

YOUTH x RADICALISATION INSIGHTS

September 2025

The following is a brief description of, and link to, the various Insights relating to the nexus of youth and radicalization by terrorists and violent extremists produced by GIFCT's academic research arm, the [Global Network on Extremism and Technology \(GNET\)](#). GNET's mission is to publish actionable research to better understand and prevent terrorist and violent extremist exploitation of digital platforms.

Youth Recruitment and Radicalization Across the Ideological Spectrum

Terrorgram and Youth Radicalisation: Understanding Brazil's Online Extremist Landscape by Sofia Schurig - 22nd November 2024

This Insight examines the alarming proliferation of accelerationist and neo-Nazi propaganda infiltrating local Brazilian online communities and social media platforms, which has led to a disturbing rise in violent incidents among youth.

Youth and Adolescent Online Radicalisation: Critical Cases From Singapore by Kenneth Yeo and Ahmad Saiful Rijal - 18th November 2024

This Insight discusses the processes of online radicalisation in Singapore, providing an in-depth analysis of how individuals become susceptible to violent extremist ideologies. By examining the ideological, personal, social, and technological influences, the authors unpack vulnerabilities that violent extremists seek to exploit digital platforms to amplify their influence during the COVID-19 pandemic. They argue that organisations' solutions against online violent extremism should not be confined to online policies; offline policies are also critical in developing resilience against violent extremist narratives circulated online.

Hitting Rock Bottom: The Radicalising Potential of Celebrity Culture by Jordan Chapman - 16th November 2023

This Insight seeks to understand more about how the grievances celebrities tap into can create a path for radicalisation, taking people - particularly youth - from music to violent extremism.

The New Online Radicals: The Third Generation of Online Radicalisation by Jacob Ware - 4th October 2023

This Insight examines the three generations of online radicalisation before exploring the counterterrorism implications. It discusses the third generation of social media radicalisation— young people, radicalized on encrypted chatrooms, communicating with like-minded peers regardless of geography. This new generation is both an intensification and a departure from its predecessor.

Youth-on-Youth Extreme-Right Recruitment on Mainstream Social Media Platforms by Hannah Rose and AC - 10th January 2022

This Insight is based on the report "We are Generation Terror!" Youth-on-youth radicalisation in extreme-right youth groups, which provides an initial contribution to the field by exploring the ways 10 young racial nationalist groups across Western Europe recruit, radicalise, and attract other young people into their movements.

New Threats: Com and 764

Meaning Through Its Opposite: Significance Quest Theory and Nihilistic Violent Extremism by Gerard Gill - 18 July 2025

This Insight examines groups under The Com umbrella (a catch-all name for 764 and related groups such as CVLT and No Lives Matter) through the lens of Significance Quest Theory. It explores how the pursuit of personal significance within a subculture that is ironically characterised by a lack of greater meaning or ideology – dubbed Nihilistic Violent Extremism – manifests in extreme violent behaviour.

764: The Intersection of Terrorism, Violent Extremism, and Child Sexual Exploitation by Marc-André Argentino, Barrett G and M.B. Tyler - 19 January 2024

This Insight draws on ongoing research into O9A and 764 (and the other aliases under which it operates or has been rebranded) to shed light on the hybridisation of harms from the CSAM and TVEC fields and how these threat actors leverage platforms and technologies to commit acts of sextortion, and plan mass casualty incidents.

Threat Nexus: Schooling, Terrorism, and Violent Extremism

“Everyone Will Remember Jamie”: A Post-Adolescence Reflection on Online Misogyny by Erin Stoner - 6th May 2025

This Insight aims to contribute to the debate around Adolescence, clarifying what the viral show got right about the manosphere, and what it may have got wrong.

Telegram Homeschooling: Maintaining A Salafi-Jihadist Oriented Echo Chamber by Meili Criezis - 16th December 2024

The Insight provides a general overview of Salafi-Jihadist homeschooling communities on Telegram, followed by an exploration of the types of content that is shared, including materials created for children. It also examines strategies some group members use to convey their ideological affiliation and highlights how dissent is not tolerated in what has clearly become an echo chamber.

‘Why Not Bring Weapons to School?’: How TikTok’s Algorithms Contribute to a Culture of Violence in Brazilian Schools by Beatriz Buarque - 4th March 2024

In this Insight, Buarque highlights how TikTok has recommended videos with explicit appeals to violence, drawing attention to the glorification of serial killers and terrorists and specific representations of violence that are particularly appealing to young audiences. The full report, Algorithms, Violence, and Youth in Brazil: towards an educational model for peace and human rights, provides a more detailed analysis of these patterns.

Moms for Liberty: The Use of Facebook to Spread Far-Right Propaganda and Change Public School Curriculum by Diana Wallens - 26th June 2023

Wallens analyzes M4L’s dissemination of memes, false headlines, and other social media content to share disinformation with its Facebook user base, encouraging reactionaries to use nonviolent and/or violent means to reinforce Christian nationalist values in public school curricula.

Analysing Harmful and Supremacist Narratives on Gab Homeschooling Groups by Ye Bin Won - 12th May 2023

This Insight examines narratives and educational curricula shared on Gab, a popular alternative technology (alt-tech) platform known for its minimal content moderation and popularity among extreme right users.

A Tech Stack Case Study: Nexus Between Gaming and TVEC

Playing with Hate: How Far-Right Extremists Use Minecraft to Gamify Radicalisation by Gagandeep - 2nd July 2025

This Insight analyses how far-right extremist networks have turned Minecraft into a tool for ideological grooming and radicalisation. By creating immersive, gamified spaces that embed hateful narratives into familiar gameplay mechanics, violent extremists are turning gaming culture into recruitment infrastructure.

Northern Spirits: Gamification and Youth Recruitment in the Nordic Region by Per-Albin Johansson - 30th October 2024

Across the Nordics in general, and Sweden in particular, adolescents are being drawn into criminal networks at unprecedented rates, particularly through gaming platforms like Steam. However, this Insight seeks to highlight the benefits of applying gamification to serve a greater societal purpose, which is one of many countermeasures suggested in confronting violent extremist communities in games.

Gaming the System: The Use of Gaming-Adjacent Communication, Game and Mod Platforms by Extremist Actors by Constantin Winkler and Lars Wiegold - 10th June 2024

This Insight reports the results of this exploration for eleven platforms across three categories: communication platforms, gaming platforms, and platforms used to disseminate modifications of existing (popular) digital games (so-called mods). The Insight is based on a German report that can be accessed [here](#).

Grooming for Violence: Similarities Between Radicalisation and Grooming Processes in Gaming Spaces by Elizabeth D. Kilmer and Rachel Kowert - 8th February 2024

This Insight outlines the commonalities between grooming for violence and radicalisation, emphasizing processes relevant to gaming spaces.

Extreme Right Radicalisation of Children via Online Gaming Platforms by Dr. Daniel Koehler, Irina Jugl and Verena Fiebig - 24th October 2022

This Insight investigates the cases of two twelve-year-old children who were radicalized through online gaming platforms. The gaming activity acted like a social-emotional 'glue' between them, opening the doors to follow-up indoctrination and radicalisation.

A Survey of Violent Extremist and Terrorist Activities Across the Gaming Environment by Aaron Tielemans - 28th June 2021

This Insight surveys violent extremist and terrorist activities across unique elements of the gaming environment, assessing threat severity based on prevalence, current research, and opportunity for exploitation. In the context of violent extremism, appropriation of gaming culture allows violent extremists to speak the language of their younger target audiences.

P/CVE Solutions and Good Practices

Building Digital Trust: Youth-Led Tech Solutions to Prevent Extremism in the Horn of Africa by Abraham Ename Minko - 3rd September 2025

This Insight proposes that youth-led, tech-driven interventions — particularly those centred on digital storytelling and community-based cyber hubs — can serve as sensitive and sustainable mechanisms to prevent violent extremism.

Building Tech Capacity: Cross-Cultural, Gender-Responsive Solutions to Prevent Extremism in Gaming by Rachel Kowert and Galen Englund - 20th March 2025

In this Insight, Kowert and Englund discuss some key findings from a project regarding the prevalence of harm and gendered norms, and socialisation processes across geographical contexts. In particular, the research explores how these vulnerabilities can be exploited by malign actors seeking to radicalise, recruit, and groom young people for violence.

GNET Report - Youth Challenging Violent Extremism Online: Insights from Asia by Primitivo Ragandang - 27th April 2024

This report examines youth-led initiatives challenging violent extremism (CVE) online, focusing on the online presence of 13 Asia-based youth organizations in 2013 to 2023. It highlights the dynamics of online youth-led CVE efforts, stressing strategic planning, content creation, and organizational challenges. The study identifies the youth's dual approach in CVE work between online and offline spaces, with the predominant use of digital platforms to document offline activities.

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