and young people who engage with gaming and online communities.

Approach: Pro-gaming, evidence-based guidance. Supportive, not punitive – helping caregivers engage constructively rather than defaulting to restriction. Empowering adults and young people through knowledge and strategies to build confidence to support, and resilience to manipulation and exploitation in digital spaces.

Delivery: Self-paced, free-to-access online training platform and downloadable resources.

Localisation: Country-specific referral resources and context



Modules

Module 1: The Gaming Ecosystem

Module 2: Online Harms and Video Gaming

Module 3: How Harms Can Happen

Module 4: Strategies for Resilience

Module 5: Communities of Caring

- Interactive scenario-based learning and reflection questions.

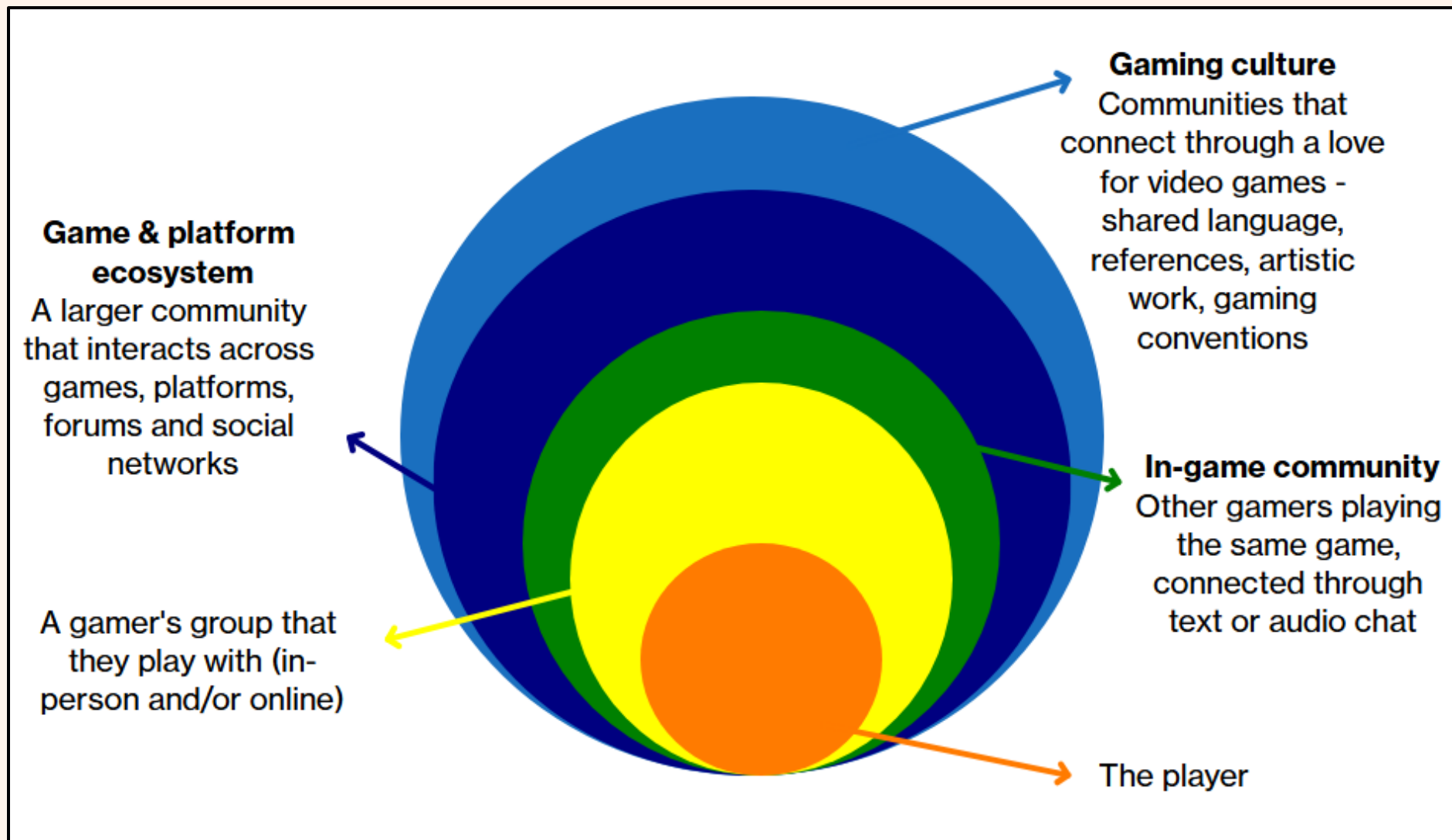
- Find a Helpline integration.

- Two learning pathways:

- 1) 20 – 30 minute overview

- 2) 2 hour full course

The World of Online Gaming



The World of Online Gaming



Online Harms and Online Gaming

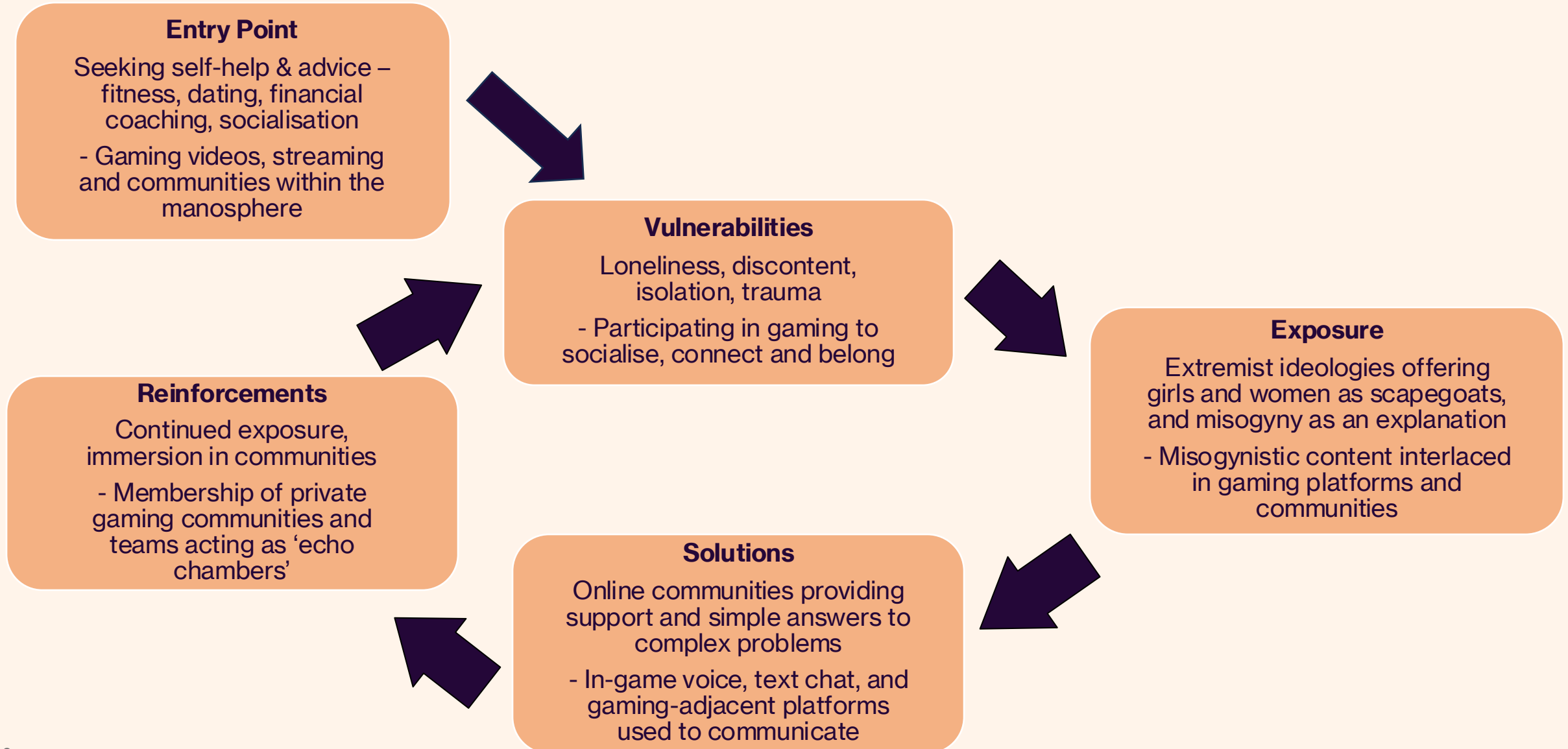
Online Harms include:

- Child sexual exploitation and abuse
- Cyberbullying
- Cyberstalking & Harassment
- Doxing
- Grooming
- Misinformation and Disinformation
- Socialisation to Violence
 - Violent Extremism

How do online harms happen in gaming spaces?

- Algorithms
- Anonymity
- Games & Mods
- Influencers
- Memes & Jokes
- Platform Migration
- Voice and Text Communications

Misogyny & The Manosphere



Strategies and Support

"Everyone wants to talk ABOUT boys. Barely anyone is talking WITH boys."

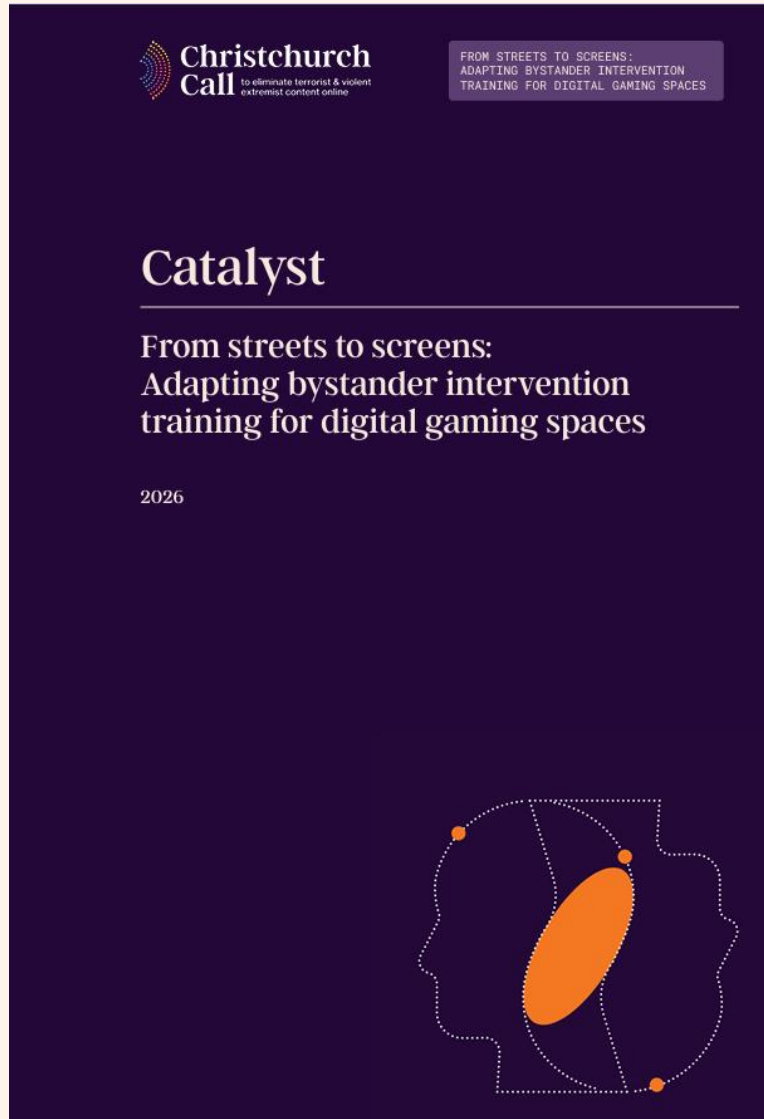
Jonathon Reed - Next Gen Men

- **Playing Together Guide**
- **Conversation Strategies and Templates**
- **Community Guidelines**
- **Communities of Caring**
- **Trusted Resources**
- **Level Up Safely Podcast**



Digital Bystanders Community Moderator Training

Why Bystander Training?



Digital Bystanders

"Digital bystander intervention refers to actions taken by witnesses to harmful online behavior (such as harassment, hate speech, bullying, and extremist content) to interrupt, challenge, or report that behavior in digital spaces such as gaming communities, social media platforms, forums, and chat applications.

Like traditional bystander intervention, digital bystanders occupy a third-party position where they are neither the perpetrator nor the target of harm, but their presence and potential actions can significantly influence outcomes."

Report (ENG) available at: www.christchurchcall.org/catalyst

Course Outline



Digital Bystanders

Community Moderator-Led Bystander Intervention Training

Audience: Community moderators, leaders, and trust and safety professionals on gaming adjacent platforms

Approach: Scenario-based training grounded in real platform dynamics, not abstract risk indicators

Delivery: Self-paced, free-to-access online training platform and downloadable resources.



Modules

Module 1: Understanding Online Harms
Hybrid Harms
When to Act

Module 2: The 5Ds for Digital Spaces
How to Act: The 5Ds

Module 3: The Backbone of Building Safe
Communities
Setting Up for Success
Moderator Safety

Approximately 30 – 60 minutes to
complete.

Hybrid Harms

Targeted Hate & Violence

identity-based
dehumanization,
coordinated
campaigns,
incitement targeting
protected groups

Tech-Facilitated Gender-Based Violence (TFGBV)

harassment, intimate
image abuse,
impersonation,
sexual extortion,
account takeover

Online Misogyny & Sexist Attitudes

the root
ideological
foundation

Violent Extremism

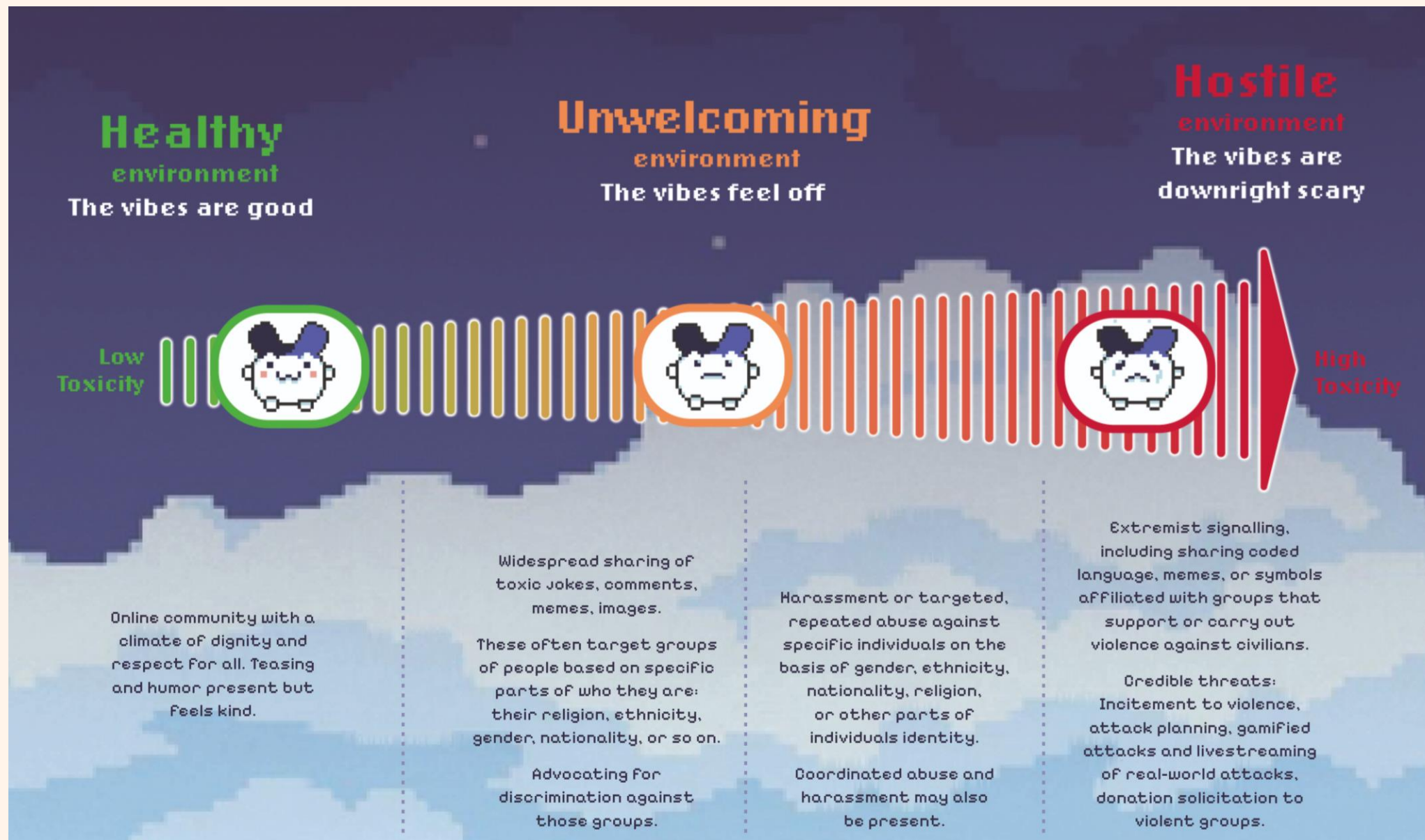
ideologically
organized violence,
recruitment,
mobilization toward
physical attacks

Terrorism

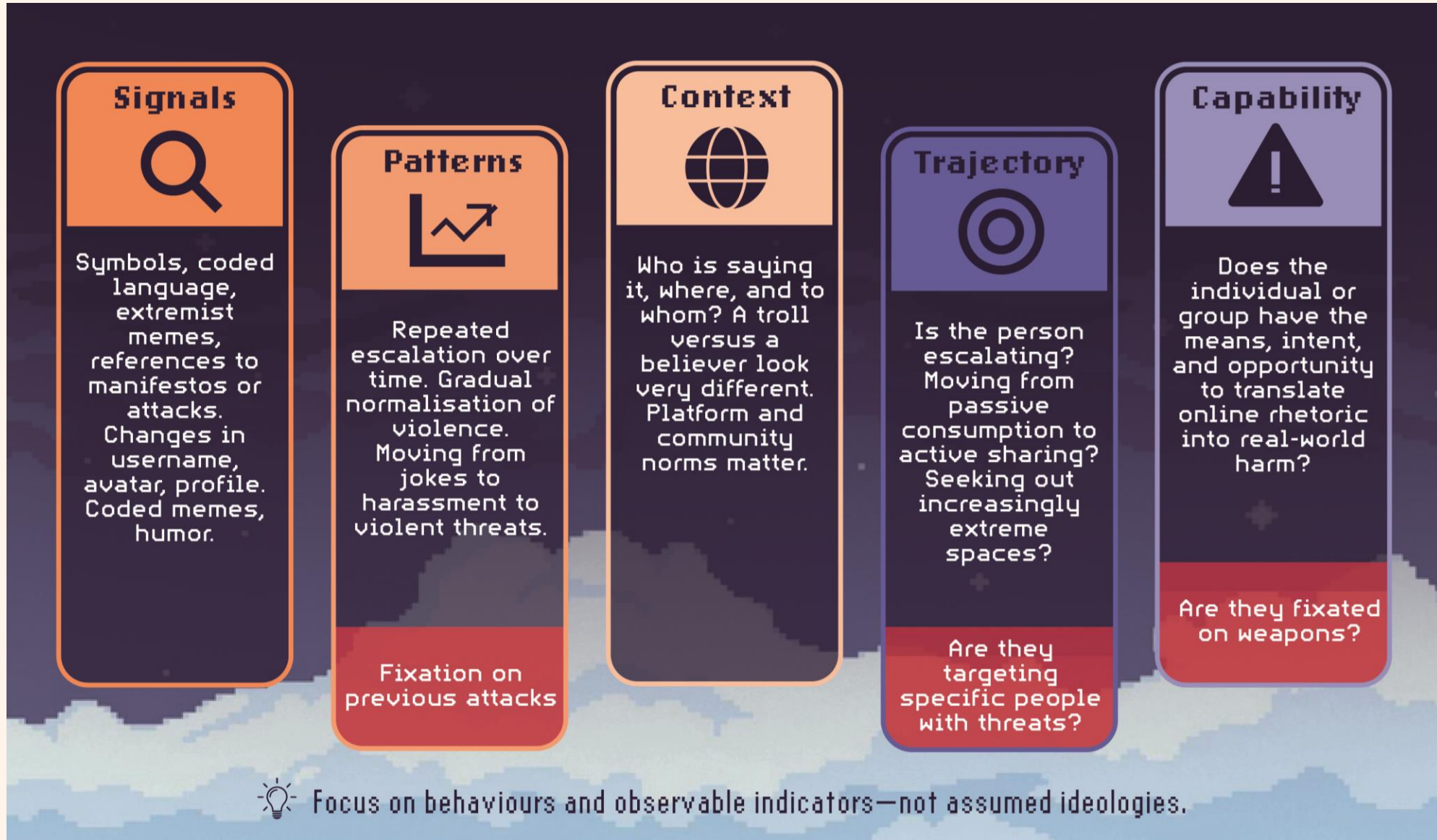
criminal acts
of mass
violence
carried out in
service of
extremist
ideology



The Continuum of Online Harms



Warning Signs: What to look for?



5Ds of Intervention

Five strategies to shift from passive bystander to active ally when online harassment occurs.



001 Document

Take screenshots and record context to track incidents, coordinate with other mods, and build a record — **but ask the person being harassed first before sharing anything.**

Consent first | Screenshots | Private record



002 Delay (or DM)

After it's over, reach out to the victim and ask if they are okay and what support they need. Let them know they are seen. Even if you don't catch it in real time, a follow-up DM helps.

Direct message | Check in | Follow-up care



003 Distract

Interrupt the harassment without engaging it directly. Change the topic with something neutral and unrelated — a community event, a game update, anything to shift the conversation.

Topic change | Don't feed the trolls | De-escalate



004 Delegate

Call in other moderators or trusted community members. Divide tasks clearly: one DMs the target, another distracts the channel. Avoid pile-ons that could escalate things further.

Coordinate | Backup support | Team approach



005 Direct

Publicly call out the behavior — but use with care. Ask yourself: Is it escalating rapidly? Does the harassed person seem to want someone to speak up? Keep it brief, reference community rules, and focus on the targeted person rather than arguing with the harasser.

Use with caution | Public call-out | Community rules | Short & clear

Based on work from Right to Be (formerly Hollaback) & Alteristic (formerly Green Dot)

Time to Explore!

Questions?

✉ catalyst@christchurchcall.org

🌐 christchurchcall.org

🏠 christchurchcall.org/learn

