

SALFORD PREVENT NEWSLETTER

A Note from Denee,

Hello Everyone,

Welcome to the August newsletter.

This month's newsletter theme will be about mis and disinformation.

Over the recent weeks we have seen a lot of civil unrest throughout the country which has been exacerbated by mis and disinformation from various social media platforms.

This unfortunately led to some right-wing groups using this space to stir up to stir up community tensions.

This newsletter aims to explore what mis and disinformation is and how it is used to its full advantage.

There is also a pullout at the end of the newsletter that can be photocopied and given to young people as a conversation starter about this topic with helpful links for them to explore further.

For those wanting to know more about the right wing and how they operate check out the free training you can access in the training section and book on.

As ever if you need any help support or guidance, please don't hesitate to contact me or Lucy.

KEY DATES:

10th September 2024:
Mini WRAP / Lunchtime Learning

12th September 2024:
INCEL 10 am – 12 pm

11th September 2024:
Family Matters Training.
1 – 2 pm

13th November 2024:
ERW Gaming and Grooming
1 – 2 pm

12th December 2024:
INCEL 10 am – 12 pm

13th March 2025:
INCEL 10 am – 12 pm

If you would like to attend one of these training sessions, please email:

Vivienne.Bentley@salford.gov.uk

If you want to find out more about training packages for your organisation please contact

Lucy.wright@salford.gov.uk

Misinformation: Disinformation

Misinformation: Disinformation is spread and generated by extremists from across the ideological spectrum and is often intertwined with conspiracy theories. In this digital age misinformation and disinformation has a far greater reach than ever before and can compound extremist ideologies combined with one sided social and political ideas.

Extremists can easily exploit the online world to target disinformation towards susceptible audiences who self-select platforms with views and beliefs that match their own. From searching for like-minded information, people are unlikely to be exposed to alternative or opposing views or be able to critically evaluate the information they might be receiving.

Extremists also infiltrate as many spaces as they can as to distort conventional narratives. The overt approach of extremists to spread disinformation often happens on known extremist websites and discussion forums such as Telegram targeting an identified base of supporters and sympathisers.

The more covert, low-key, approach focuses on social and mainstream media and gaming sites—utilising conspiracies, memes, videos, and other underhand ways to radicalise susceptible audiences. This approach relies on disinformation, deception, and the normalisation of radical ideas to lure vulnerable populations. The use of popular websites, social media, and gaming platforms can make extreme messages seem more acceptable and mainstream.

Information provided has been gathered from:
2023 CNTP report completed by London Government

DID YOU KNOW?

- 70% of 12-17s said they were confident they could judge whether something was real or fake.

Nearly a quarter of those children were unable to do so in practice.

- 32% of 8-17-year-olds believe that all or most of what they see on social media is true

Mis/disinformation and fake news might look like:

- Social media hoaxes
- AI adverts
- Phishing emails
- Popular videos
- Sponsored posts

FACT
FAKE

Online Gaming:

Gaming is a rapidly growing online ecosystem with almost three billion users globally. Online gaming environments include the games themselves and adjacent platforms (such as Steam, Discord, DLive, Twitch, etc.) where people gather in online communities around the topic of gaming, and the expansive range of supporting industry that feeds this environment.

Gaming already nets more income than any other form of media and continues to grow as a focal point for potential exploitation by extremists to spread disinformation. Whilst serving as a positive space for many gamers, in some cases extremists have been able to exploit this ecosystem to spread disinformation through the many gamer platforms, forums, and communities. One of the practical ways in which online gaming is exploited to help spread extremist disinformation is through the employment of gamification.

Case Study

In the lead-up to the attack on the US Capitol on January 6, 2021, mis- and disinformation was amplified on online forums and social media platforms. This drove the narratives and audiences that perpetuated the violence that day.

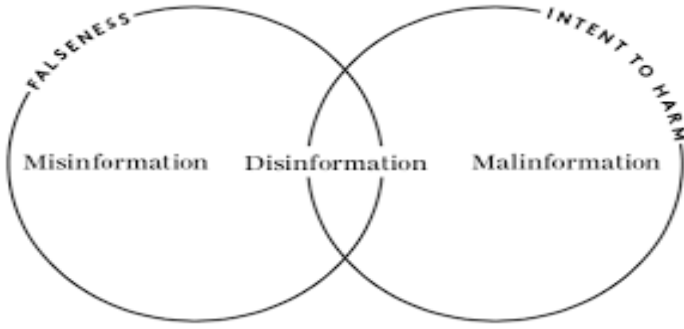
Virtual safe havens were reinforced conspiracy theories and false messaging that the 2020 US presidential election was “stolen”, and that violence was the best way to redress grievances. Those who participated in the attack on January 6 included right-wing extremist and conspiracy groups such as the Oath Keepers, QAnon, Proud Boys, Patriot Prayer, and the Three Percenters.

Information provided has been gathered from:
2023 CNTP report completed by London Government
Internetmatters.org

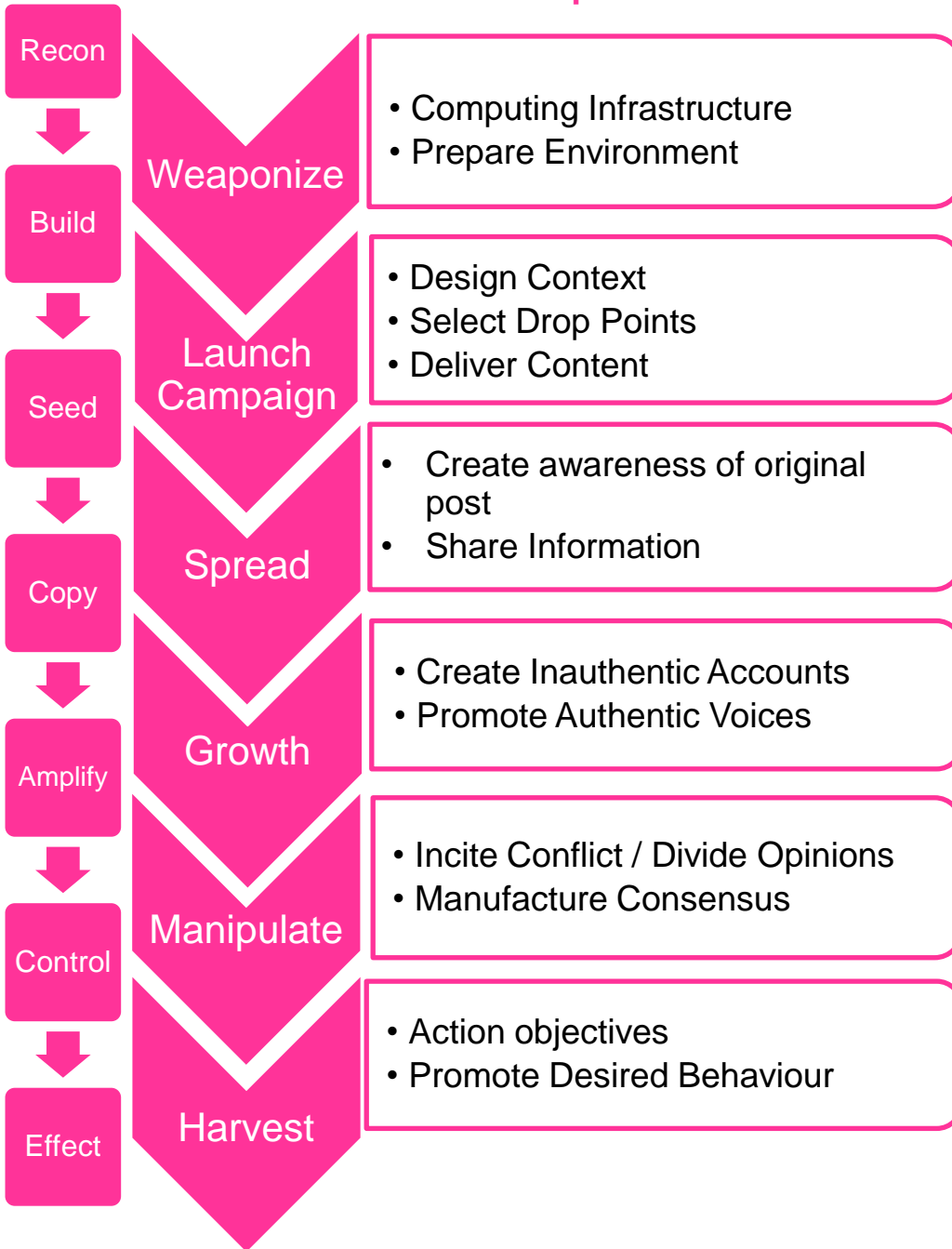
DID YOU KNOW?

- Around nine in ten children (89%) play video games
- Shooting games such as Call of Duty or Star Wars: Battlefront were more popular with boys (38%) than girls (12%)
- YouTube was the most used online platform among 3-17-year-olds (88%) Followed by WhatsApp (55%), TikTok (53%), Snapchat (46%), Instagram (41%) and Facebook (34%)





Mis/Disinformation Spreader



Campaign Objective

DID YOU KNOW?

- Misinformation is hard to spot for children who might not yet be able to fact-check. It can spread on social media, through satire news websites, via parody videos and other spaces.
- According to Ofcom, 79% of 12-15-year-olds feel that news they hear from family is 'always' or 'mostly' true
- 6 in 10 parents worry about their child 'being scammed/defrauded/lie'd to/impersonated' by someone they do not know.



Source MITRE



WORKING TOGETHER TO PREVENT TERRORISM

Have a question about Prevent or Counter Terrorism and how it affects your organisation?

Drop me a line at denee.cassidy@salford.gov.uk



Misinformation: Disinformation advice for young people

7 types of mis and disinformation:

- **Satire or Parody**
This type of misinformation is not intended to cause harm and often shared for humour purposes.
- **Fake Context**
This is when information is shared without the correct context and often the context of information is altered to convince you of a particular narrative.
- **Manipulated Content**
This is information that has been altered or changed with the aim to deceive an audience.
- **Imposter Content**
This type of information is designed to cause harm and is where a person or organisation pretends to be someone else to trick you into, sharing personal information, sending money i.e. scamming or spreading misinformation.
- **False Connections**
This type of information is commonly known as clickbait, often you will see a headline, video, caption or photograph that interests you and when clicking onto it, the information does not relate to the initial video, photograph or caption. Click-baiting is often done to boost engagement on social media platforms.
- **Misleading Content**
This type of information is created to cause confusion and to show an event, issue or person in a particular light.
- **Fabricated Content**
This is information that has been made up and the main intention is to cause harm and deceive you. Fabricated content may become misinformation.

DID YOU KNOW?

- To spot misinformation: disinformation ask yourself:
- Is it authentic and original.
- Who created it and when, where and why was it created.

If you need more help and advice, please visit:

- <https://www.catch-22.org.uk/resources/>
- [Fake News - Teaching Resources - BBC Teach](#)
- [Sorting fact from fiction: Useful tips and tools - Beyond Fake News \(bbc.co.uk\)](#)
- <https://www.nspcc.org.uk/keeping-children-safe/online-safety/>
- [What is fake news and misinformation? | Internet Matters](#)
- <https://hopenothate.org.uk/>

