## **Project fact sheet**



# BRYCA: Building Resistance in Youth in Central Asia to the influence of illegal hate speech and misinformation online and on social media

Implementing organisation(s)	IREX Europe
Duration	2019-2022
Project budget	Total budget - €1,9 million
	EU contribution - € 1,73 million
Project	MediaNet International Centre for
partners	Journalism (KZ), Media Support
	Center Foundation(KYR),
	Gurdofarid (TJ), Modern
	journalism development center
	(UZ)
Location	Kazakhstan, Kyrgyzstan, Tajikistan,
	Uzbekistan
Keywords	Online misinformation, hate
	speech, Central Asia

#### **Program Development Objective**

The project aims at promoting critical thinking and strengthening the resilience of youth to misinformation and hate speech online

#### Main target groups

Vulnerable and marginalised youth aged between 12 and 35 years, teachers, educators, youth leaders, community workers and other people involved with youth from Kyrgyzstan, Tajikistan, Kazakhstan and Uzbekistan.

#### Key challenges that the program helps to address:

- Poor standards of press freedom, freedom of expression and independent journalism at the regional level
- Low levels of media and information literacy among youth, teachers and educators
- Low levels of awareness in society of the role and responsibilities of the media in a democratic society
- High levels of hate speech and misinformation online, including on social networks

- ➤ Expanded access to online information and educational tools that counter disinformation and illegal hate speech, promote critical thinking and the use of independent and reliable sources in central Asia
- > Increased civil participation among youth
- Resilience to disinformation and hate speech that will support a more stable and democratic society
- ➤ Increased media and information literacy pedagogical skills among teachers and educators.

#### Main activities

- Media monitoring of online media and social media in the 4 target countries to assess the level of hate speech and disinformation as well as define the trends
- ➤ Development of an educational online game (for Android and Desktop) targeting youth to involve them in Media and Information Literacy activities. The game will be available in Russian, Tajik, Uzbek, Kyrgyz and Kazakh
- Media and information literacy offline training for youth, involving follow up civic actions

### Implementation status: ongoing

