Combat Hate: Youth Empowerment Resources

Stop AAPI Hate

https://stopaapihate.org/

In response to the alarming escalation in xenophobia and bigotry resulting from the COVID-19 pandemic, the Asian Pacific Planning and Policy Council (A3PCON), Chinese for Affirmative Action (CAA), and the Asian American Studies Department of San Francisco State University launched the Stop AAPI Hate reporting center on March 19, 2020. The center tracks and responds to incidents of hate, violence, harassment, discrimination, shunning, and child bullying against Asian Americans and Pacific Islanders in the United States.

Pen America Online Harassment Field Manual

https://onlineharassmentfieldmanual.pen.org/

Whether you're experiencing or witnessing online abuse, this Field Manual offers concrete strategies for how to defend yourself and others. We wrote this guidance with and for those disproportionately impacted by online abuse: writers, journalists, artists, and activists who identify as women, BIPOC, and/or LGBTQIA+. Whatever your identity or vocation, anyone active online will find useful tools and resources here for navigating online abuse and tightening digital safety.

Games and Online Harassment Hotline

https://gameshotline.org/

The Games and Online Harassment Hotline is a free, text message-based, confidential emotional support hotline. TEXT "SUPPORT" to 23368 to get started. We are open 4pm – 7pm (Pacific) every Monday – Friday. USA only. We created the Hotline specifically for the gaming community. Whether you're a player, a developer, a streamer, a competitor — any part of this community — we're here for you, whether that means offering emotional support or finding the referrals and resources that you need.

Latinx in Gaming

https://www.latinxingaming.com/home

Latinx in Gaming serves as a platform to connect with Latinos across the gaming industry, promote cultural appreciation, representation in games/game-related content, and provide a platform for the Latinx community to elevate each other and themselves. They aim to provide a centralized hub for all Latinx Gaming events, projects and communities.

BEAM Collective (Black Emotional and Mental Health Collective)

https://www.instagram.com/_beamorg/

https://www.beam.community

BEAM is a national training, movement building and grant making organization dedicated to the healing, wellness and liberation of Black and marginalized communities. They provide a wide variety of resources on self-care, boundary setting, peer support, as well as events and training opportunities.

Take This

https://www.takethis.org/

Take This is a mental health advocacy organization with a focus on the game industry and community. We provide resources, training, and support individuals and companies that help the gaming community improve its mental well-being and resilience. The organization addresses the underlying conditions that can create and perpetuate mental health challenges: stigma, harmful studio culture, harassment and toxicity, lack of diversity and accessibility, and problematic game and community design.

The Trevor Project

https://www.thetrevorproject.org/wp-content/uploads/2019/06/IG-x-Trevor-Project_LGBTQ-Safety-Guide.pdf

Founded in 1998 by the creators of the Academy Award®-winning short film TREVOR, The Trevor Project is the leading national organization providing crisis intervention and suicide prevention services to lesbian, gay, bisexual, transgender, queer & questioning (LGBTQ) young people under 25. This particular PDF guide was designed to support the well-being of users on Instagram, particularly focused on the LGBTQ community, but the advice is helpful for all young social media users.

DoSomething

https://www.dosomething.org/us/campaigns

DoSomething is the largest not-for-profit exclusively for young people and social change in the world. DoSomething's millions of members represent every US area code and 131 countries. Using their digital platform, DoSomething members join their volunteer, social change, and civic action campaigns to make real-world impact on causes they care about. Previous campaigns included: "No To Hate" – members flagged white nationalist and other hateful content online; "Disrupt Racism" - Step-by-step guides to start a conversation with friends and family about how to actively be anti-racist and disrupt racism in your communities (or practice self-care if you identify as Black). You'll also get advocacy actions that can make an impact to protect Black lives.

Any Key

https://www.anykey.org/en

Any Key advocates for diversity, inclusion, and equity in gaming & live streaming. AnyKey is a non-profit organization that fosters change and empowers the champions making a difference in e-sports, competitive gaming, and live streaming. Through our innovative and impactful programs we are working to build a more inclusive and accessible world for all gamers.

Kindess.org

https://acts.kindness.org/initiatives

Kindness.org is a nonprofit with a bold hypothesis: Kindness is the catalyst in solving the world's biggest challenges. We believe a kinder world is possible, and we're here to make it happen. Kindness is millions of years old. It has seen us through fire, floods and famine; through wars, depressions, great migrations, and global pandemics. Today, it remains our greatest asset. But how to be kind in the crises surrounding us? So, instead of a random act of kindness, try one of our recommended acts and let us know how it goes – including sharing a positive news story online, responding to a negative comment with positivity, and leaving a positive note for a classmate.

Peace First

https://www.peacefirst.org/challenge

Peace First is a 501(c)3 organization co-led by young people that empowers youth ages 13-25 to create a more compassionate, just and peaceful world by providing digital tools, community

support, start-up funding and stories that celebrate their social change journeys and impact. Our work began as a school-based youth empowerment model in the US and, since then, we have matured into a global NGO supporting youth-led projects and connecting thousands of young social change leaders from over 150 countries. Through our digital platform — the world's largest incubator for youth-led social change initiatives — Peace First offers young people ages 13-25 the skills and resources necessary to turn their ideas into action. We currently host over 19,000 young users on our digital platform and are supporting over 7,000 youth-led projects. The Peace First Challenge helps young people (ages 13-25) create and lead projects that address injustice in their community through compassion, courage and collaborative leadership. They provide mini grants, virtual training and mentorship.

Digital Control – Consumer Reports Guide

https://www.consumerreports.org/social-media/combat-hate-speech-and-misinformation-on-social-media/

This guide provides detailed steps for avoiding much of the toxic content that's shared on leading social media sites, starting with the largest platforms, and working down. It also tells you how to report users or posts that violate a platform's policies. (There's no guarantee that a company will take action in response.)

TikTok Reporting

https://www.tiktok.com/safety/

https://www.tiktok.com/community-guidelines

TikTok has an online safety center and community guidelines dedicated to tackling issues including hate speech and cyber-bullying on their platform.

Hate is a Virus

https://hateisavirus.org/

Hate Is A Virus is a nonprofit community of mobilizers and amplifiers to dismantle racism and hate. Hate Is A Virus continues to amplify, educate and activate Asian American and Pacific Islanders to stand for justice and equality in solidarity with other communities. We do this by mobilizing our community to participate in local and national campaigns, creating safe spaces for dialogue and education, and providing actionable steps and funding in partnership with trusted community leaders and organizations.