

Congress of the United States
Washington, DC 20515

December 16, 2022

Robert Kotick
Chief Executive Officer
Activision Blizzard, Inc.
3100 Ocean Park Boulevard
Santa Monica, CA 90405 USA

Dear Mr. Kotick,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Activision Blizzard, Inc. is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

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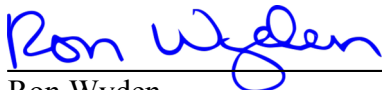
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6. What data do you collect on in-game player reporting mechanisms and automatic bans for inappropriate behavior? Will you consider releasing those data in regular transparency reporting?

Sincerely,



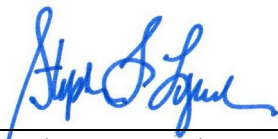
Lori Trahan
Member of Congress



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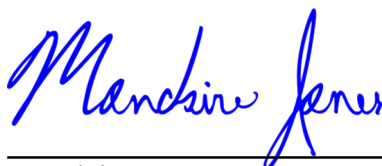
Katie Porter
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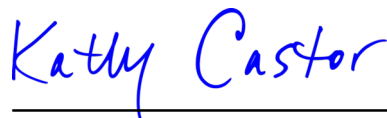
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Susan Wild
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Mondaire Jones
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Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Andrew Wilson
Chief Executive Officer
Electronic Arts Inc.
209 Redwood Shores Parkway
Redwood City, CA 94065 USA

Dear Mr. Wilson,

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According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Electronic Arts Inc. is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

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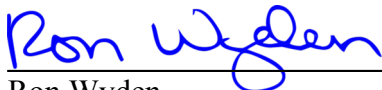
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Sincerely,



Lori Trahan
Member of Congress



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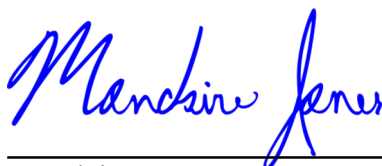
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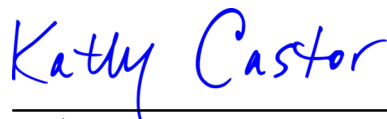
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Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Tim Sweeney
Chief Executive Officer and Founder
Epic Games, Inc.
620 Crossroads Blvd
Cary, NC 27518 USA

Dear Mr. Sweeney,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

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In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Epic Games, Inc. is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

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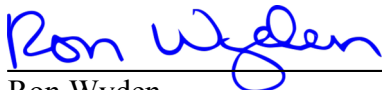
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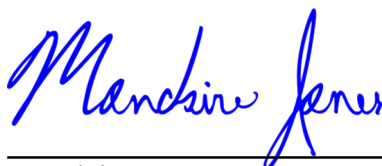
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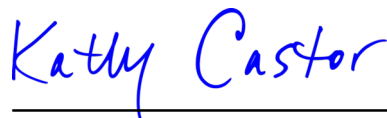
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Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Forest Willard
Co-Founder
InnerSloth LLC
PO Box 2532
Redmond, WA 98073 USA

Dear Mr. Willard,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

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We know that InnerSloth LLC is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

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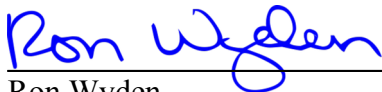
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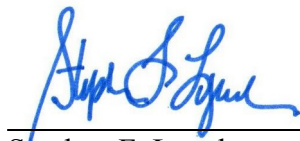
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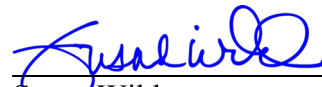
Ron Wyden
United States Senator



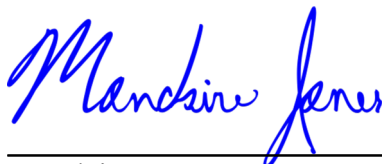
Katie Porter
Member of Congress



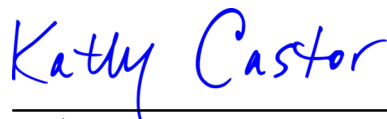
Stephen F. Lynch
Member of Congress



Susan Wild
Member of Congress



Mondaire Jones
Member of Congress



Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Phil Spencer
Chief Executive Officer
Microsoft Gaming
One Microsoft Way
Redmond, WA 98052 USA

Dear Mr. Spencer,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

¹ See *Hate is No Game: Harassment and Positive Social Experiences in Online Games 2021*, ANTI-DEFAMATION LEAGUE (May 3, 2022), <https://www.adl.org/hateisnogame>.

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³ *Id.*

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Microsoft Gaming is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

⁶ *Id.*

⁷ Minh Tue Le Ngoc, *Diversity, Equity & Inclusion in Games: Gamers Want Less Toxicity in Games and Want Publishers to Take a Stance*, NEWZOO INTERNATIONAL B.V. (Apr. 8, 2022), <https://newzoo.com/insights/articles/newzoos-gamer-sentiment-diversity-inclusion-gender-ethnicity-sexual-identity-disability>.

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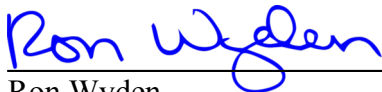
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3. How are player reports of in-game harassment handled, how large is the team that reviews those reports, and what automated tools are used in-game and by your review team? What investments are you making in ensuring the development and improvement of these systems?
4. How do you integrate feedback from groups that represent communities most impacted by online hate and harassment into the process of improving reporting in your games?
5. How do you identify extremist content in your games? Can you specify which of your currently existing policies address extremist content?
6. What data do you collect on in-game player reporting mechanisms and automatic bans for inappropriate behavior? Will you consider releasing those data in regular transparency reporting?

Sincerely,



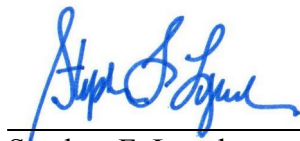
Lori Trahan
Member of Congress



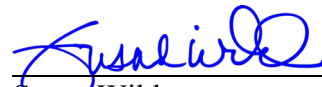
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United States Senator



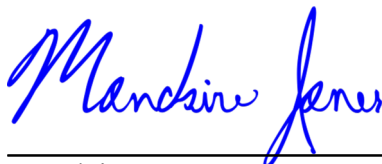
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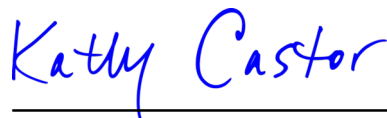
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Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Changhan Kim
Chief Executive Officer
PUBG Corporation
7-8F Tower 12 Seocho-daero 38-gil
Seocho-gu, Seoul 06655 South Korea

Dear Mr. Kim,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that PUBG Corporation is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

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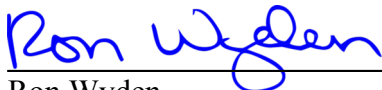
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3. How are player reports of in-game harassment handled, how large is the team that reviews those reports, and what automated tools are used in-game and by your review team? What investments are you making in ensuring the development and improvement of these systems?
4. How do you integrate feedback from groups that represent communities most impacted by online hate and harassment into the process of improving reporting in your games?
5. How do you identify extremist content in your games? Can you specify which of your currently existing policies address extremist content?
6. What data do you collect on in-game player reporting mechanisms and automatic bans for inappropriate behavior? Will you consider releasing those data in regular transparency reporting?

Sincerely,



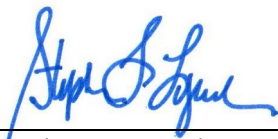
Lori Trahan
Member of Congress



Ron Wyden
United States Senator



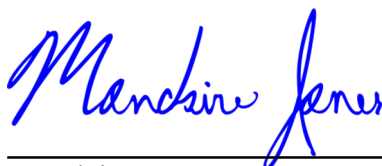
Katie Porter
Member of Congress



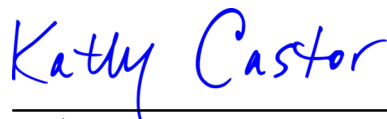
Stephen F. Lynch
Member of Congress



Susan Wild
Member of Congress



Mondaire Jones
Member of Congress



Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Nicolo Laurent
Chief Executive Officer
Riot Games, Inc.
12333 W Olympic Blvd
Los Angeles, CA 90064 USA

Dear Mr. Laurent,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Riot Games, Inc. is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

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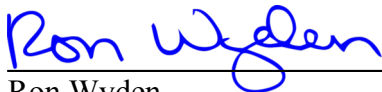
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3. How are player reports of in-game harassment handled, how large is the team that reviews those reports, and what automated tools are used in-game and by your review team? What investments are you making in ensuring the development and improvement of these systems?
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5. How do you identify extremist content in your games? Can you specify which of your currently existing policies address extremist content?
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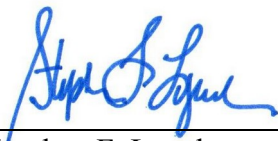
Lori Trahan
Member of Congress



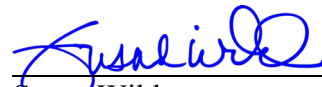
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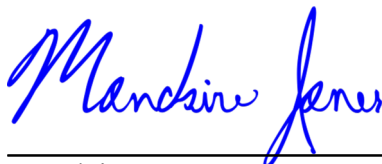
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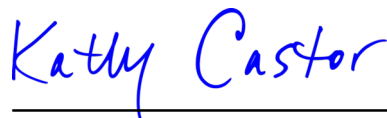
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Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

David Baszucki
Chief Executive Officer and Co-Founder
Roblox Corporation
970 Park Place
San Mateo, CA 94403 USA

Dear Mr. Baszucki,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

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In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Roblox Corporation is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

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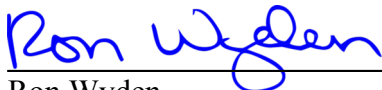
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3. How are player reports of in-game harassment handled, how large is the team that reviews those reports, and what automated tools are used in-game and by your review team? What investments are you making in ensuring the development and improvement of these systems?
4. How do you integrate feedback from groups that represent communities most impacted by online hate and harassment into the process of improving reporting in your games?
5. How do you identify extremist content in your games? Can you specify which of your currently existing policies address extremist content?
6. What data do you collect on in-game player reporting mechanisms and automatic bans for inappropriate behavior? Will you consider releasing those data in regular transparency reporting?

Sincerely,



Lori Trahan
Member of Congress



Ron Wyden
United States Senator



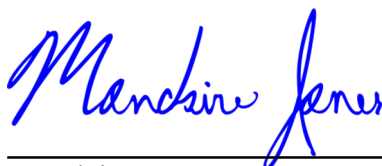
Katie Porter
Member of Congress



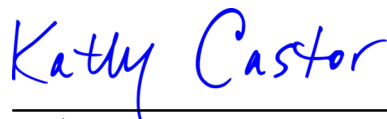
Stephen F. Lynch
Member of Congress



Susan Wild
Member of Congress



Mondaire Jones
Member of Congress



Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Jim Ryan
President and Chief Executive Officer
Sony Interactive Entertainment
2207 Bridgepointe Pkwy
San Mateo, CA 94404 USA

Dear Mr. Ryan,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Sony Interactive Entertainment is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

⁶ *Id.*

⁷ Minh Tue Le Ngoc, *Diversity, Equity & Inclusion in Games: Gamers Want Less Toxicity in Games and Want Publishers to Take a Stance*, NEWZOO INTERNATIONAL B.V. (Apr. 8, 2022), <https://newzoo.com/insights/articles/newzoos-gamer-sentiment-diversity-inclusion-gender-ethnicity-sexual-identity-disability>.

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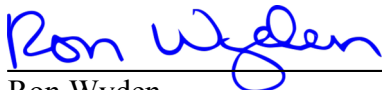
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3. How are player reports of in-game harassment handled, how large is the team that reviews those reports, and what automated tools are used in-game and by your review team? What investments are you making in ensuring the development and improvement of these systems?
4. How do you integrate feedback from groups that represent communities most impacted by online hate and harassment into the process of improving reporting in your games?
5. How do you identify extremist content in your games? Can you specify which of your currently existing policies address extremist content?
6. What data do you collect on in-game player reporting mechanisms and automatic bans for inappropriate behavior? Will you consider releasing those data in regular transparency reporting?

Sincerely,



Lori Trahan
Member of Congress



Ron Wyden
United States Senator



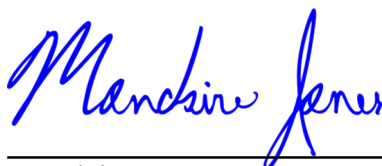
Katie Porter
Member of Congress



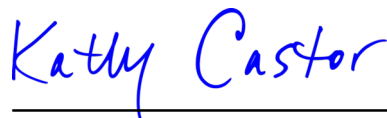
Stephen F. Lynch
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Mondaire Jones
Member of Congress



Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Yosuke Matsuda
President and Chief Executive Officer
Square Enix Holdings Co., Ltd.
6-27-30 Shinjuku
Shinjuku-Ku, 160-8430 Japan

Dear Mr. Matsuda,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Square Enix Holdings Co., Ltd. is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

⁶ *Id.*

⁷ Minh Tue Le Ngoc, *Diversity, Equity & Inclusion in Games: Gamers Want Less Toxicity in Games and Want Publishers to Take a Stance*, NEWZOO INTERNATIONAL B.V. (Apr. 8, 2022), <https://newzoo.com/insights/articles/newzoos-gamer-sentiment-diversity-inclusion-gender-ethnicity-sexual-identity-disability>.

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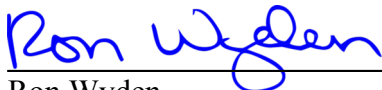
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Sincerely,



Lori Trahan
Member of Congress



Ron Wyden
United States Senator



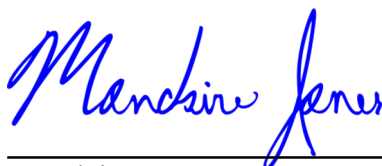
Katie Porter
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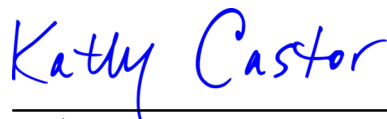
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Susan Wild
Member of Congress



Mondaire Jones
Member of Congress



Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Strauss Zelnick
Chief Executive Officer and Chairman
Take-Two Interactive Software, Inc.
110 W 44th St.
New York, NY 10036 USA

Dear Mr. Zelnick,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

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In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Take-Two Interactive Software, Inc. is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
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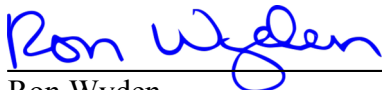
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Sincerely,



Lori Trahan
Member of Congress



Ron Wyden
United States Senator



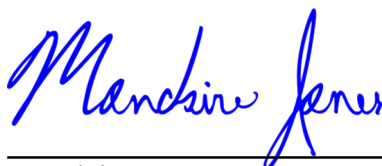
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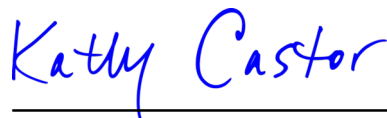
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Kathy Castor
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Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Ma Huateng
Chief Executive Officer and Co-Founder
Tencent Holdings Ltd.
Tencent Binhai Building, No 33
Haitian Second Road, Nanshan
Shenzhen, 518054 China

Dear Mr. Ma,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

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In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Tencent Holdings Ltd. is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
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⁸ *Id.*

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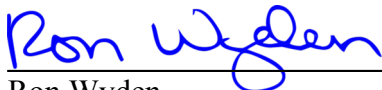
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4. How do you integrate feedback from groups that represent communities most impacted by online hate and harassment into the process of improving reporting in your games?
5. How do you identify extremist content in your games? Can you specify which of your currently existing policies address extremist content?
6. What data do you collect on in-game player reporting mechanisms and automatic bans for inappropriate behavior? Will you consider releasing those data in regular transparency reporting?

Sincerely,



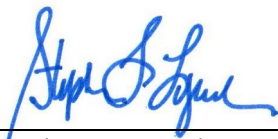
Lori Trahan
Member of Congress



Ron Wyden
United States Senator



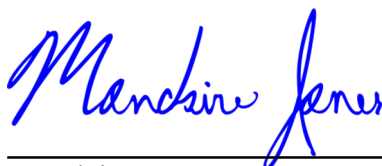
Katie Porter
Member of Congress



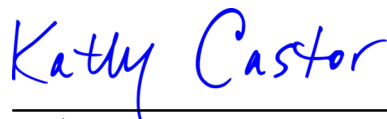
Stephen F. Lynch
Member of Congress



Susan Wild
Member of Congress



Mondaire Jones
Member of Congress



Kathy Castor
Member of Congress



Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Yves Guillemot
Chief Executive Officer
Ubisoft Entertainment SA
28 rue Armand Carrel
Montreuil Sous Bois, 93108 France

Dear Mr. Guillemot,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

According to the Anti-Defamation League's recent report *Hate Is No Game: Hate and Harassment in Online Games 2022*, 77% of adults and 66% of teens have reported experiencing harassment in online games, up from 71% of adults and 60% of teens since last year; the numbers are just as high for children ages 10-12, 60% of whom have reported the same kind of harassment.² This represents almost 80 million American adults and over 16 million Americans under the age of 18 encountering some form of discrimination, physical threats, and sexual harassment, among many other kinds of hateful behavior.³ This in-game harassment has lasting effects that continue into the real world, where people report negative impacts on school performance, disruptions in their personal relationships, and feelings of isolation, depression, and suicidal ideation.⁴

In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

¹ See *Hate is No Game: Harassment and Positive Social Experiences in Online Games 2021*, ANTI-DEFAMATION LEAGUE (May 3, 2022), <https://www.adl.org/hateisnogame>.

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³ *Id.*

⁴ *Id.*

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Ubisoft Entertainment SA is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

With this in mind, we ask for a response to the following by January 9, 2023:

1. How are you assessing and mitigating the risks and harms of in-game harassment and extremism in your online games? What plans do you have to further address this issue?
2. What mechanisms do you have in-game and externally (such as official websites, forums, and support pages) for players to report in-game harassment?

⁶ *Id.*

⁷ Minh Tue Le Ngoc, *Diversity, Equity & Inclusion in Games: Gamers Want Less Toxicity in Games and Want Publishers to Take a Stance*, NEWZOO INTERNATIONAL B.V. (Apr. 8, 2022), <https://newzoo.com/insights/articles/newzoos-gamer-sentiment-diversity-inclusion-gender-ethnicity-sexual-identity-disability>.

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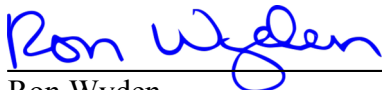
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3. How are player reports of in-game harassment handled, how large is the team that reviews those reports, and what automated tools are used in-game and by your review team? What investments are you making in ensuring the development and improvement of these systems?
4. How do you integrate feedback from groups that represent communities most impacted by online hate and harassment into the process of improving reporting in your games?
5. How do you identify extremist content in your games? Can you specify which of your currently existing policies address extremist content?
6. What data do you collect on in-game player reporting mechanisms and automatic bans for inappropriate behavior? Will you consider releasing those data in regular transparency reporting?

Sincerely,



Lori Trahan
Member of Congress



Ron Wyden
United States Senator



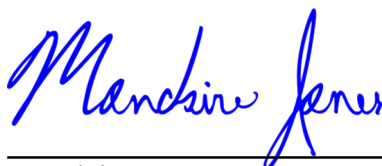
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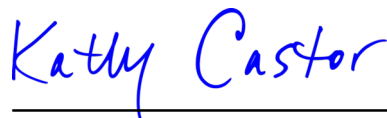
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Adam B. Schiff
Member of Congress



Elissa Slotkin
Member of Congress

Congress of the United States
Washington, DC 20515

December 16, 2022

Gabe Newell
President and Co-Founder
Valve Corporation
P.O. Box 1688
Bellevue, WA 98009 USA

Dear Mr. Newell,

We are writing to better understand the processes you have in place to handle player reports of harassment and extremism encounters in your online games, and ask for consideration of safety measures pertaining to anti-harassment and anti-extremism. We know that online games, like the ones you create, are widely used spaces where millions of people overwhelmingly report experiencing positive social behaviors and find a sense of community and belonging with other players.¹ However, they are also spaces where hate, harassment, and extremism can proliferate, and we are concerned about the total volume as well as the increase in player reports of these negative encounters.

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In particular, identity-based harassment based on protected classes such as gender, race, religion, and disability status have largely been on the rise, leading many people to hide their identities while gaming online.⁵ This identity-based harassment has intersectionality with the amount of conspiracy theories and misinformation reported, where topics such as Holocaust denialism, anti-

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immigrant rhetoric, and covid-related anti-Asian sentiment are still prevalent.⁶ One third of gamers report feeling unwelcome in gaming communities, which increases for those from underrepresented groups.⁷ The majority of American gamers say that diversity, equity and inclusion are important, and want game companies to take a stance on issues of social causes and health and wellbeing.⁸

Especially concerning is the rise of exposure to white-supremacist extremism in online game spaces – 15% of gamers under 18 and 20% of adults (up more than double from last year’s count of 8%) have reported these kinds of encounters.⁹ White supremacists actively use online games as recruitment spaces for their ideologies, using in-game voice and text chat to on-ramp people to their beliefs, often targeting vulnerable youths.¹⁰ Authorities around the world like the United States’ Department of Homeland Security and the EU’s Radicalisation Awareness Network are taking notice and launching investigations into how extremists use online gaming spaces to radicalize young people.¹¹ People looking for a sense of belonging and community in online games are vulnerable to these kinds of recruitment tactics, especially youths who are still learning and forming their worldviews.

We know that Valve Corporation is dedicated to creating online gaming spaces where people can find positive experiences and a sense of community with those who cherish the same games. However, the widespread presence of in-game hate, harassment, and extremism in these spaces undermines this goal and creates unsafe experiences that are negatively affecting gamers of all ages and backgrounds. Given the rise of extremism – especially white supremacist ideology – around the world, it is important that online video game developers work to stop the spread of harassment and extremist ideologies that proliferate on their platforms.

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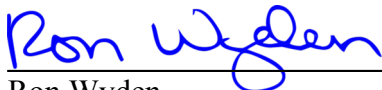
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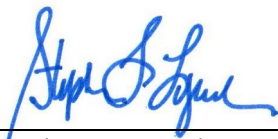
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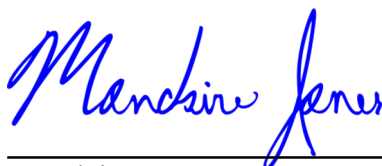
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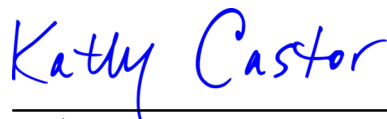
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