YouthRightOn: Resilient Youth to Far-Right Narratives Online

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#EUPrevent





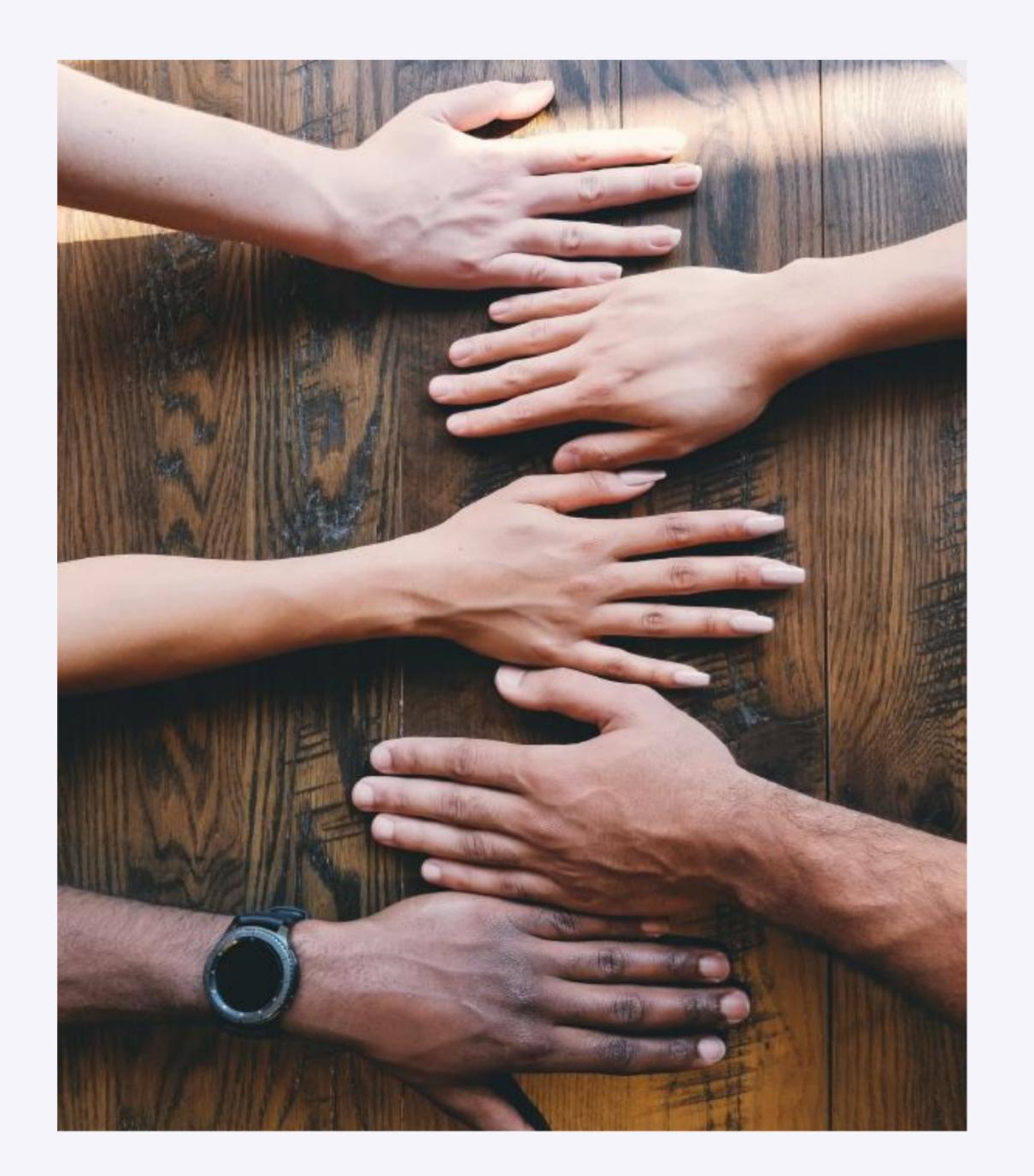






Objectives.

- Understand far-right extremist narratives online most appealing to youth (14-19yo) in Bulgaria; push and pull factors; delineate vulnerable groups
- Develop alternative narratives and implement an online campaign as active tool for radicalisation resilience
- Design pragmatic off-line activities for vulnerable youth groups to maximize the impact of the online campaign (school lessons)

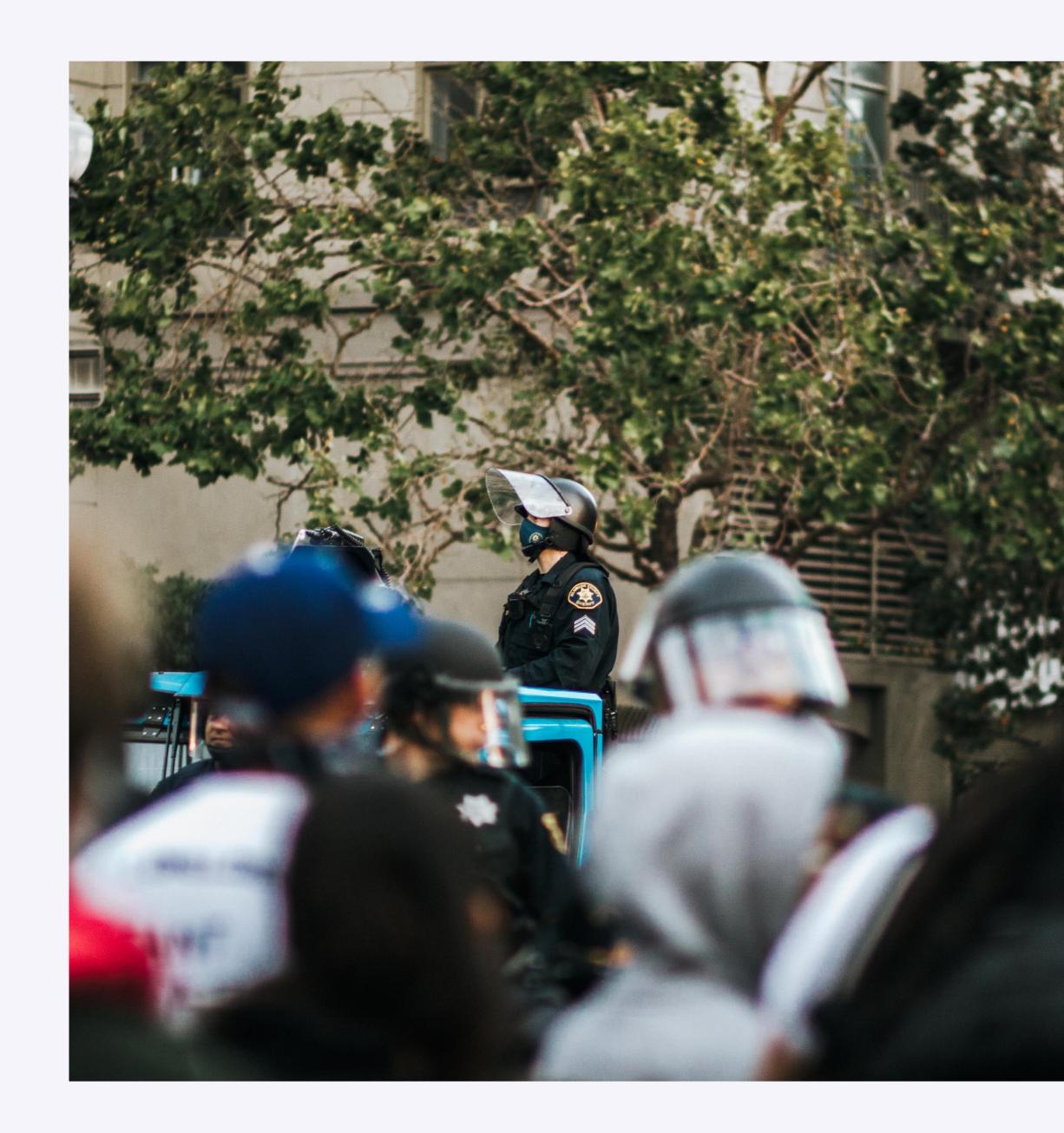


Audiences.
Narratives.
Diagnostics.



Diagnostics.

- Analysis of far-right narratives online (FB) and how they are disseminated
- National representative survey of attitudes among youth (f2f, 1,019 respondents 14-19yo, June 2019)
- 10 focus groups with pupils and teachers nationwide

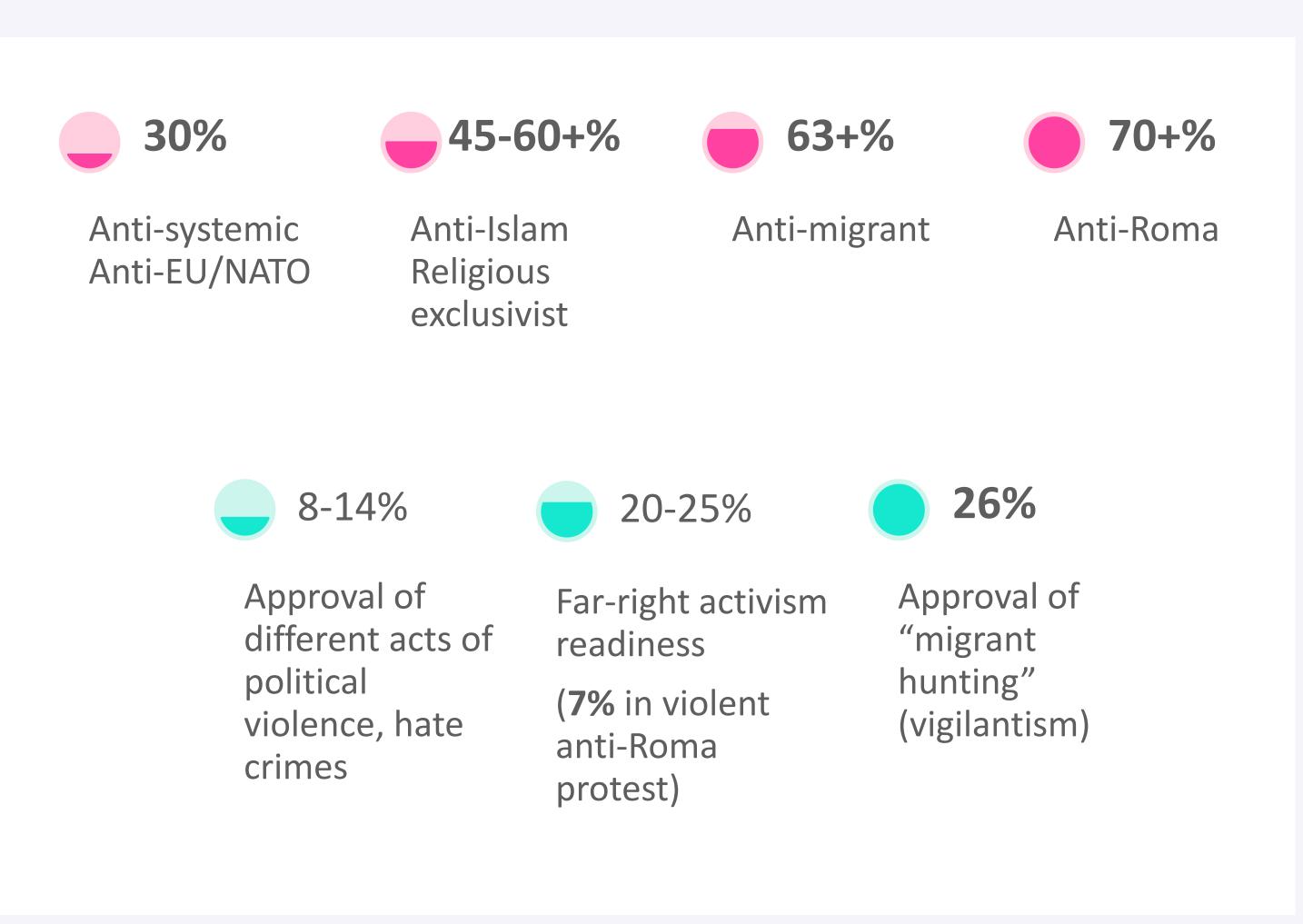


Audience Vulnerabilities to Far-Right Messages.

Wide approval among youth of some polarizing narratives - demonizing "others" as major threats and urging for (violent) action, normalization of violent rhetoric

BUT

■ Broadly accepted narratives are not deeply internalized by the majority, subject to change via critical thinking, reflection, debate



Audience Segmentation.

Passive "endorsers"

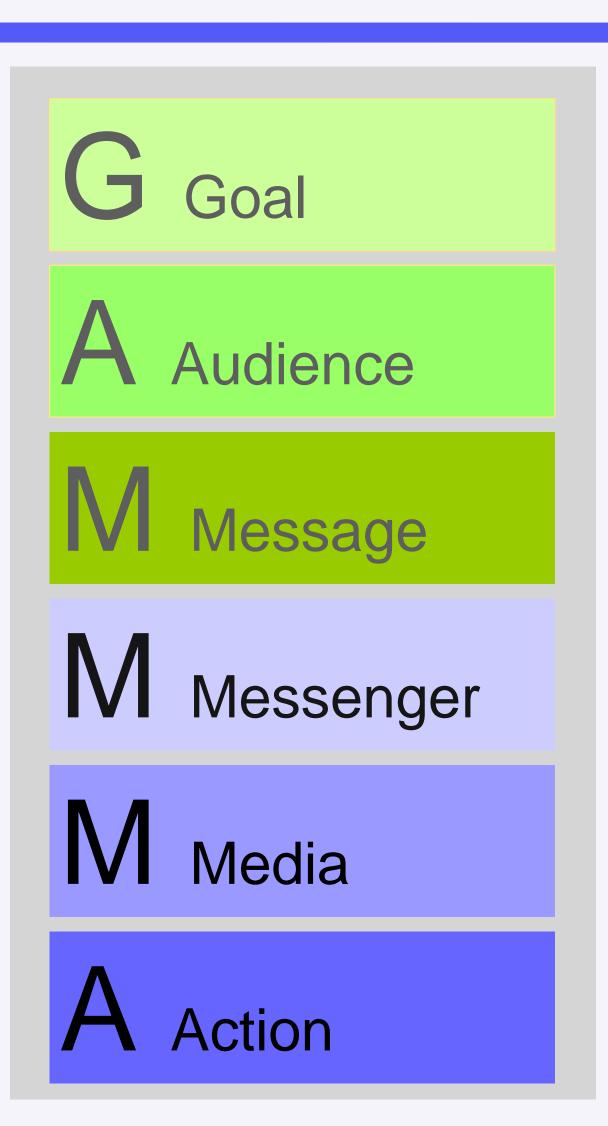
- **Demographics**: boys, 16-19yo | vocational schools | middle class
- Endorse to a greater extent far-right narratives
- Lower political awareness | express political dissatisfaction
- Greater exposure to violence (school, neighbourhood)
- Lower level of prior civic engagement (civic apathy)
- Informed mainly by social media and influencers (rather than by family and friends)
- External locus of control, but positive self-image

"Activists"

- **Demographics**: boys, 15-16yo
- Engage actively with violent/hateful online content | (far-right)
 activism readiness
- More informed about politics (time spent reading news) | express
 political discontent
- Greater exposure to violence (school, neighbourhood)
- Higher level of previous civic engagement (activism)
- Lower trust in family
- Negative image of self and social relationships (belonging, social validation)

Campaign Goals.

- Main goal: reduce vulnerabilities to far-right narratives among youth 14-19yo in Bulgaria
 - → Reduce target group's support for anti-minorities sentiments and messages
 - → Reduce target group's support for use of violence against minorities
 - → Increase target group's awareness of alternative perspective on "others"
 - → Increase target group's engagement with resilience building activities
- AUDIENCE: 14-19yo in BG (around 300k), target reach at least 25%
- TWO TARGET SUB-GROUPS based on diagnostics
- MESSAGE AND THEORY OF CHANGE: achieve the above by enhanced critical thinking, develop skills to resist manipulation, foster awareness and openness to alternative views, understand the downsides of violence, increased civic engagement as a positive alternative



Milestones.

Diagnostics

- Social media content analysis of narratives (FB)
- Representative f2f survey with youth 14-19 yo
- (1,018 respondents
- ► 10 Focus groups in schools

Communication Strategy

- ► Delineating target sub-groups
- ▶ Change journey!
- Defining key communication phases and messages

Online campaign

- ► Creative production
- ► Setting up coms channels
- ► Videos, social media games, influencer stories, infographics, etc.

Offline campaign

- ► 1 Guide and lesson plans for teachers
- ► Trainings for 27 teachers
- ▶ Piloting interactive lessons in 30+ schools

Evaluation

- ► 5 focus groups (52 part.)
- ➤ Online quiz/game 500 part.)

Media.
Messages.
Messengers.



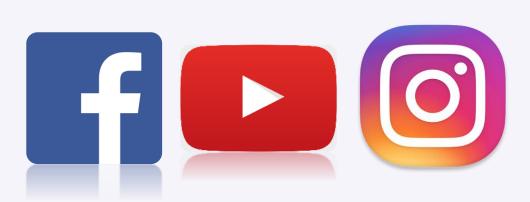
Media.

CHANNELS

- campaign website
- 1 project website
- 3 social media profiles
- 4 media partnerships

TOOLS

- 13 campaign **videos**
- 1 animated story
- 10 infographics
- 100+ social media posts
- 3 social media mini-games
- 50+ **influencers' stories** and posts
- 66 media articles





CHALLENGE EDUCATE INSPIRE ACT

Phase 1 Challenge

Goal:
Build awareness;
Enhance emotional ability to recognise and withstand propaganda and violent/hateful content online.

Phase 2 **Educate**

Goal: Enhance critical thinking and resilience to extremist content online.

Phase 3 Inspire

Goal: Create a feeling of empowerment, inspire through example.

Phase 4 Act

Show youngsters
there are direct
and indirect ways
to contribute to
the community
and increase
the feeling that
"something depends
on me". Mobilize
participation in
public life.

Duration: 12 months (Mar 2020 – Mar 2021)

Messengers.

- Influencers
- Peers
- Positive role models

Pavel Kolev & Icaka

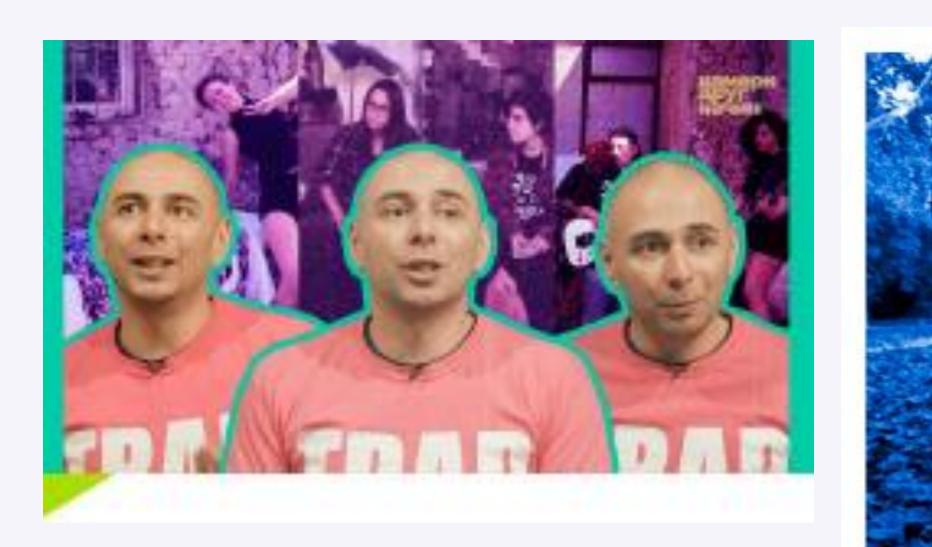
Two of the most beloved Bulgarian influencers Pavel Kolev and Hristo Stefanov, known as the "Players", took a stand with their faces, embraced the messages of the campaign and interacted with the kids.

130 000 Facebook followers

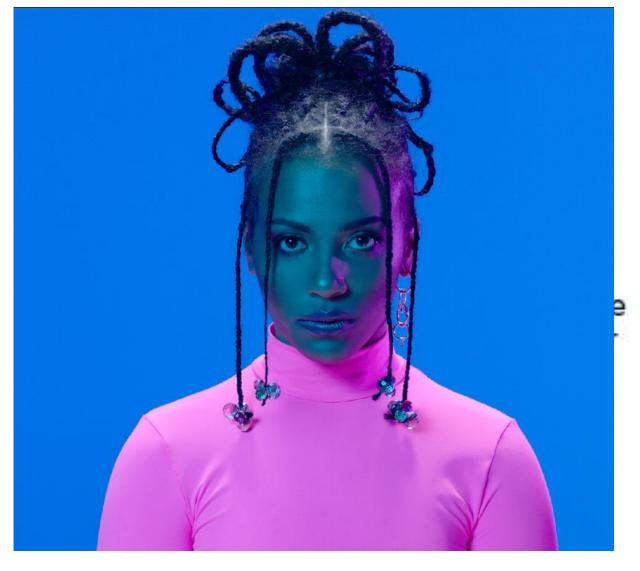
425 000 Subscribers on YouTube

323 000 Joined Instagram followers









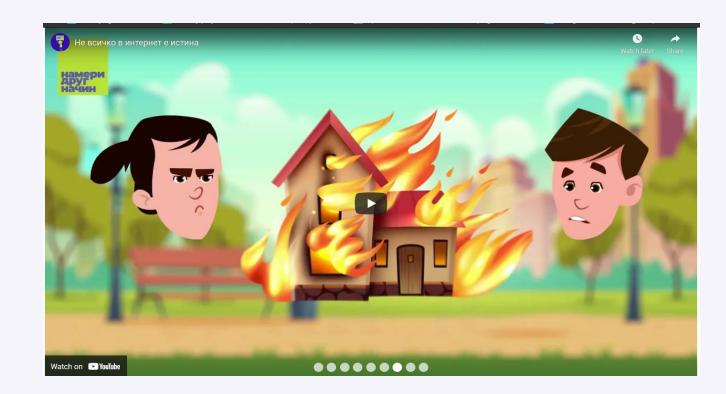
Messages.

find another way

CHALLENGE

EDUCATE







REACT video

 Influencers and teens react to real hate comments on social media

Key messages:

- Become aware of how normalized hate has become
- Invitation to challenge yourself and how you react to such content –
 there is another way

Debating narratives about "others" (Roma, refugees, LGTBI)

- Not all "others" are the same, learn more before judging and labelling, walk in their shoes.
- Not all stories on the internet are true. Share only those stories that you know are credible.

Debating narratives about "others" (Roma, refugees, LGTBI)

- Search for other viewpoints, before forming your own. Things are not what they look like.
- Before sharing aggressive content, ask yourself whose interests it is serving.
 Don't allow to be manipulated.

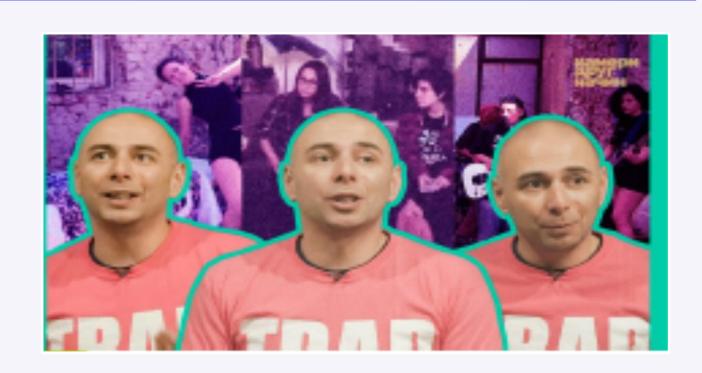
Messages.



EDUCATE INSPIRE ACT







4 educational mini-videos

- Hate speech
- Propaganda
- Echo cambers
- Critical thinking

Messages: be aware, recognize and resist manipulation, think critically, form your own opinion

Taking the wrong path to violence – helping others

- Violence and aggression do not pay off
- The consequences of violence are the opposite of what you are looking for
- Do not succumb to manipulation
- People who go down the wrong path and make a mistake deserve help and support.
 Don't give up on them

Alternative spaces for youth engagement "Trotoara Room for Angry People"

- Everyone can go down the wrong path
- You can always find support if you are open to it
- Asking for support is a sign of strength.
- There is a place for you to express your anger and creativity and connect with others

Results.
Lessons.
Takeaways.



Audience reach.

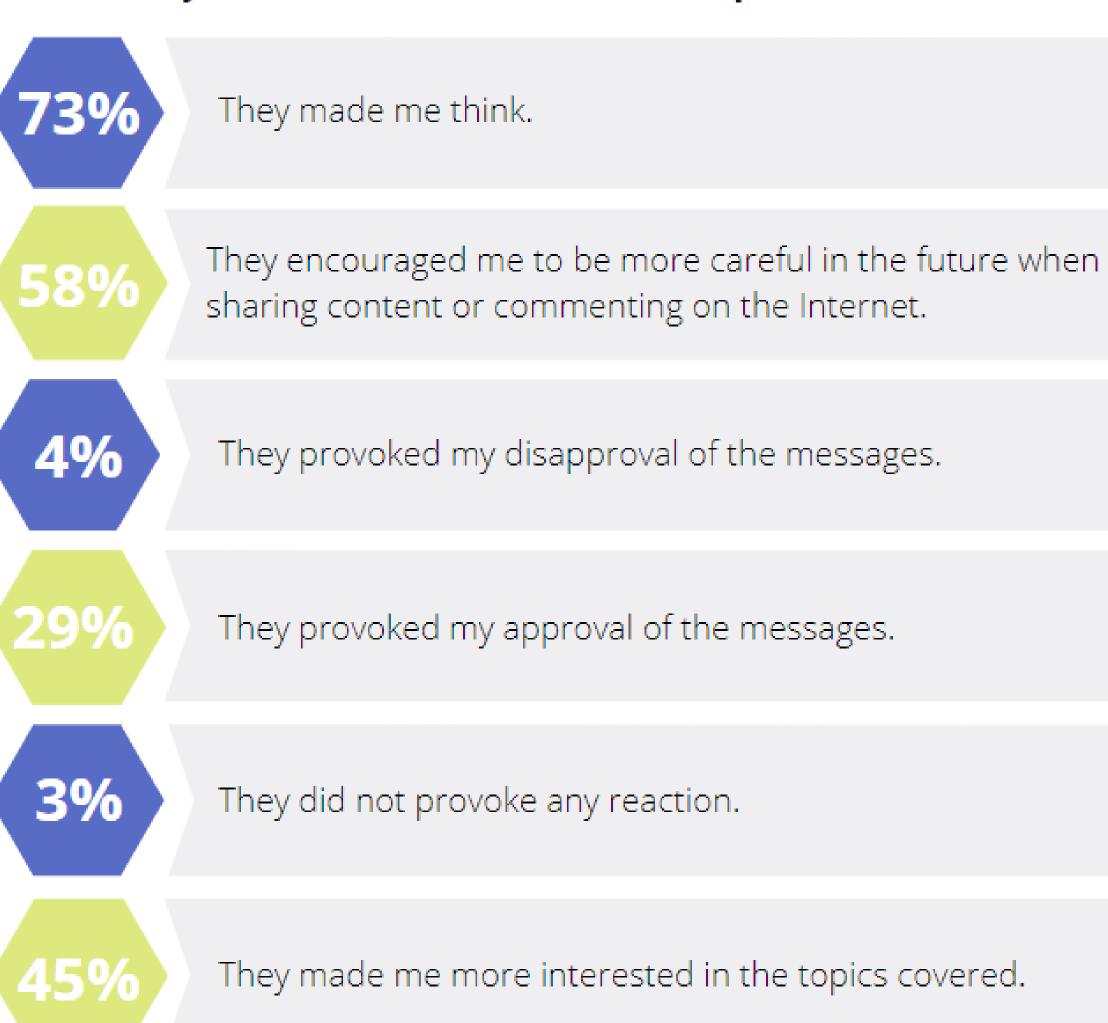


	Facebook	YouTube	Instagram	TOTAL
Fan base	909	836	431	2,176
Engagement	28,438	506*	6,615	35,559
Video views	232,576	374,608	8,822	616,006
Total reach	516,634	* Video comments	402,533	919,167

Evaluation.

- √ Five online focus groups (52 pupils)
- √ Online game/quiz with prizes (500 resp.)
 - ▲ 80+% of surveyed recognize the core campaign messages after watching selected materials
 - ▲ 65% of the surveyed say the campaign messages resonate with their personal experiences
 - ▲ 66% of those exposed to the campaign materials would report aggressive/hateful online content (compared to only 6% prior to campaign)

Q 11. What type of reaction did the materials that you saw provoke in you? (more than one answer is possible)



4% They irritated me.

Takeaways for Campaigning.

- Understanding the audience is key, realistic goals
- Use a change journey model
 - How do audiences feel, think and behave now and where we want them to be?
 - Do they have the capacity, willingness and resources to get there?
- Offline + online interventions = complementary effect
- Critical thinking + emotional competences = go hand in hand
- Sustained engagement and addressing negative reactions
- Evaluation before and after data is ideal
- Mixed teams work better, but need shared language (researchers, activists, youth, comms experts)

Takeaways for Policy.

- Alternative narrative campaigns need to be part of a holistic, whole-of-society approach to prevention of polarization and radicalisation
 - → Systematic societal "sanctioning" and intolerance towards hate speech, hate crimes, disinformation and extremist narratives (including far-right)
 - ✓ Critical thinking, media literacy + social/emotional competences integrated in the school curriculum
- Sustainable funding and capacities on use of strategic communication in P-CVE (e.g. EC's Civil Society Empowerment Program)
- Mainstreaming of "counter-radicalisation" work not always helpful. Basic prodemocratic education, social and emotional competences are good on their own.

Thank you!

LEARN MORE AT:

www.youthrighton.com www.anotherway.bg www.csd.bg



This project was funded by the European Union's Internal Security Fund — Police.



Resilient Youth against Far-Right Extremist Messaging Online

CHALLENGE / EDUCATE / INSPIRE / ACT

The Project.

LEARN MORE AT:

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PROGRAMME

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COORDINATOR

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