# PLAY YOUR ROLE

## Gamification Against Hate Speech

Playing an online game or interact in a game community is part of everyday life of most of the teenagers, and their understanding of video games world represents a huge influence in their behaviour and conflict management. The European project "Play Your Role - Gamification Against Hate Speech ", aims to explore this world and act in the prevention of hate speech, helping young people in the development of critical thinking and motivating an active playing against hate speech. Providing secure contexts of discussion, the project wants to explore the positive potential of video games, approaching serious topics in a playful way, in a language that speaks directly to teenagers. Good playing habits can be considered safe and with a positive impact on behaviour and learning. Video games can be excellent educational tools, capable of focus and motivate young people to learn certain skills based on the development of critical thinking, cooperation and interaction. The sample of the research consisted of 572 individuals, 246 female and 291 males, in Italy (195), Lithuania (228) and Portugal (149). The focus groups were made through an online questionnaire with open questions, applied to 109 individuals, 63 female and 44 males, with ages between 11 and 22.

### 97% of teens play video games*

**Key Points of the research:**
- At European level, 97% of teens play or has played video games.
- Only 9% of the respondents claim that they don't play video games.
- 40% of the students play with regularity and 58% claim that they don't feel angry after playing.

- 22% never played serious games and only 20% do it regularly.
- Only 36% sees video games as a way of learning and 57% use gaming communities as places to make friends.
- 37% of the respondents use live stream platforms, YouTube is the favourite. Only 23% use chat platforms, Discord is the favourite. 46% never found inappropriate content in this kind of platforms.
- 45% agree with censorship but 66% never reported any situation of hate speech.
- 48% agrees that players can change this trend but 39% do not believe in total elimination of online hate speech, "haters will always exist". Students find that this kind of behaviour is rooted in game communities and most users take it as a given fact.
- 70% agree that is not "cool" to be a hater, 52% don't take online hate speech seriously and 67% never felt affected by it in everyday life.
- The most common types of hate speech according to the respondents are against race (29%), sexual orientation (21%) and national/ethnic origin (19%).
- Serious games and the use of gaming technologies for educational purposes reinforce the positive impact that video games can have in human development, being a possible way to combat violence and hate speech in certain gaming communities.

- + time playing online
- + hate speech
- + awareness about hate speech

- Students who have more tendency to practice hate speech in video games and gaming communities, are also more aware of the existence of hate groups in these platforms.
- We notice a lack in the parent's vigilance of gaming activities of their children and that unsupervised hours of playing are related to the practice of hate speech. 45% of the parents never supervised online gaming activities.
- Most of the times, hate speech results from the interaction between players in non-moderated gaming activities – that can result in real time conflicts.

**42** feel angry after playing

**58** DON'T feel angry after playing

### WHAT DO YOU THINK ABOUT HATE SPEECH?

**70** think that is not "cool" to be a hater

**52** don't take online hate speech seriously

**67** never felt affected by it in everyday life

### MOST COMMON TYPES OF HATE SPEECH

**29** RACE

**21** SEXUAL ORIENTATION

**19** NATIONAL/ETHNIC ORIGIN

### DO YOU BELIEVE IN TOTAL ELIMINATION OF ONLINE HATE SPEECH?

**39** NO

**13** DON'T KNOW

**48** YES