

SEAN-CSO

Building ASEAN Society Resilience to Online Hate and Violent Extremism

Managed by:

DEAKIN UNIVERSITY | Lancaster University

INDONESIA

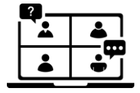
peace generation

SEAN CSO Network

- Established in 2016, connecting 45+ CSOs from ASEAN countries and Australia.
- Goal: Prepare and support regional CSOs in their work against violent extremism.
- Early development was facilitated by Deakin University
- In 2025, the management shifted to Deakin-Lancaster Indonesia and PeaceGeneration Indonesia
- Supported by the Department of Home Affairs, Australia



Our Approaches



INFOR

M

Expand knowledge through webinars and website publication



EQUIP

Build practical capacity with hands-on workshop



EMPOWER

Enable locally-led interventions through seed grants

Online Hate & Violent Extremism Landscape in Southeast Asia

Online hate: Posting or sharing hateful, prejudiced content against an individual, group or community. It can take the form of demeaning or dehumanising statements, threats, identity-based insults and slurs (Stop Hate UK)

More than 50%

Southeast Asia's population is online

Opening more access for circulation of online hate speech and false rumours as drivers of conflicts (Georgetown Journals of International Affairs, 2021)

CASE EXAMPLES:

- Online hate speech targets minority groups (religion, race, sexual identity, etc), especially when connected to a political agenda (Indonesia - 2019 and 2024)
- Islamophobia targets muslim communities in Mindanao (Philippines) and Southern Thailand
- Online-coordinated disinformation campaign on TikTok against Rohingya refugees (2024)
- Emerging patterns of utilisation of online games and gaming-related platforms to disseminate hate speech which target young people

Learning from a recent case in another region:

A plot-related terror attack happened in FlyDubai (September, 2026), and the perpetrator had consistently been exposed to hateful extremist digital content

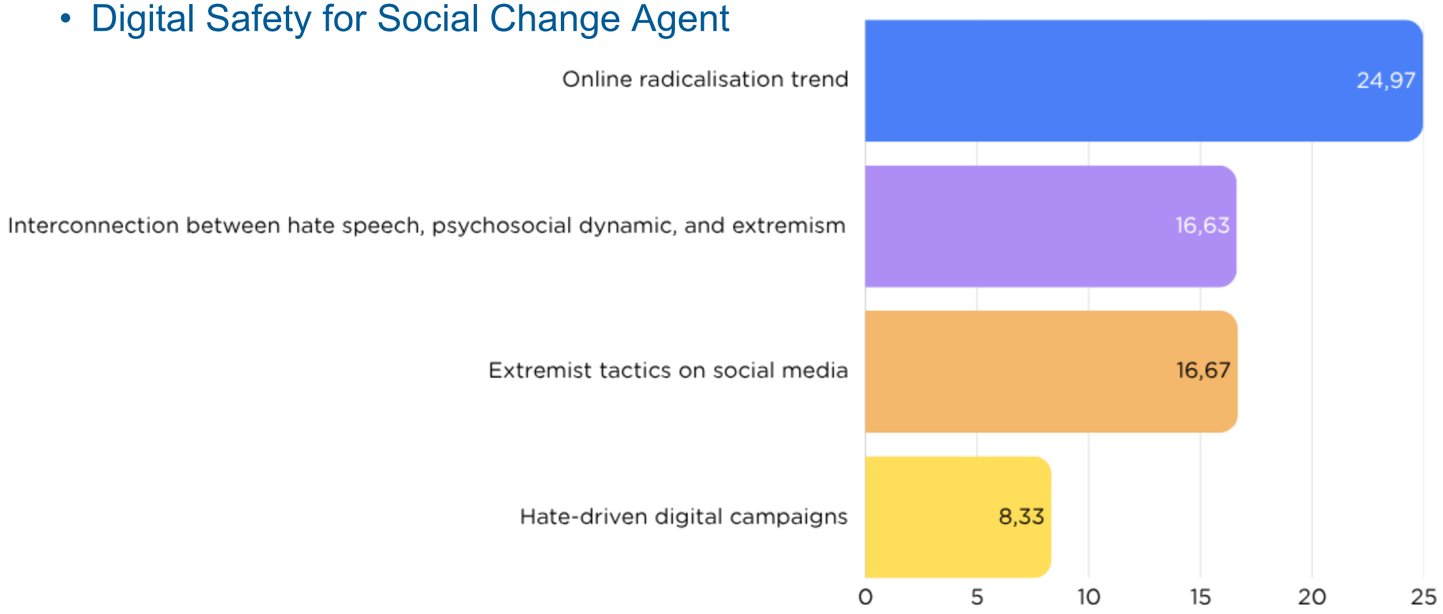
Addressing hate speech should be an integral part of preventing violent extremism

In 2025, we launched SAFER (SEAN CSO Empowerment to Counter Hate Speech in Southeast Asia)

INFORM

Series of webinars (July - December 2025)

- Behind the Screens: Understanding Digital Hate and Extremism
- The Battlegrounds: Online Games & Extremism
- Deep Dive on Spreading Hate Speech and Radicalisation Through Games
- Deep Dive on Gamification: Gamify Your Learning Experience to Combat Hate Speech and Radicalisation
- Digital Safety for Social Change Agent





Total participants across webinars:
125 participants

Pre- and post-test results indicate changes in participants' knowledge across five webinars. The chart highlights selected topics with the most notable increases in test scores, measured in percentage points.

Notes:
Participant composition may vary across webinars.
Results reflect pre–post score differences within each webinar

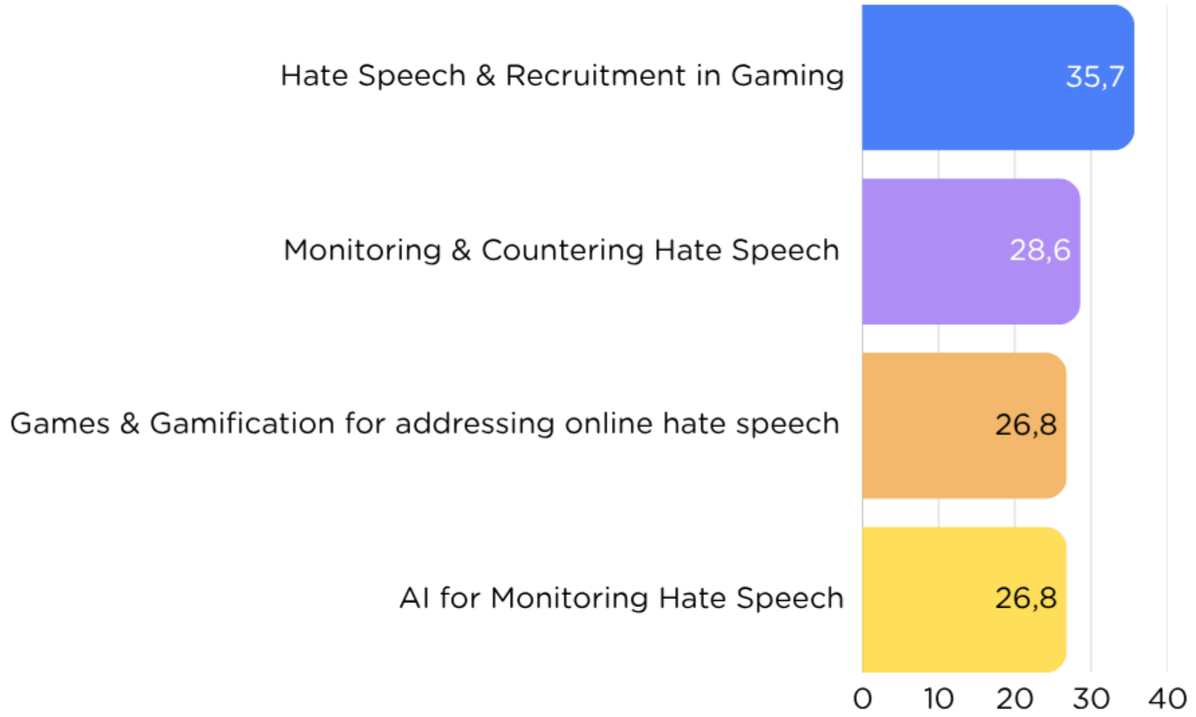
EQUIP

3,5 days Hands-On Workshop (August 12-15th 2025)



DAY	Knowledge	Skill
First	Analysed how online hate speech, digital propaganda, and emotional vulnerability accelerate radicalisation into violent extremism, backed by personal testimonies from former extremists and peace advocates	Reframing hostile digital messaging into positive alternative narratives
Second	Identified how extremist actors exploit gaming ecosystems and digital symbols to recruit youth and normalise hate narratives	Applying game-based learning and gamification frameworks as interactive tools to address online hate and violent extremism
Third and Half	Examined how artificial intelligence, Large Language Models (LLMs), and big data can map and classify online toxicity and identity-based hate speech across Southeast Asia	Participated in hands-on AI prompt engineering to build localized hate-detection tools

Attended by 25 participants from: Indonesia, Philippines, Malaysia, Thailand, Singapore



"The mindset that changed within me from this workshop would have to be perceiving games as a tool to promote ideologies, peacebuilding, and human rights. We usually see games as a way to compete or for entertainment, but if you apply gaming features into learning sessions, it can be very helpful, especially when engaging with youth."
(Franz, Phillipines)

"It was an eye-opener for me because I've never thought about it in terms of radicalisation through games or social media... It's very important to have collaboration between different generations to counter hate speech."
(Arief, Malaysia)

Seed Grants 1: Yayasan Ludenara

Play to Counter Hate – Screen Time Stories (STS)

Interactive peacebuilding initiative designed to combat online hate speech, cyberbullying, Islamophobia, and harmful stereotypes using game-based media education

Location: Jakarta, Indonesia

Methods: Training of Facilitators and Training of Students

Beneficiaries:

- 16 Elementary (SD) and junior high school (SMP) educators
- 617 students

Impact measurement:

- Teachers' self-efficacy increased from 2.6 to 4.7/5
- Teachers' ability to explain and model platform safety tools improved from 2.3 to 4.5/5
- Students increased their knowledge, especially related to understanding online hate, concrete actions, and confidence to support peers (significantly observed at Grade 5)









Seed Grants 2: IDEALS

GAME K+N BARMM?

Gamified Approach for Media Education for Knowledge and Positive Narratives

Game-based learning initiative designed to combat cyberbullying and identity-based online hate by combining structured board game play with guided debriefings

Location: Bangsamoro Autonomous Region in Muslim Mindanao (BARMM), Metro Manila, and Metro Davao - Philippines

Methods: Training of Facilitators and Training of Students

Beneficiaries:

- 26 educators (teachers and community facilitators)
- 527 students





Seed Grants 3: Bersinergi Institute

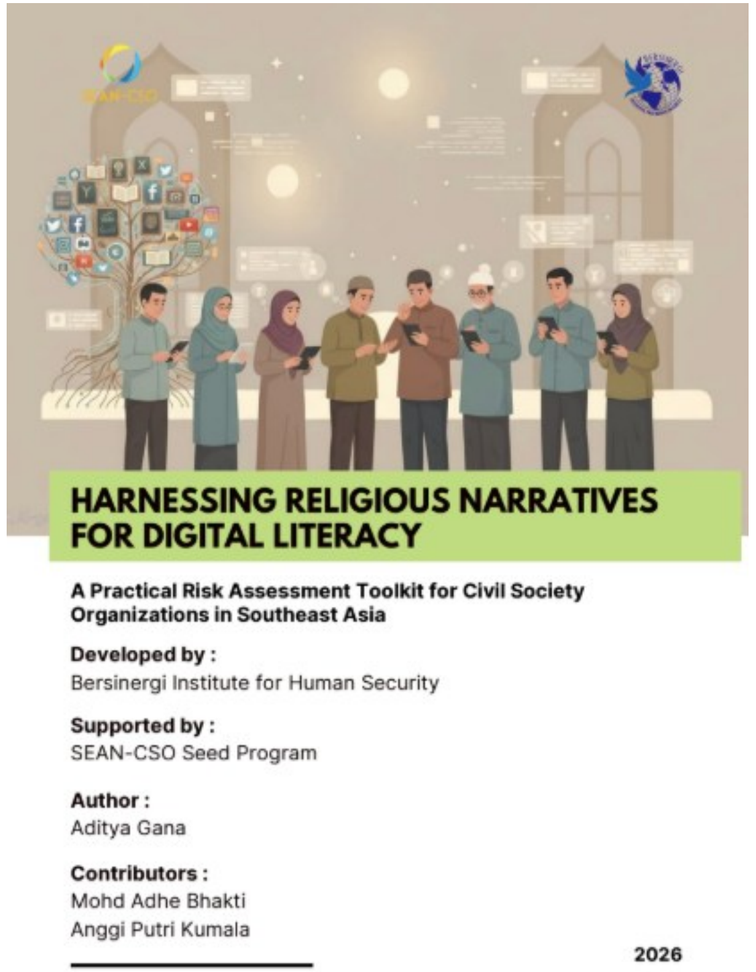
Development of Risk Assessment Toolkit for Islamic Community in Addressing Hate Speech

Specialized risk-assessment and implementation initiative designed to equip civil society organizations (CSOs) to safely and ethically integrate Islamic ethical values into digital literacy and P/CVE programming to counter online hate speech, disinformation, and radicalization

Pilot location: Cirebon, Indonesia

Target Users:
CSOs working in peacebuilding, educators, religious leaders and scholars, Islamic boarding schools (pesantren), digital content creators, and youth digital ambassadors

Key components of Toolkit:
Understanding Context, Stakeholder Mapping, Selecting Religious Texts & Narratives, Designing Digital Literacy Content, Risk Assessment & Management, Monitoring, Reflection, and Learning (MRL)

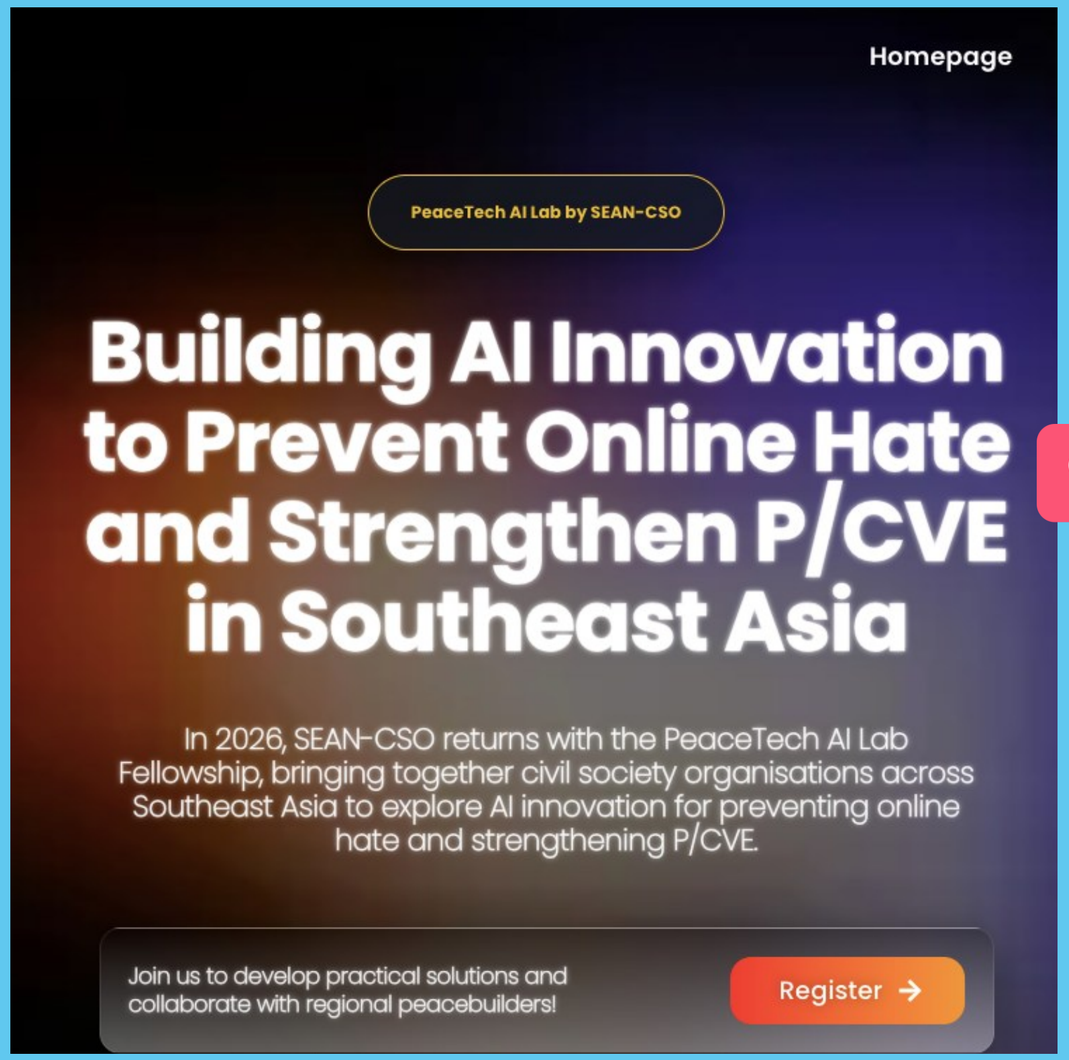


Lesson Learnt & Recommendation

Key Challenges	Future Improvement Plan
Uneven representation of genders and regions among webinar speakers.	Ensure more balanced representation of gender and country of origin when selecting speakers for future regional webinars.
Limited tracking of individual learning progress because participant attendance and composition varied across webinars.	Track participants' attendance, learning progress, and knowledge retention across multiple webinars, rather than evaluating each session in isolation.
Technical topics were difficult for some participants to follow, especially those without a technical background.	Bring together technical and non-technical participants in workshops, and provide seed grants to support collaborative initiatives that turn learning into action
Limited monitoring and evaluation (M&E) of how online and offline activities—including website content, social media, and e-learning—affect users' knowledge and perceptions.	Work with M&E experts to develop practical methods for assessing the reach and effectiveness of digital campaigns and learning activities.

SEAN-CSO

SAFER
SEAN-CSO Empowerment to Counter Online Hate in Southeast Asia.



Thank You

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