

Remarks by Mr. Vladimir Voronkov Under-Secretary

Yet, a global policy dialogue on this topic is needed.

We need to understand the various dimensions of this threat. This is why the United Nations Office of Counter-Terrorism (UNOCT) has developed a pilot project on the Intersection between Video Games and Violent Extremism.

This week we convened an initial Expert Roundtable to expand our engagement, bringing together academics, policy makers, the private sector, and industry stakeholders. We were delighted that the European Commission joined us to share findings from the work of the EU Internet Forum.

As a next step towards building a coherent, inclusive, and multilateral response, UNOCT will host a High-Level Event on this issue early next year.

We will continue to collaborate closely with the European Union, and the tech industry, to harness all the benefits of gaming, while enhancing the resilience of the gamers to violent extremism.

We will also start to implement the UNOCT-INTERPOL action “CT TECH,” funded by the EU to strengthen the capacities of law enforcement and criminal justice authorities to counter the exploitation of new and emerging technologies for terrorist purposes.

UNOCT has also collaborated with the European Union to better understand the emerging threat of terrorist use of Artificial Intelligence online, for example through social media bots, computer vision or “deep fakes”.