TECH for PEACE

Project Completion Report

Preventing Countering Violent Extrimism
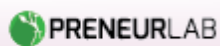
Contents

Acknowledgement _____

The **"Tech for Peace"** team and **"Peneur Lab"** would like to express sincere gratitude to **Democracy International** for giving the opportunity to work on this CVE project and endless support for implementing the project.

Also we are grateful to the members of CVE project of Democracy International for their constant cooperation and guidance for operating the project successfully.

We are thankful to all the partner university club members who helped us to performed all the programs successfully and all others partners of this CVE project.

Finally, the team is obliged to all the stakeholders (University partners and other Supporting Partners) for their cordial cooperation in the activities of this project.

Preface

This is a project completion report titled **"Tech for Peace"** which discusses the whole activities and procedure of the project planned to achieve its goal regarding preventing or countering violent extremism. Also discusses about the challenges faced during the project and the lessons learned from those challenges as well as achievements that gained from this initiative.

The Tech for Peace project was implemented with the objective of empowering youth to PCVE through the development of digital tools on PCVE as well as engaging Govt. stakeholders (e.g.: Law Enforcement Agencies, Ministries etc.) with youth groups for creating scope of future collaboration. The main target was university students.

This project was started on May 2017 and ended on February 2018. This was a pilot project which was funded by **U.S. Dept of State - Bureau of Conflict & Stabilization Operations - CSO**, supported by **Democracy International** and operated by **Preneue Lab.**

Overview _____

The "Tech for Peace" was implemented for leveraging ICT to empower key stakeholders to prevent and counter violent extremism and build a youth network of technology minded Bangladeshi students to nurture peacebuilding in youth communities.

The target group was Youth (University students) and it was operated in five (5) universities of Dhaka covering all the areas of the city.

The whole project divided into two parts: 1) Program Activities 2) Social Media Monitoring & Analysis.
The Program Activities was customized by performing bootcamps and hackdays in partner universities to increase awareness and built digital tools regarding CVE. A baseline survey also conducted before the university programs to know about current status of CVE among the young generation.
The Social Media Monitoring & Analysis part was to monitor the VE contents on social media and the impact of the activity on youth.

From the interventions of this project a youth network built among 523 students from 5 universities and developed 3 digital tools by incubating winning teams. Apart from this the baseline survey revealed the current status of CVE among youth in our community.

The action of Social Media Monitoring & Analysis played an impactful role by flagging 50+ VE content on Youtube, creating infographics on false news detection as well as a Violent Extremism Interactive Map which has been highly appreciated by Democracy International and others.

Attending CVE workshop in Jakarta Indonesia by the CEO of Preneur Lab, was a great learning experience which lessons were implemented in the project and a impactful result has visible.

Though it was so challenging to work with the university students on CVE issue as it is so sensitive according to the current status of our community and the rush academic schedule also the fact to complete the programs by the timeline. Though it was overcomed successfully by T4P team and in the consequence, some impactful lesson learned by the team.

The outcomes and outputs of this project could be a great way forward to play more effective role on CVE. Developed 3 digital tools regarding CVE, Infographics, 48 ideas on CVE, youth network of 5 universities as well as engagement of Govt. and non Govt. Stakeholders in the activities of this project is the sign of success of this project.

By thinking and planning of more effective way to prevent or counter violent extremism, it is recommended by T4P that there should be more work on counter narrative and alternative narrative contents and also more involvement of youth in this issue.

Background of the Project _____

Bangladesh, a home of approximately 170 million people, has struggled with violent Islamist groups since the country fought war for independence from West Pakistan in 1971. Since 2013, the activity of some Islamic groups, being focused on extremism, has been visible. There has been murders of at least 40 pro-secular writers and activists, members of religious minorities and foreigners. Terrorist organizations like ISIS and al-Qaeda claim a presence in Bangladesh, and are believed to be cooperating with local terror groups in order to recruit and carry out domestic attacks. ISIS came into the center of attention in Bangladesh after the militant attack in Holey Artisan Bakery, an upscale restaurant in the Gulshan neighborhood of Dhaka, where 20 hostages were hacked and stabbed to death, including Italian, Japanese, Indian, and U.S. citizens. Four militants and two police officers were killed over the course of the incident, and one militant was arrested.

Islamic extremists like Jamatul Mujahideen,Harkat Ul Jihad are driven by misinterpretation of Islam that believes that Islamic law, or sharia, is an all-encompassing religious-political system. Towards that vision, the Islamic groups recruit members mostly youth and brainwash them to carry out violent attacks. The youth are provided with the messages and reading materials and their approach to grooming the youth seems textbook.

Bangladesh has been trying to embrace technology to combat activities like crimes and extremism. To combat the problem, the Bangladesh government has come up with different platforms like: Bangladesh Police Phonebook, BD Police Helpline, Hello CT, and Report to RAB.

There are lots of app for different law and enforcement agencies. As a result, the citizens of Bangladesh get puzzled to understand which app to use. Moreover, the apps are not marketed towards the citizen. There is a need of a comprehensive app where the citizens can communicate with the concerned agencies for their problems. The app needs to be well marketed with a user-centric experience so that the citizen use the app often.

There has been evidence that the extremist organizations use communication platforms where they send encrypted messages to each other. On the other hand, the law and enforcement agencies do not use such platforms where they can send encrypted messages. It is well known fact that extremist organizations have group of hackers who can get information from the law

and enforcement agencies through hacking. As a result, there comes a much need of a communication app for the law and enforcement agencies.

As there are nearly no initiatives to combat the recruitment of Terrorist organizations, the activity of the Islamic Groups seem to be visible still. The solution to combat these problems is to mobilize youth to bring in innovative solutions by events like Boot camps, Hack days, Tech For Peace Challenge and monitoring social media activity through community engagement. The whole packaged project which includes 'Tech For Peace' Program and social media monitoring activity is called 'Tech for Peace' project. The main aim of the challenge and monitoring social media activity is to aware the youth to reject extremism, to monitor any social media activity of concerns which may cause panic attacks among the citizen of Bangladesh and to brainstorm and implement innovative solutions to overcome extremism. The main objective of the study was to evaluate the existing situation of PCVE.

Project Brief _____

Basic Information of the Project:

Target Group	**Youth (University Students)**
Target Area	**Dhaka City**
Project Period	**May 2017 to February 2018 (10 months including 1 month extended)**
Key Beneficiary	**University Students**
No. of Direct Beneficiary	**561**
No. of Indirect Beneficiary	**2170**
Reach via Social Media	**80,000+**

Goal :

The goal of this project was to leverage ICT to empower key stakeholders to prevent and counter violent extremism.

Objectives :

The objectives of this project was-

- Empowering youth to PCVE through the development of digital tools on PCVE.

- Engaging Govt. stakeholders (e.g.: Law Enforcement Agencies, Ministries etc.) with youth groups for creating scope of future collaboration.
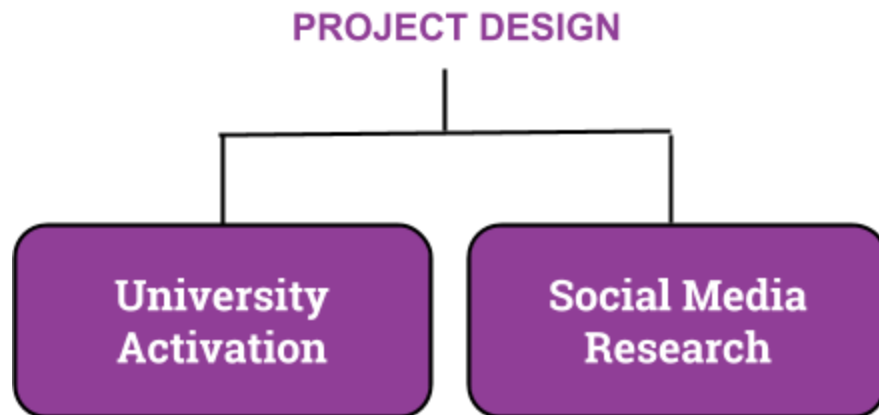
Major Activities :

To achieve the goal of this project and fulfill the objectives 3 Major activities were taken-

- Developing CVE network of youth in universities to collaborate on new ideas and practices regarding CVE

- Improving digital CVE toolsets of law enforcement agencies and youth

- Developing social media surveillance by regular analysis of VE contents.

Project Design :

To draw the major activities the whole project was designed into two parts :

PROJECT DESIGN

University Activation

Social Media Research

Implemented Activities _____

Following action of work implemented to draw the major activities of this project where partnership, baseline, bootcamp, hackday, gala challenge, incubation, roadshow were the implemented regarding University Activation and Social Media was the another part.

University Activation _____

Partnership :

As per project plan after the completion of recruitment process the team of t4p partnered up with five (5) universities including public and private universities and other govt. - non govt. stakeholders which are considered as key stakeholders. The partnership procedure with universities accomplished through the cooperation and engagement of university clubs.
The key stakeholders are:

❏ **University Partners :**
- University of Dhaka
- Bangladesh University of Engineering & Technology
- BRAC University
- North South University
- United International University

❏ **Supporting Partners :**
- Counter Terrorism and Transnational Crime
- Google (Youtube)
- EMK Center
- Techshohor.com

Key Stakeholders played an important role to find out the problems they are facing to combat extremism. They also played an effective role to find out potential tools that can help the key stakeholders and citizens to fight against extremism. This partnership and involvement of the key stakeholders in the "Tech for Peace" project helped the program to achieve its goal.

Baseline Study :

After the successful completion of partnership process a baseline survey conducted among the partners university students to find out the actual ratio of youth's knowledge about PCVE and use of available digital tools.

To this end, this study highlighted some specific objectives like (a) To know the conception of youth about PCVE (b) To identify the existing problem faced by the youth (c) To know about the existing solution (d) and also to draw out the recommendations for better PCVE.

- **Survey Training:** All the data of this survey collected by the volunteers from partner universities who had provided training for this survey by a training session organised by Tech for Peace. They got training about the survey process, techniques to reach people and fill up the questionnaire and other. The number of volunteers were twelve (12) who had trained by the consultant of this study and by M&E officer of this project.


Picture: Baseline Study Training Session

- **Study Population & Sample Size:**The study was conducted with basic method - Sample Survey. In this study, youth who have registered for T4P program, purposively selected for the sample where 250 university students from five partner university considered as samples. In the present study, majority of the respondents that is about 80%, were male and about 20% respondents were female university student and Most of them are fall between the age ranges of

20-24 years.

- **Outcomes:** From the study, it has been seen that majority of the respondents (87.9) Search the new topic through online. The first word that comes to mind when hear the word violence extremism are Extremist attack, Rohingya crisis, Religious violence, Political violence, Violence Insecurity, Extremism. It is seen that most of the respondent (84.8%) got information about extremist incident from social media and 52% respondent got know from electronic media. Where only 40% people know about the risk factor of violence and extremism.
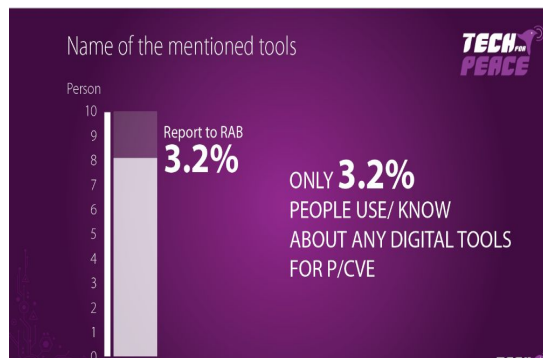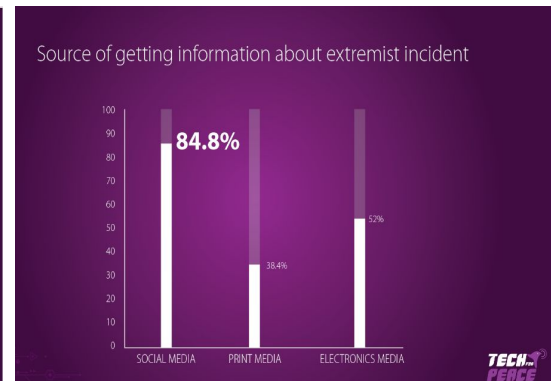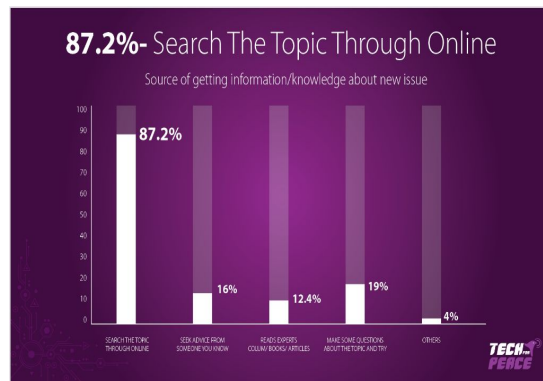
Among the total respondents, 20% respondents know about the digital tools of PCVE and few number of them using the tools. Concluding the findings and to mitigate the challenges majority of the respondents suggested about to use digital tools for sharing authentic information on VE with others and Engage law enforcement agencies about extremism and to safeguard youth through digital tools Increase awareness buildings activities through meetings, seminars, competitions, electronic and social media.

Baseline Report Link:
https://docs.google.com/document/d/1v7agnanpAc99x9ZU4-WnS6T3H43ouhERgjXrRm_OhPA/edit

Bootcamp :

The bootcamp events organized in five partner universities i.e BRAC University, North South University, United International University, Bangladesh University of Engineering & Technology (BUET) and University of Dhaka. In the bootcamps knowledge of P/CVE shared with the students as well as experiences and ways to make the solution better.

● **Process:** To gather participants in the bootcamp; online and offline promotion have conducted in universities through leaflets, posters, promotional booth and creating social media (Facebook) events. Interested students registered and invited for the participation.

   The events were parted into four sessions:

   1. **Targeting :** Generating Ideas for Peacebuilding and Safeguarding Youth from Violence.
   2. **Youth and Peace**
   3. **How to Build a Winning Digital Product**
   4. **Wireframing and App Designing**

   Speakers from related fields join the bootcamps as speakers. After the bootcamp participants submitted their early stage ideas to work on. Tech for Peace team and mentors select 8 to 12 teams to participate in the hack day based on the ideas and team strength. Ideas close to CVE and final year students gets preference in the process.

● **Process of Participation:** Huge number of students registered for the bootcamp through online registration form but only invited are joined in the bootcamps. The invited participants are chosen mostly focusing engineering students. 344 participants from five universities joined the bootcamp event and got the knowledge on P/CVE and guideline for participating in Hackday.

Summary of Bootcamps

Objectives: To let the youth know about Tech for Peace by the promotion of Hackday and invitation to participate.

Number of University Performed : Five (5)

University	Male	Female	Total
BRACU	61	10	71
NSU	88	20	108
UIU	57	10	67
BUET	30	04	34
DU	56	08	64

Outcomes:

- 344 students from 5 universities informed about Tech for Peace.
- Gained technical knowledge for idea generation for participating in Hackday by the mentors and speakers

Bootcamp Photo Gallery

Hackday :

University Hack Days were separate events from bootcamps. Participants built their solutions under the supervision of technology and domain experts.

Hack days are divided in two parts: 1. Designing thinking 2. Building a Demo Product. In the morning session of the day long program, mentors take the participants through a journey of design thinking and problem solving model practised by Google X team. With various team activities, mentors guide the team to find out the right problem to solve.
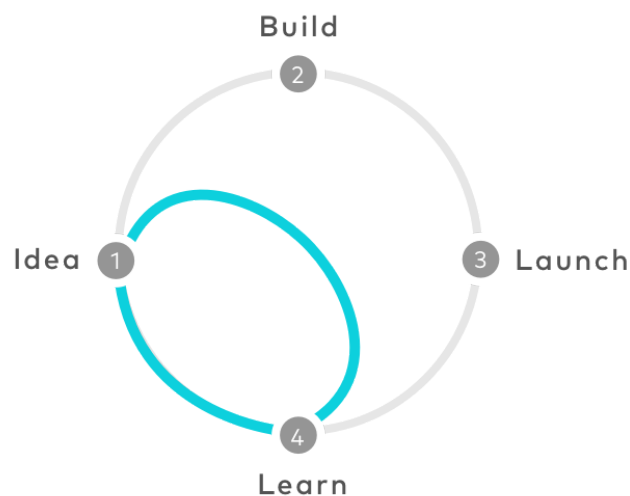
In the later part, participants built a demo version of the idea. Of-course, it's not possible to build a final product in a day or in few hours. The hackday demos can be working prototypes or just graphical representation (UI) of the product. Teams were judged by mentors based on their capacity to innovate, team strength to execute the idea and possible impact of the product if it's successfully launched.
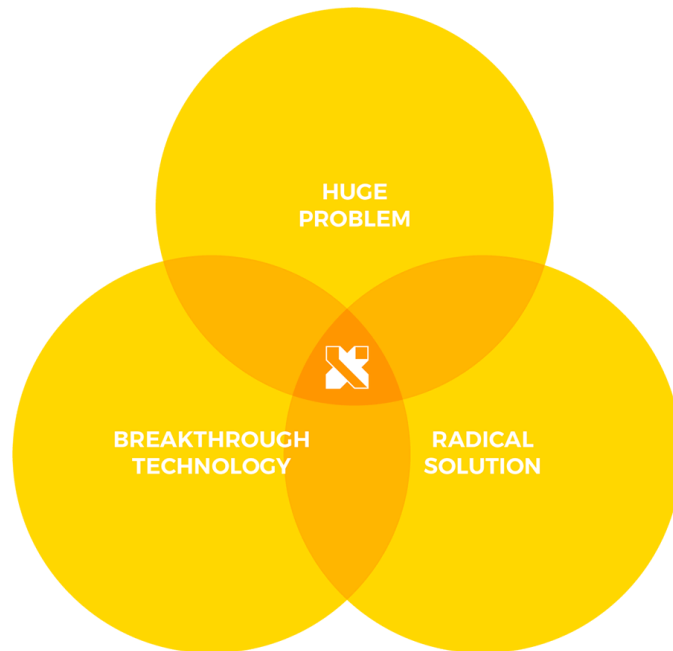
Successful ideas or teams, top 3 teams from each university, are invited to Gala Challenge to compete with winning teams from other universities.

- **Process of Participation:** The participants of boot camp were invited to join in hackday by submitting their ideas regarding PCVE in google form and the selected idea generators were invited to participate in hackday. On hackdays participants were joined as teams consisting 4-5 members in each team. Maximum 10 teams participated on each university hackday. The target was 50 participants on each hackday.

Summary of Hackdays

<table>
<tr><td colspan="4">**Objective:** Generate ideas to PCVE by the students and choose best ideas for Gala Challenge</td></tr>
<tr><td colspan="4">**Number of University Performed : Five (5)**</td></tr>
<tr><td>**University**</td><td>**Male**</td><td>**Female**</td><td>**Total**</td></tr>
<tr><td>BRACU</td><td>38</td><td>06</td><td>44</td></tr>
<tr><td>NSU</td><td>43</td><td>03</td><td>46</td></tr>
<tr><td>UIU</td><td>39</td><td>07</td><td>46</td></tr>
<tr><td>BUET</td><td>39</td><td>01</td><td>40</td></tr>
<tr><td>DU</td><td>36</td><td>05</td><td>41</td></tr>
<tr><td colspan="4">**Outcomes:**

- Total 48 ideas generated from 5 universities
- 3/4 teams from each university selected for Gala Challenge.</td></tr>
</table>

Around 50 ideas generated from the hackdays of 5 universities. These 5 bootcamps and 5 hackdays events started on September 2017 and ended up on last of October 2017.

Hackday Photo Gallery

Gala Challenge :

from

The Gala Challenge was the final demonstration of the developed top 3 ideas

each universities. Total 15 teams were selected from hackdays and invited for Gala Challenge where they faced off for final selection to win Incubation support.

There were eleven teams participated in the program and the jury panel was adorn by **Md. Asad-ur-Rahman Nile,** Technical Specialist, LICT Project of Bangladesh Govt., **Jabed Sultan Pias**, Manager, Google Developer Group Bangla, **Mohammad Mahdee Uz Zaman**, Director, Solutions Architecture at Dell from USA, **Ananya Raihan**, Chairperson, Dnet, **Muhammad Tanim Nowshad**, Deputy Director, Research, Bangladesh Enterprise Institute, **Mr. Hasib Rashid**, Head of Business, Junction and also present **Mr. Susanta Kumar Saha**, Additional Secretary from **ICT Division as** special guest.

The teams were judged on their Uniqueness of Idea, Implementation Strategy, Team Strength and Focus Area. The winner 3 teams of Gala Challenge was from **BRAC University**, **BUET** and **North South University** and one team put into the waiting list from **United International University.**

The number of participants in that event was sixty (57) where male participants were 52 and female participants were 5.

Summary of Gala Challenge

Objective: Choosing top 3 solution from the best 15 ideas generated from Hackdays

Total Teams	Winner teams		Number of Participants	
	3		57	
	Name of the Solutions	Name of Universities	Male	Female
15	Mesut App	BRAC University	52	5
	Valo Thakun	United International University		
	No Crime	North South University		

Outcomes:
- Got top 3 digital solution to develop digital tools on PCVE by incubation process.

Incubation :

The incubation process was supposed to provide both technical and business support to the 3 winner teams who have incubated for 2 months and made their idea/solution into a market ready product. The incubation conducted online and offline through weekly meetings, mentorship and technological support. The incubated teams were from BRACU, NSU and UIU **.**

During the Incubation period the incubatees got following supports:

- Opportunity to connect with Govt. and Non Govt stakeholders
- Network for Partnership and Scale
- Training
- Business Mentorship
- Technological Support
- Physical Space for Office Use
- Online and Offline Promotion

- **Technical Experts :** To provide constant technical support to the incubatees, 3 technical experts and 3 interns had been hired who had gave 24*7 assistance and guidelines to the incubatees as all of the incubatees were university students and they had to also maintain their academic schedule at a time.

- **Training Program :** The incubatee teams mentored and helped with training programs inside the office also in open session outside the office where professionals came and trained the entrepreneurs about the skills both technical and business that they needed. There were 6 training programs/workshops conducted in 2 months.

- **Training Session 1 :** The first training session was on **" Android Operating System"** where the incubatees got ideas about android system and relevant suggestion for the developed tools.

- **Training Session 2 :** The topic of 2nd training session was **" Engaging Young Users & funding Opportunities"** where teams have enriched with the knowledge of investment opportunities and ideas, Govt. funding process for any startup project and how to get that, university collaboration and its benefits etc.

This session will help the incubatee teams in future to work or scale up with digital tools. Both 1st and 2nd training session was conducted in Preneur Lab office.

- **Training Session 3 :** This training session was a open program titled **"UX Design Bootcamp 2018"** organized by User Hub. It was a workshop where incubatees sent to gain knowledge on User Experience & Design Thinking which helped them to learn that how to identify users' problems and ideate to find design-driven solutions to it. The whole idea of the UX Boot Camp was to encourage the young minds to bring about a revolution in the Digital Industry with innovative thinking.This session was divided into two parts: Interactive presentation session and Design thinking workshop. From this training session teams came to learn the principles and the best
practices for User Experience and Human-centered Design, implementation of knowledge in real-world projects etc.

- **Training Session 4 :** The 4th training session of incubation was provided to the teams about **"Mental Health".** The session was taken by a psychologist. As one of the incubatee teams' app is on mental health and another team also has psychology game in their app so they needed this session where the teams came to learn about human psychology, human behavior in different situations, process to bring out any person from frustration and motivate them. Also the psychologist guided the teams to set the questions and process to measure mental health condition of a user.

- **Training Session 5 :** The 5th training session of Tech for Peace incubation was about business mentorship. It was divided into two parts which were **"CXO Hub Investor Meetup"** and **"Pre Launch Pitching"** of the incubate teams.It was all about a network for C-Suite leaders, founders and investors. Top executives from different industries can network, share their experiences and grow businesses and careers on each other's network. The session was about Startup Investments: Masterclass for Startups And Potential Investors. There were discussions on investment strategies for both startups and potential angels or investors. Also bringing together the "startups" who are seeking investments and fundings for their products and the "investors" who are keen to invest in the latest innovations of the startups.

- **Training Session 6 :** The 6th and final training session was held on **"Digital Leadership"** which was about both business mentorship and technical lessons. The objective of the session was to provide lesson on user interaction that is empathy to the users, user testing on their demand etc. There was also a group workshop/ team work practice where they have given to identify problems of the society/ community and solve the issue by technology. That was a open session program where others interested participants got the opportunity to join and share their expertise.

Besides these training session incubatees used to come Plab office regularly to work on the tools and make the product market ready and they have become successful to accomplish the tools through this incubation support.

Summary of Incubation:

Objective: Develop 3 digital tools of selected top 3 ideas and make the product market ready.				
Duration: 2 months				
Number of Incubatee Teams	Number of Training Session	Number of Incubatees		
		Male	Female	Total
3	6	12	02	14
Outcomes: - Got 3 digital tools regarding PCVE - 60% development skill increased among the incubatees through incubation				

Road Show :

The developed 3 apps had been promoted through Roadshow in 6 places. The objective of roadshow was to let the youth know about the app and its benefits. The roadshows held in the 3 incubated teams' campus where they promoted their apps to the students by showing the features and benefits of the apps.

This roadshow was daylong where youth engaged to play games, downloading app, quiz competition and review comments writing.

Besides these 3 universities the promotional activity also held in **CXO Hub**, **Cyber Security Awareness Program** and **Uddokta Haat** where the apps had been promoted to the general people.

Summary of road show

Objective: Showcasing of the 3 developed digital tools to let the people know about the apps			
Type of promotion: Booth Campaign			
Promotion Venue	**Number of Participants**		
	Male	**Female**	**Total**
BRAC University	41	10	51
North South University	9	2	11
United International University	3	0	3
Outcomes: - By the promotion of 3 apps people got to know about the tools - Except the 3 university promotion has been done also in other 3 places which engaged others people of community to know about the initiative.			

Incubation & Roadshow Photo Gallery

Training Sessions

Roadshows

Meetings With Network Members _____

Apart from these activities T4P team had arranged Planning Meeting and Coordination Meeting with network members for future collaboration.

- **Planning Meeting:** The Planning meeting was held in the month of October '17 with the participation of all the stakeholders including **Counter Terrorism and Transnational Crime (CTTC) of Dhaka Metropolitan Police.** The meeting was all about sharing the experience of engaging with this project, Do's and Don'ts activities, role of the stakeholders on CVE issue and suggestions about upcoming Gala event and Incubation period.

Number of Participants	Male	Female
15	13	2

- **Coordination Meeting :** This meeting was held in the month of February 2018 after completion of all university activities. The purpose of this meeting was to launch the 3 apps officially and finding the scope of scaling up the products.
In this meeting the 3 incubated teams presented their apps to the stakeholders and explain the features and sustainability of the apps. Base on the product showcasing there were a brief discussion on the potentiality, speciality/ lackings of the apps and future scope of scaling up the apps.

Number of Participants	Male	Female
17	14	3

Developed Solution _____

The three selected ideas which have transformed into a digital tools through incubation are**:**

Valo Thakun   Mesut App   No Crime

- **Mesut App :** This app is about mental health developed by one of winner team who are from **BRAC University**. 'Mesut App' is a Mobile App that changes behavior in good way, Motivate people to do good work,help depressed people along with general people with many kind of help line, connecting youth, Increase awareness against violence.

- **Valo Thakun :** Valo Thakun' app is a platform to train and inspire people to do good tasks everyday and lead them to a positive mindset connecting different university students in a hub. This app is mainly focused on to connect university students from different universities and create a youth network. This app developed by the selected team from **United International University.**

- **No Crime :** **'No Crime'** is a mobile app for citizens safety and investigation purpose. The app is designed in such a way that law enforcement agencies can be made alert by a citizen by sharing any crime report or crime scene instantly using the mobile app. This app is developed by the team of **North South University.**

    Apps Download Link: http://peace.digital/apps

Social Media Research _____

Background of Social Media Monitoring :

With over 13.2 Million users using social websites, citizens of Bangladesh have turned to platforms like Facebook, Youtube and Twitter to live stream or share their lives in real time with the click of a button. Social media has made communication process more easier. With the power of internet and social media, citizen of Bangladesh can instantly share ideas and communicate with the world in a fraction of a second. Not only that, citizen embraced the virtual world with family pictures, videos and personal information. As a result, more and more people are utilizing the platforms to share photos and videos of criminal activity.

This live streaming or provoking videos of various crimes i.e (rapes, child exploitation, murder, violent extremism) shared hundreds of times before Facebook removed the post.

Nowadays, pretty much everyone carries a cell phone and all of those cell phones have cameras and video cameras on them and the ability to access social media platforms. That is why there has been an increasingly amount of rate of crimes being live streamed out to the world. Nowadays, extremists are also thriving on social media. And the primary target of these actions are youth.

To stop these activities, the social media monitoring and analysis team of Tech for peace project brought up this report. This report is a brief description of present situation of Bangladesh and violent extremism.

The whole social media monitoring program has been delegated in mainly two parts:

Overview of Monitoring:

Bangladesh experienced a significant increase in terrorist activity in 2016. The Government of Bangladesh has articulated a zero-tolerance policy towards terrorism, made numerous arrests of terrorist suspects, and continued its counterterrorism cooperation with the international community. The Government of Bangladesh often attributed extremist violence to the political opposition and local militants. Both al-Qa'ida in the Indian Subcontinent (AQIS) and ISIS claimed responsibility for a significant number of the attacks that took place in Bangladesh. Terrorist organizations used social media to spread their radical ideologies and solicit followers from Bangladesh. Bangladesh was featured in multiple publications, videos, and websites associated with ISIS and AQIS.

ISIS claimed responsibility for 18 attacks in Bangladesh in 2016, the most significant being the attack on July 1 on the Holey Artisan Bakery, an upscale restaurant in the diplomatic enclave frequented by the expatriate community. The five Bangladeshi attackers killed 20 hostages and two police officers using guns, explosives, and sharp weapons. The hostages were mostly foreigners, including nine Italians, seven Japanese, one U.S. citizen, one Indian, and two Bangladeshis.

AQIS claimed responsibility for two attacks in 2016: (1) the April 6 murder of an online Bangladeshi activist and (2) the April 25 murder of a U.S. embassy local employee and his friend. In both cases, the assailants used machetes. Throughout the year, Bangladesh suffered several other small-scale attacks for which there were no public claims of responsibility, including the July 7 bomb blast at an Eid-gathering in Sholakia that killed four people – including two police officers – and injured seven.

VE groups conduct the organization and activation of their activities on social media, since it is an easy and free way of reaching memberships at large and over large areas. It is believed that 90% of terrorist activity on the internet is conducted on social media. VE may be explicitly organized and then activated through social media channels in a centralized fashion, or VE may alternatively be stimulated amongst distributed or even lone wolf, unaffiliated operatives. For VE organizations to achieve these ends, social media is also used as a channel for circulating information, resources, and best practices for VE activities. Different VE groups use a wide and constantly evolving range of social media platforms and other open or closed channels to conduct their activities, a good number of which CVE practitioners should ideally be aware and competent in using as well. Often these platforms are used in combination, with recruits identified on public social media platforms and invited to join private forums for instructions.

Implementation Strategy :

To draw an impactful Social Media Monitoring and Analysis program there was set a plan of activities which helped the Social Media Monitoring & Analysis team to achieve certain level of objectives. The activities were:

- **Process of Social Media Monitoring:** The monitoring team always search the contradictory messages and contents online through some keywords(i.e Jihad, JMB, NEO JMB, al Qaeda, ISIS, Attack, Violence Extremism). They divided these contents into three parts:

Social Media Intervention :

In the consequence of 9 months Social Media Monitoring and Analysis activities, T4P fabricates so many effective inputs in this program which will be impactful for internet users and can play vital role to prevent radicalisation spreads through social media.

- **Privacy Guide for CVE Social Media Professionals:** Social media undoubtedly one of the major areas that need supervision and monitoring to counter violent extremism. This is also important to keep the social media personals safe and secure their identity. Here are some guidelines T4P Social Media team developed which social media team can follow and keep their identity safe.
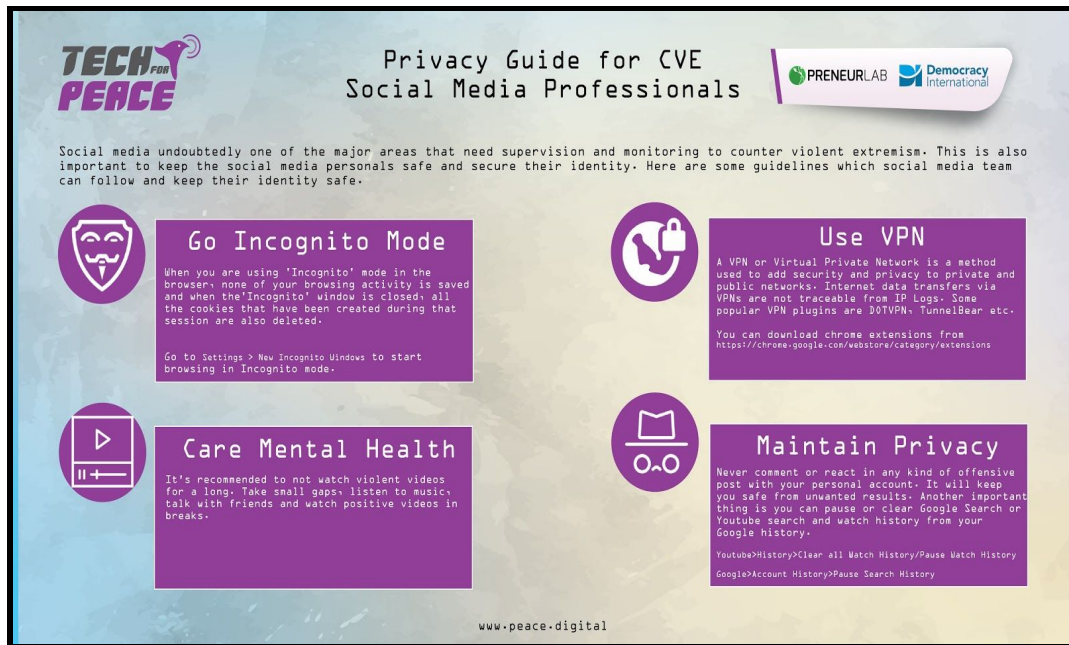
In this guideline there are 4 tips suggested for the professionals :

➢ **Go Incognito Mode:** When you are using 'Incognito' mode, all your browsing history is deleted, and when the 'Incognito' window is closed, all the cookies that have been created during that session are also deleted.

Go to Settings > New Incognito Windows to start browsing in Incognito mode.

➢ **Use VPN:** A VPN or Virtual Private Network is a method used to add security and privacy to private and public networks, like WiFi Hotspots and the Internet. Internet data transfers via VPNs are not traceable from IP Logs. Some popular VPN browser plugins are DOTVPN, TunnelBear etc.

The download chrome extensions link is **:**
https://chrome.google.com/webstore/category/extensions

➢ **Maintain Privacy:** Never comment or react in any kind of offensive post with your personal account. It will keep you to the safe zone. Also you can pause or clear your Google Search or Youtube search and watch history from your browser.
Youtube>History>Clear all Watch History/Pause Watch History

Google>Account History>Pause Search History

➢ **Care Mental Health:** It's recommended to not watch violent videos for a long. Take small gaps, listen to music, talk with friends and watch positive videos in breaks.

● **Youtube Trusted Flagger Tools :** The team of "Tech for Peace" project have attended a training program conducted by Youtube. This meeting is based on Youtube trusted Flagger Service. Through this, the monitoring team can report violent videos to remove from youtube instantly.

Based on this training program T4P Social Media team created a Youtube Trusted Flagging Tool. Also as being a partner of Youtube as Trusted Flagger T4P Social Media team flagged more than 50 VE contents on Youtube and which have been removed from that site.

The tool can be accessed at http://peace.digital/youtubereport

Picture: Youtube Trusted Flagger Reporting Panel

- **Infographic for Fake News Detection :** Fake news on social media is a big factor in propagation of radicalisation. To combat this situation, T4P Social Media team created an **Infographic** which will help the internet user to detect fake newses. Also this will increase the knowledge of the users about Internet and Social Media.

How to Detect Fake News

READ BEYOND:
Headline can be in an effort to get clicks.
What's the whole story?

CONSIDER THE SOURCE:
Click away from the story to investigate the site,
its mission and it's contact info.

CHECK THE AUTHOR:
Do a quick search on the author.
Are they credible? Are they real?

SUPPORTING SOURCES:
Click on those links. Determine
if the info given actually supports the story.

CHECK THE DATE:
Reposting old news stories doesn't mean
they're relevant to current events.

IS IT A JOKE OR HATE SPEECH:
If it is too outlandish or spread hatred, it might besatire
or offensive. Research the site and author to be sure.

CHECK YOUR BIASES:
Consider if your own beliefs could
affect your judgement.

ASK THE EXPERTS:
Ask an expert,
or consult a fact-checking site.

FB.com/peace.digital   www.peace.digital

- **Guideline for Social Media Monitoring:** Based on t4P Social Media teams' research there has been developed a monitoring guideline and database for further monitoring where some questionnaires and keywords are saved in the database. These keywords are being used by radicalised youths to search or by terrorists organizations to spread radicalisation, VE training and hate speech in Bangladesh on Twitter, Facebook and Youtube.
  SM Monitoring Guideline Link:
  https://docs.google.com/document/d/19VU2VsxLHuWSwNcn8piDt13qVmQOJZzx45A4hx9s4GA/edit

- **Bangladesh VE MAP :** T4P Social Media team has constructed a VE map based on all the attacked points and militant dens after the Holey Artisan attack found till now in Bangladesh. The map is being very appreciated globally by T4P CVE partners.

  Militant dens and attacking points of extremists are being noted in a Google map. This is an interactive map of events related to violent extremism. All events are recorded based on geolocation. This is very well-organized and easily understandable. This map can provide a clear idea of militant acts in Bangladesh. Also, this is easily predictable which areas are mostly targeted and affected by extremists.
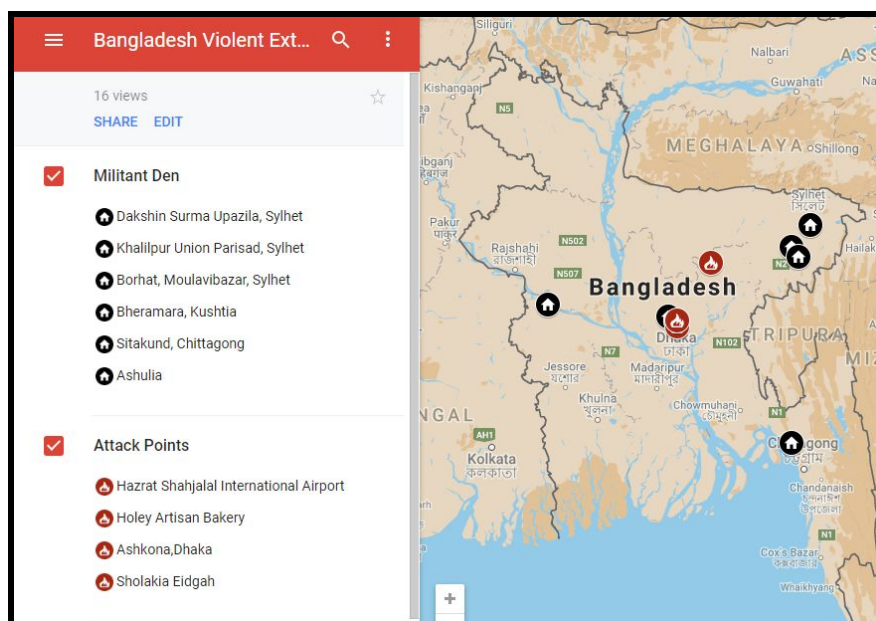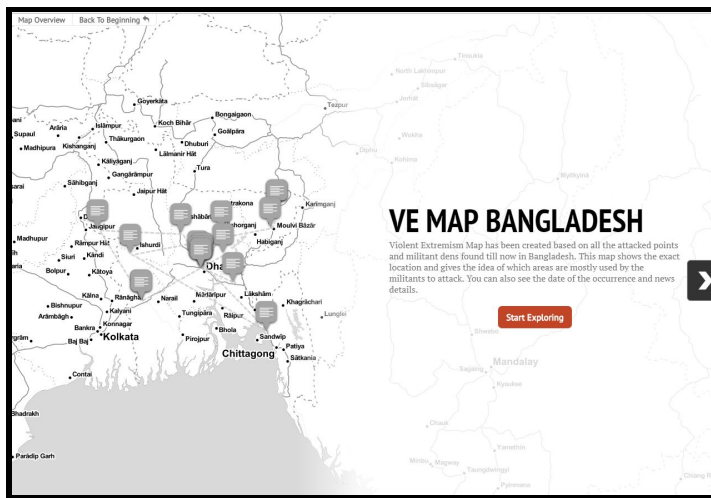
Here, the militant dens are pointed out by black symbol and attack points are pointed out by red symbol. These marked points are symbolizing the areas which are affected and can be the next target of extremists. These occurrences are recorded from 2016.

Map View: http://peace.digital/map
Timeline View: http://peace.digital/timeline
Database View: http://peace.digital/veboard

VE Map Timeline View
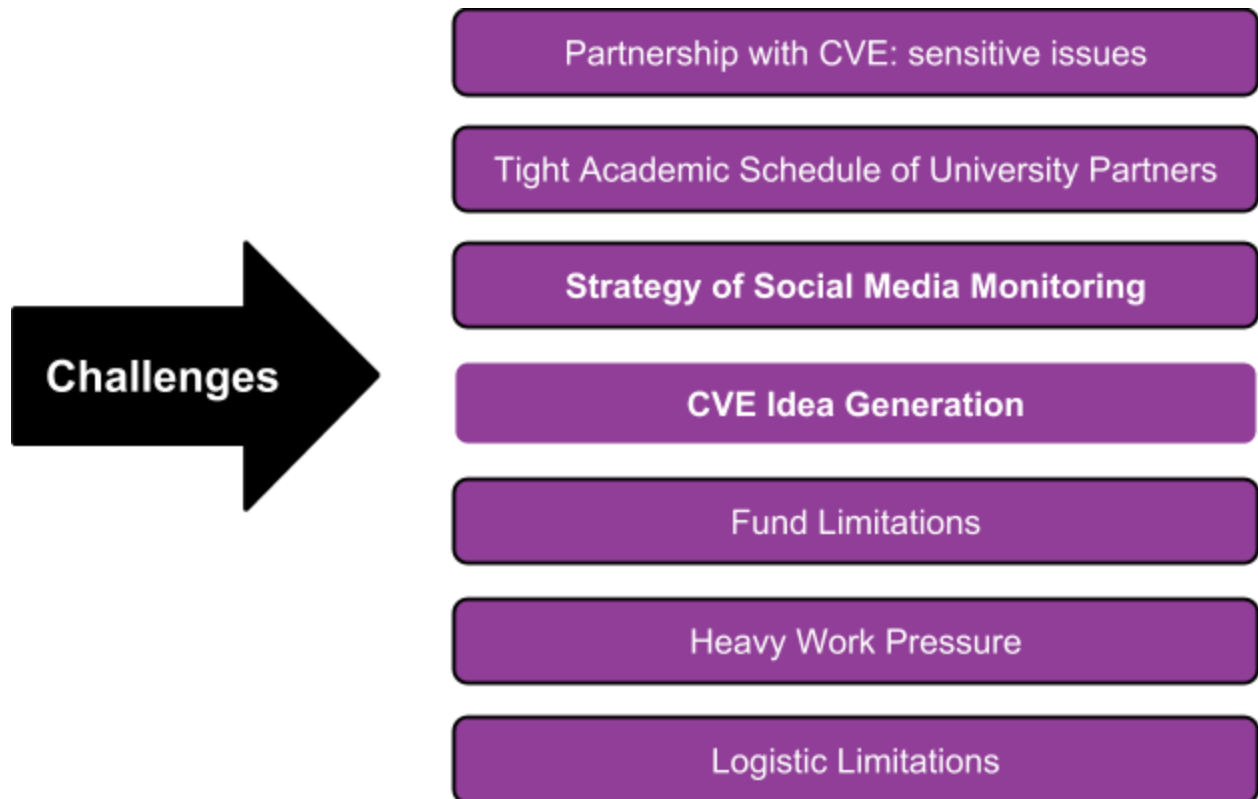

VE Incident Dashboard

Outcomes of Social Media Monitoring :

The outcome of the monitoring has been very vital. Now, the contents can be easily targeted through these channels and put them under surveillance. Apart from these, the monitoring program holds other benefits too, such as:

- **Harmful videos hide/flag-** If there is any content founded controversial, then it will be reported to the authority through Youtube trusted flagger policy. Thus it will be flagged or hidden from youtube.
- **Youth Awareness-** It has been easy to target the channels and make counter narrative contents to raise youth awareness against these kind of false videos and contents. Apart from this, Facebook and Youtube have started redirecting searches for violent extremism to anti-terrorism videos. This is the very influential method which can make counter narrative contents more strong.
- **Community/Network-** Through this process, youth community can be kept together in a strong network. That can direct youth to the positive ideas. This community will work to promote religious education by authentic scholars who reject violence and extremism in order to prevent youth being misguided by misinterpretations of scripture.

Challenges of the Project _____

During this CVE project the T4P team had to face many challenges regarding the activities of this project including University activities and Social Media program. Since CVE is a very new and sensitive issue, T4P team had to go through so many challenging issues like :
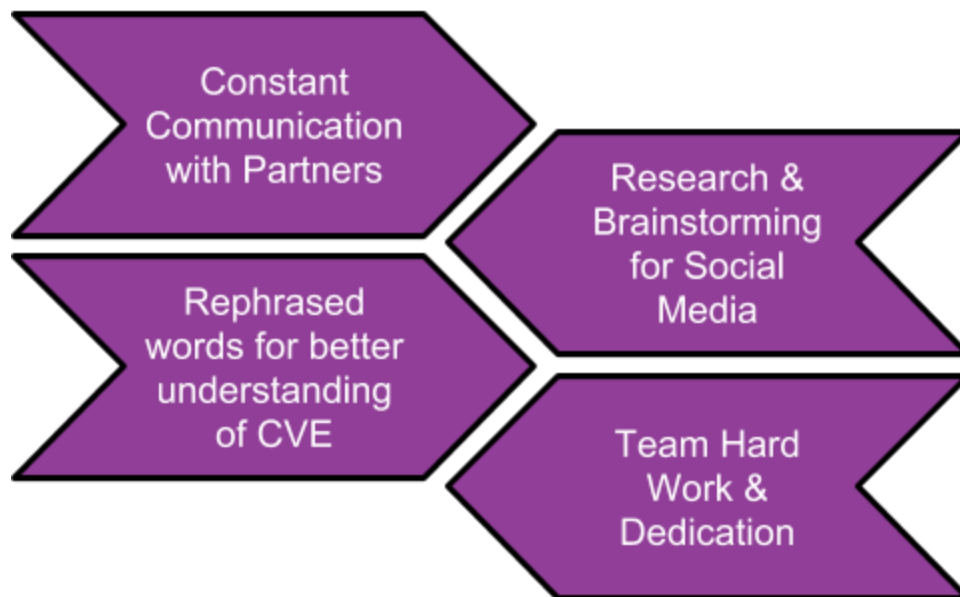
Challenges →

- Partnership with CVE: sensitive issues
- Tight Academic Schedule of University Partners
- **Strategy of Social Media Monitoring**
- **CVE Idea Generation**
- Fund Limitations
- Heavy Work Pressure
- Logistic Limitations

- **Partnership with CVE issues :** As CVE is a very sensitive issue, it was hard to approach the university partner authority to make them realise about the role of young generation in Preventing/Countering Violent Extremism.

- **Tight Academic Schedule :** Universities both public and private institutions are always run through a busy academic schedule, regarding this T4P team had to work hard to convince them for having program schedule by the project timeline.

- **Strategy of Social Media Monitoring :** Since working with social media on CVE issue is very rare in our community, there were not enough monitoring guidelines for social media monitoring. So T4P SMM team had to went through strong brainstorming to set up effective strategies on social media monitoring.

- **CVE Idea Generation :** Generating ideas on CVE among the students through bootcamps and hackdays was a big test for T4P team. Because of sensitiveness of this issue the team could not approach the students through direct using of CVE words and also it was hard to make them understand to make proper digital tools on P/CVE.

Described challenges were the major challenges which were the must needed to be overcome to meet the purpose of this project and the T4P team successfully able to overcome that.

Strategy to Overcome Challenges _____

To overcome those challenges T4P team hold for different strategies and hard work. Keep running to the university authority for the program schedule, pursued constant communication with the university clubs, convey the right message by rephrasing sensitive words etc. and most importantly hard work and dedication was the most effective step to go forward and overcome the challenges.
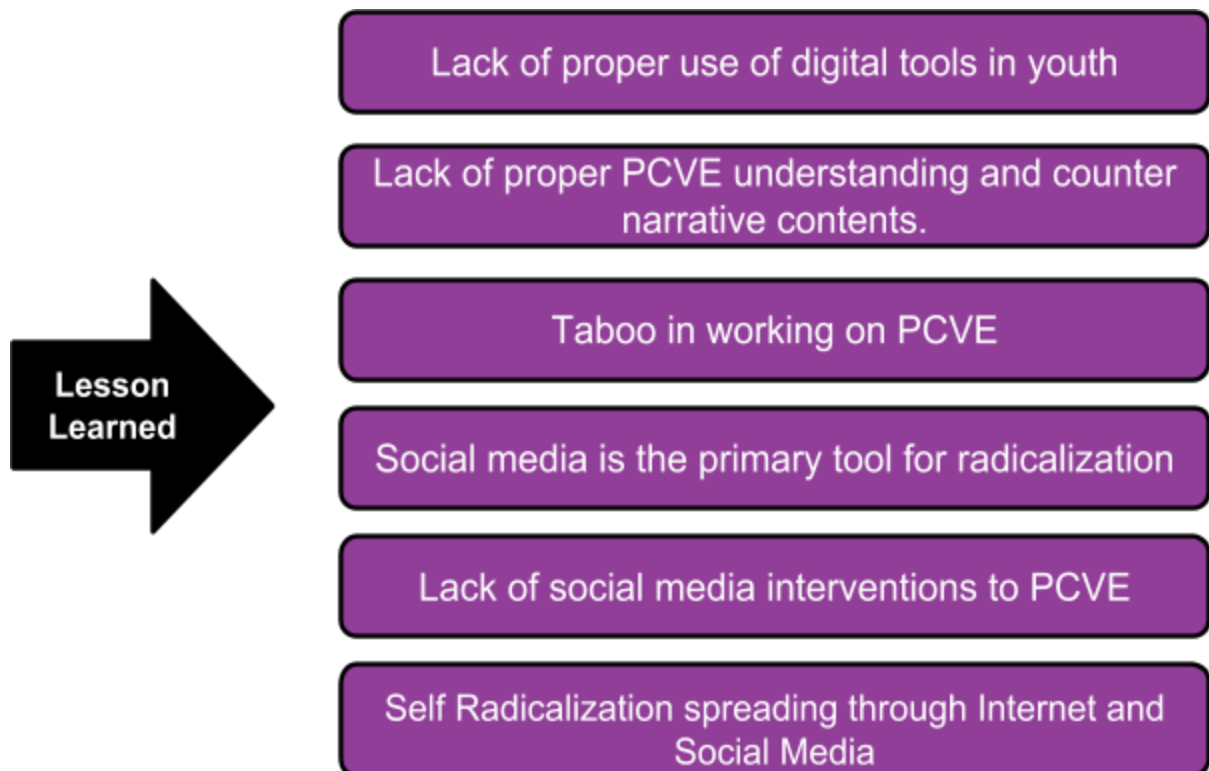
OVERCOME STRATEGY

Constant Communication with Partners

Research & Brainstorming for Social Media

Rephrased words for better understanding of CVE

Team Hard Work & Dedication

Lesson Learned _____

From the experience of this pilot project regarding CVE, T4P team learned some vital lessons which will be helpful for further footsteps. Working with youth is always been a challenging and enjoyable too as they are the future leader of the country and most enthusiastic class of a community.

But the concern is, regarding the issue like CVE is a taboo and new experience for them according to the acknowledgement of T4P team.

Also from the monitoring and analysis of T4P Social Media team it is revealed that the social media is the primary via for spreading radicalisation.

Lesson Learned ➡

- Lack of proper use of digital tools in youth
- Lack of proper PCVE understanding and counter narrative contents.
- Taboo in working on PCVE
- Social media is the primary tool for radicalization
- Lack of social media interventions to PCVE
- Self Radicalization spreading through Internet and Social Media

- **Lack of proper use of digital tools :** From the face to face working experience with the university students it is came to know that young generation are so much involved with digital tools but not having enough knowledge of proper use of digital tools. A very poor number of students hardly know about any digital tools regarding CVE.

- **Lack of Proper PCVE Knowledge :** Since P/CVE is a very new and sensitive issue and no one revealed that much about this issue who are actually working on this, so there is severe lack of proper understanding on VE as well as P/CVE. Also they are having poor knowledge of counter narrative contents.

- **Taboo in working on PCVE :** People are afraid of to come forward and talk on this issue openly. They think of their safety first and they carry a thoughts like working or talking on this CVE is prohibited.

- **Role of Social Media :** At present social media is playing a vital role in spreading any kind of news in fastest pase. Youth are very much involved with social media and spend a huge amount of time. As a result it is getting easy to influence and provoke them by any kind of fake news which is the main reason of radicalisation now a days.

Achievements _____

T4P team fulfilled all the activities to achieve the goal of this project and set some outputs of projects' activities. The following outputs are :

- **Top 3 Digital Solution :** Among best 15 ideas, top 3 solution chosen and developed into 3 digital tools.

- **Flagging Access :** Got Flagging Access from youtube trusted flagger team through which 50+ VE contents reported and flagged on Youtube.

- **Infographics on Fake News :** Created Infographics on False News detection by the social media team which will help social media users to resist themselves from self radicalisation.

- **Incubate Innovators :** 14 Young innovators are incubated and mentored on digital tools which helped them to increase their level of knowledge both in technical and CVE issue.

- **Engagement of Govt. Stakeholders :** Engaging Govt. stakeholders in this project activities was a big challenge. T4P team became able to engaged 5 Govt. Stakeholders in network meeting, Gala Challenge and Partnership Meeting.

- **Youth Network :** Built a strong network among 523 youth of 5 universities through bootcamps and Hackdays.

- **Ideas Generated :** 48 ideas generated through hackdays from five universities which ideas could be a great scope to work with the ideator in furthur for preventing or countering violent extremism.

Special Achievement & Output _____

- **Counter Narrative Workshop in Jakarta:** The CEO of Preneur Lab Attended a Counter Narrative workshop in the month of November, 2017 in Jakarta, Indonesia. This was arranged in partnership with the Global Internet Forum to Counter Terrorism. It was a 2 days long event focused on the need to better understand of terrorism, to focus on sector collaboration to match expertise with capability, and the importance of understanding what is 'true' and what is not, particularly with the rise of 'fake news'.

  This workshop was the big opportunity to gain experience and gather knowledge on counter narrative and the impact of false news on social media in spreading radicalisation.

Arif Nezami, CEO, Preneur Lab was invited at Counter Narrative Workshop in Jakarta, Indonesia

- **Peace Summit:** Peace Summit is a round table seminar organize by Preneur Lab in every 3 months in the continuation of working on CVE issue. This is a platform to discuss, collaborate and develop capacity of CSOs and professionals to solve most pressing social or governance issues of recent times. Putting main focus on preventing and countering violent extremism, the summit will also a place for topics that is related with public good, young people and governance.

  Till now from November 2017 to March 2018 two (2) Peace Summit were arranged with the participation of **Hedayah Foundation, Moonshot CVE, UN Women, UNDP, USAID, US Embassy Dhaka, British High Commision Dhaka, Google, Facebook** and many other international organisations where the topics discussed on :

  - **Radicalization of Urban Youth**
  - **Use of Social Media on Violent Extremism**
  - **Refugee Crisis and Future Threats**
  - **Gender Perspective of Violent Extremism**
  - **Role of Media to PCVE**

  This initiative is jointly led by **Preneur Lab,** a **"technology for social good"** organization which is actively working on PCVE in universities, counter narratives and digital media monitoring and the **EMK Center** which is a non-partisan platform, committed to open dialogue, informed action, individual and artistic expression, and personal and professional development.

Pictures of Peace Summit

- **Trusted Flagger Summit:** Another special achievement is "Preneur Lab" has recently got invitation from Youtube to attend **"Youtube Trusted Flagger Summit 2018"** on **May 2018** at **Singapore** in appreciation of T4P Social Media team performances.

Conclusion & Recommendations _____

 With the experience of all the activities of this project, T4P team gave some recommendations for future collaboration. According to currents status of CVE in Bangladesh the following measures could be effective in preventing or countering violent extremism:

- **Social Media Research Continuation :** Since it is revealed that social media is the primary tools of radicalization and the exertion of Tech for Peace social media team in this CVE project was highly appreciated by the international partners as well as resources are utilized for many purposes, it is highly recommended that social media research should be continued and more contents should be created regarding P/CVE.

- **Engaging Urban Youth :** Working with the urban university youth was a great learning experience which indicates the lack of knowledge among youth regarding CVE. So it is very significant requirement to work with more university students to engage them with this issue. Also Digital Responders Training in universities should be conducted to spread the knowledge of P/CVE promptly.

- **Knowledge Exchange between CSOs :** There are numbers of Civil Society Organizations work on CVE but unfortunately there is no practice of knowledge sharing among them. These organizations should come forward and uncover their experiences and knowledges to prevalence P/CVE. Preneur Lab has already taken the initiative by organising **"Peace summit"** regularly which is being very appreciated.

- **Impact of Bangladesh General Elections 2018 :** Violent Extremism is considered as threats and this is the symptom of deeper social and political problems in Bangladesh which can create effects on the upcoming General Election of Bangladesh 2018. So effective measures should be taken immediately to avoid unrest situation in further.

- **Create Counter & Alter Narrative Contents :** There is not enough counter and alter narrative contents on internet which is a matter of concern as it is seen that most of the people driven to radicalisation by the VE contents of social media. So it is very

important to create more and more counter and alter narrative contents to prevents youth and other people from being radicalised and drive into VE activities.
Apart from this it is also most important to create Bengali Contents on counter and alter Narratives.

- **More Open Talks Required PCVE :** People of all generation specially youth should come forward to talk on this issue and involved with the activities of PCVE. They should be more open on this issue and talk about the effective measures to PCVE.

- **Interactive Approach Works for Youth :** There should be more interactive approach work organised in universities for youth so that they can involve themselves with this activities to raise awareness on PCVE and prevent them from radicalisation.

- **Create Tools to Detect Fake News :** As social media is the primary tool for spreading radicalisation at present so it is essential to create tools for detecting fake news so that users can easily understand what newses are true and what are not.

So in the conclusion this can be stated that to prevent or counter violent extremism and build a peaceful society, youth should be involved and utilise their talent on this issue. Besides, technology can't be ignored in terms of current circumstances of the society. Since mostly people are being influenced and affected by the internet and social media, it is important to increase the proper use of technology.

Also it will be more impactful if youths' talents and technology can be collaborated to work on CVE and create a violent free peaceful community.

———————————————