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# NOT JUST A GAME



COUNTERING RADICALISATION THROUGH A SPORTS  
INTERVENTION

## ECC - Module 2 – Digital Literacy and Online Extremism

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# INTRODUCTION

## *Session objectives*

- UNDERSTAND ONLINE RADICALIZATION MECHANISMS
- STRENGTHEN YOUTH DIGITAL LITERACY
- RECOGNIZE SIGNS OF HARMFUL INFLUENCE
- CREATE SAFE AND INCLUSIVE DIGITAL SPACES



# INTRODUCTION

## *Why it matters*

- YOUNG PEOPLE SPEND SIGNIFICANT TIME ONLINE
- EXTREMISTS USE HUMOR, GAMING, AND SOCIAL MEDIA
- COACHES AND YOUTH WORKERS ARE KEY EARLY RESPONDERS



# DIGITAL LITERACY

## *Short Definition*

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- CRITICALLY ANALYSE ONLINE CONTENT
- RECOGNISE BIAS AND MANIPULATION
- REFLECT ON ONE'S ONLINE PRESENCE AND IMPACT
- ENGAGE RESPECTFULLY AND SAFELY ONLINE



# DIGITAL LITERACY

## *Signs of Harmful Influence*

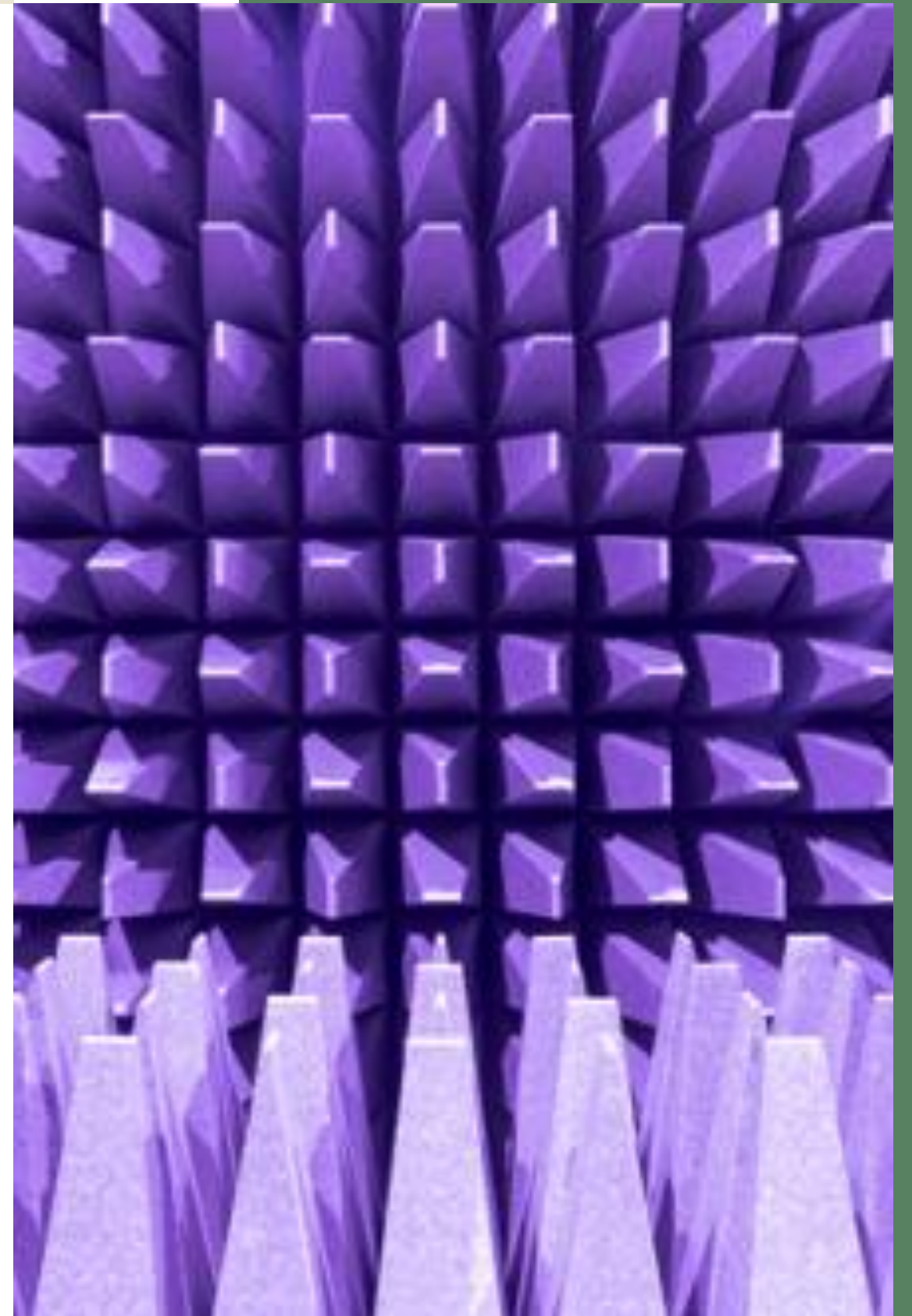


- SOCIAL WITHDRAWAL OR SUDDEN ATTITUDE CHANGES
- REPEATING EXTREMIST SLOGANS OR MEMES
- HOSTILITY TOWARDS DIVERSITY
- REJECTING OTHER POINTS OF VIEW

# ECHO CHAMBERS

## *How they work*

- SPACES WHERE THE SAME IDEAS ARE CONSTANTLY REINFORCED
- DRIVEN BY ALGORITHMS AND SOCIAL FILTERING
- REDUCE DIVERSITY OF OPINIONS





# ECHO CHAMBERS

*Why youth are vulnerable*

- NEED FOR BELONGING
- SEARCH FOR SIMPLICITY AND CERTAINTY
- CLEAR "US" VS. "THEM" MINDSET

# ECHO CHAMBERS

## *Counter strategies*



- ENCOURAGE RESPECTFUL DEBATE
- INTRODUCE DIVERSE CONTENT
- NORMALISE UNCERTAINTY
- ASK OPEN-ENDED QUESTIONS

# GAMING & MEMES

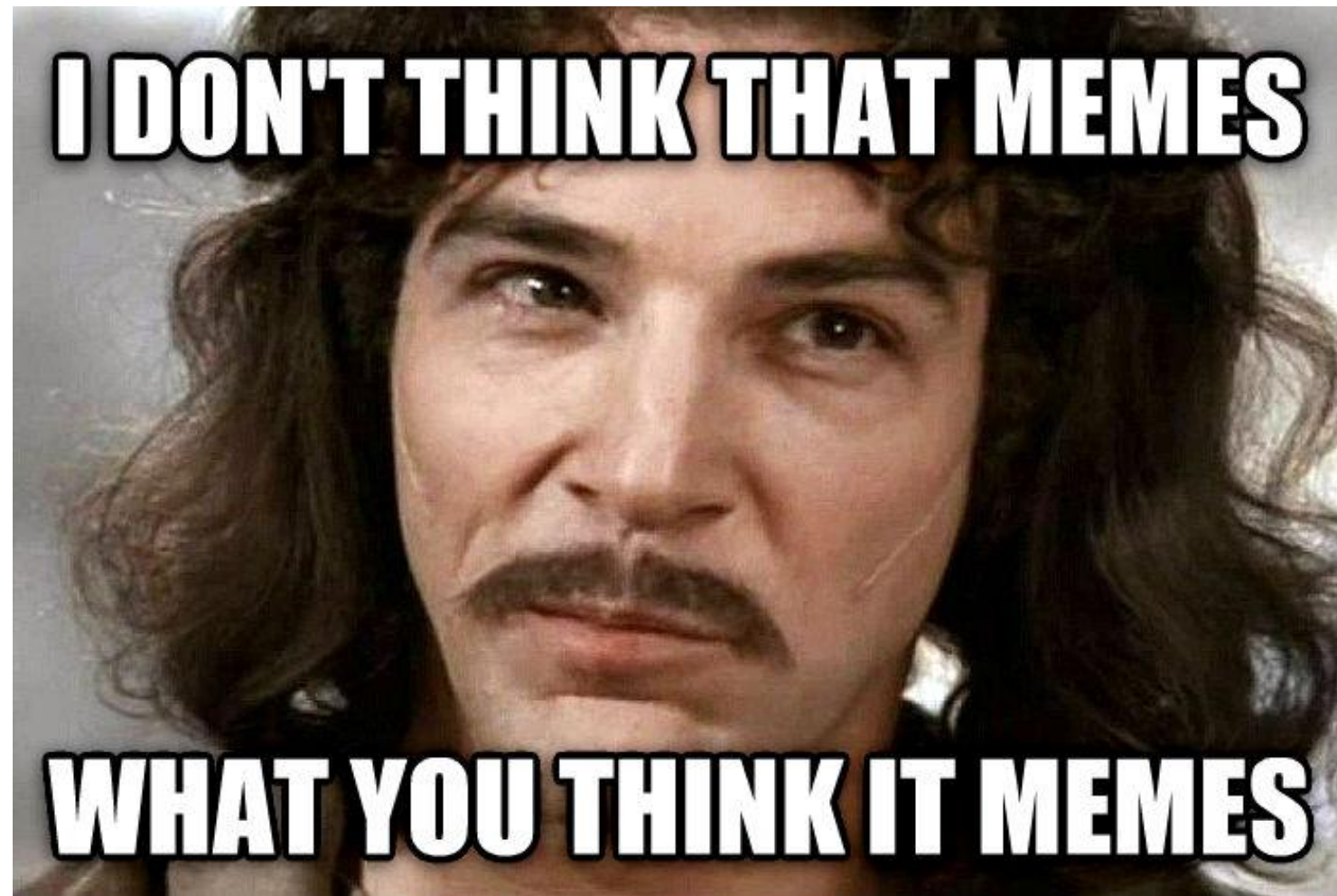
## *Humor and codes*

- GAMING: TIGHT-KNIT, LOW-MODERATION COMMUNITIES
- MEMES: HUMOUR + VIRALITY + INSIDER CODES
- EXTREME MESSAGES DISGUISED AS JOKES



# GAMING & MEMES

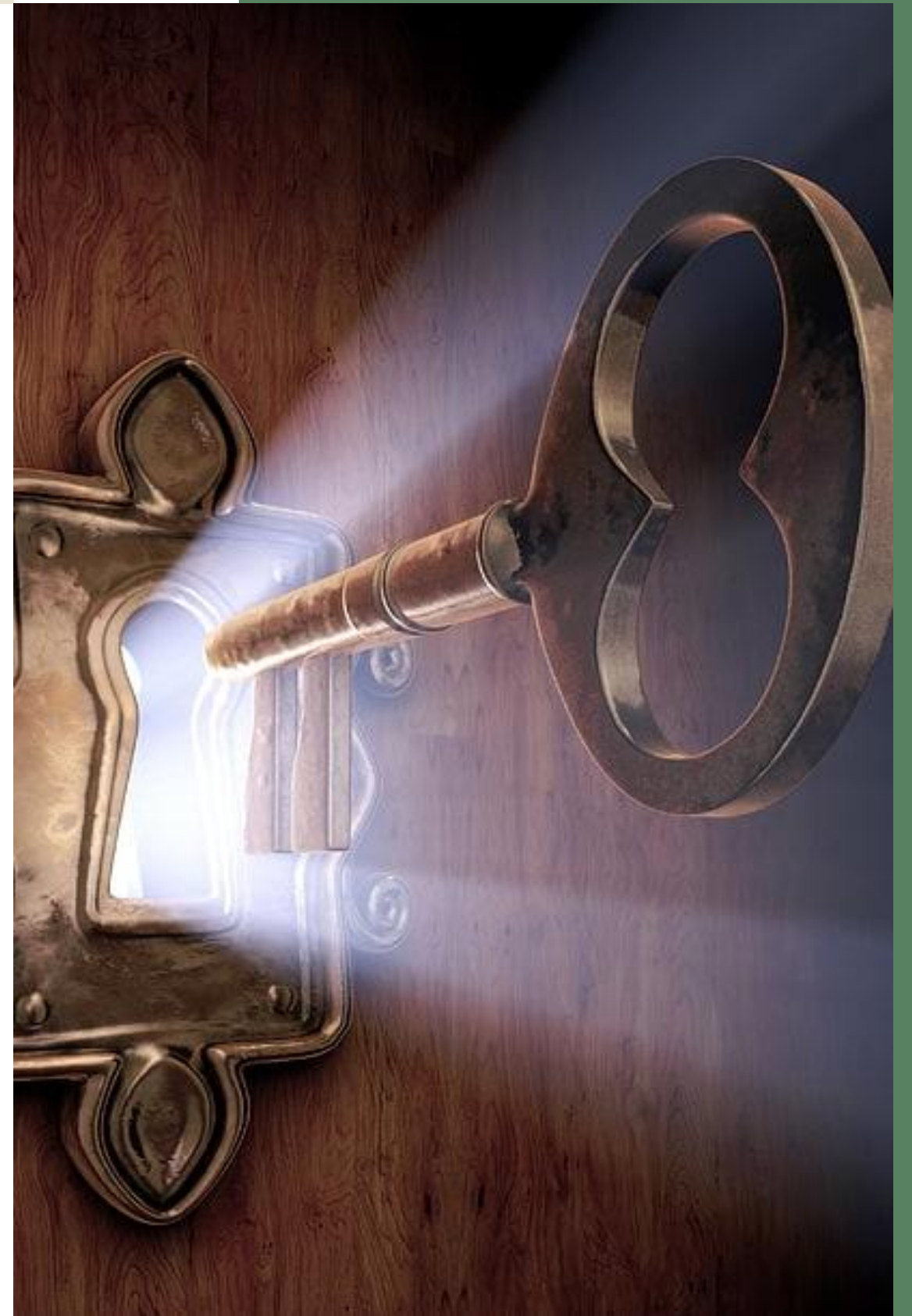
## *Why This Works*



- GROUP BELONGING
- SOCIAL VALIDATION
- REPETITION → NORMALISATION

# KEY TAKEAWAYS

- UNDERSTAND HOW PLATFORMS WORK
- DETECT EARLY SIGNS OF HARMFUL INFLUENCE
- OPEN DIALOGUE WITHOUT JUDGMENT
- USE SPORT AS A SPACE FOR RESILIENCE



# THANK YOU!



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