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Among many possible uses, this virtual reality can be leveraged as immersive tools for
education, intercultural dialogue, even treatment of PTSD. It can foster a greater sense of
community, belonging and social cohesion.

Unfortunately, over the past decade terrorists and violent extremists have also recognized
these attributes and begun exploiting them.

We have seen terrorists infiltrate, modify, misuse, and even create video games and gaming

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However, there is a lack of global policy dialogue and discussion on this topic, and a dearth of
systematic programmatic approaches to address this threat. And without appropriate action,
terrorists and violent extremists will continue exploiting the digital gaming space.

We also need to have a better picture of the positive aspects of gaming. We need to know
more about the resilience and prosocial benefits that these networks and communities can
have. We know, for example, that there are already gamers and gaming platforms that are
speaking out against narratives of hate and division- and we need to harness that in our efforts.

This is why the United Nations Office of Counter-Terrorism has convened this Expert
Roundtable today as a starting point to expand our engagement, including through our
capacity-building efforts, to address digital gaming spaces and their adjacent platforms.

We have a full and exciting line-up of experts with us, including behavioral and psychological
experts, that will share insights and the latest research on this topic. We will hear from
members of academia, civil society, the private sector, and members of the gaming community
itself.

We hope to foster a rich and diverse dialogue on the int2.33 3
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