Screen to Session: Addressing Gaming and Anime Subcultures with Individuals Who Have Sexually Offended

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Screen to Session: Addressing Gaming and Anime Subcultures with Individuals Who Have Sexually Offended Sexual Offender Risk Review Board – November 17, 2026, Safer Society

Slide 2

Elizabeth Bigham Christian Alvord Tracy Alvord Markus Wiegel Perspectives

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Important Notice to Attendees Content Warning Before we begin, please be aware that the following presentation includes discussions of sensitive topics and visual depictions of nudity. This content is intended strictly for educational and professional discussion. We understand this content may be uncomfortable or triggering for some individuals. If you feel uncomfortable at any point, please feel free to step out of the room or look away.

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Learning Goals • Describe unique aspects of video games and gaming/streaming communities that may increase the risk of sexual offending • Explain how grooming through video games and gaming- focused social media platforms is similar to, and differs from, general online grooming techniques • Identify how

online sexual exploitation of children is detected on social media platforms (e.g., Discord) and describe investigative methods used to identify individuals who use gaming and social media environments to exploit vulnerable populations

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From Arcade to the Olympics

Visible game titles: PAC-MAN; STARFIELD. [Visual slide; no narrative image description is supplied.]

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• In a survey of 10- to 17-year-olds, 56% of child abuse incidents occurred on social networking sites, and 6% occurred in video game chat rooms or gaming websites. (UNICEF, 2019) • Grooming increased by 70% from 2017-2018 to 2020-2021 (UNICRI report on gaming, 2022) • Zhou & Peterson (2025) found that 57% of adult women reported experiencing one or more types of sexual harassment during online gaming

Table 2. Types of Sexual Harassment (N = 182):

• Made comments about my body/appearance after I asked them to stop: 65 (35.7%).

• Continued to make sexual requests after I asked them to stop: 58 (31.9%).

• Sent me sexually explicit images without my permission: 22 (12.1%).

• Made highly sexual remarks to or about me after I asked them to stop: 68 (37.4%).

• Repeatedly expressed sexual/romantic feelings after I indicated I was not interested: 67 (36.8%).

• Made a rape joke at my expense or threatened to rape me: 49 (26.9%).

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CSEM on Discord Between March 2025 and March 2026, Discord: • Disabled 861,627 accounts for CSEM • Filed 518,399 CyberTips with NCMEC • including 339,617 reports involving photo or video content. (Discord, 2026)

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Rapelay • RapeLay is played from the perspective of a recidivist sex offender who has a history of previous arrests. • In the game, the player stalks and subsequently rapes a widowed 42-year-old mother and her two daughters (age 17 and 12). • After the player finishes raping all three, Free Play mode is unlocked, where the player can engage in sex with the same three individuals in a variety of selectable stages.

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New Possibilities Bring New Challenges Online multi-player games provide another way • for individuals who sexually abuse to access and groom potential victims Gaming-related social media platforms, some with • with few guardrails, provide a means for disseminating Child Sexual Exploitation Materials (CSEM) Videogames with sexual content that are very • similar to pornography, with some promoting sexual violence

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Who is Playing Video Games?

According to the Entertainment Software Association (2026): YouGov conducted a 20-minute online survey in the U.S. from February 11–25, 2026 among 13,545 total respondents recruited from their proprietary online panel.

• 9,932 gamers: 1,961 kids/teens and 7,971 adults who spend at least 1 hour/week playing video games on a smartphone, tablet, PC, console, or VR headset.

• 3,613 non-gamers (adults) who either don't play video games or spend less than 1 hour/week playing.

Video games are one of America's favorite forms of entertainment, bridging ages, genders, regions, and ethnicities.

Average player age: 37. 212.3 million Americans (ages 5–90) play video games. 67% of the U.S. population report playing video games 1+ hours a week.

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Who is Playing Video Games?

Platforms played among total U.S. households: Mobile, 73%; PC, 52%; Console, 44%; Virtual reality, 10%.

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Who is Playing Video Games?

Kids (ages 5–17): 84%; Adults (ages 18–90): 63%; Alpha (ages 5–13): 83%; Gen Z (ages 14–29): 82%; Millennials (ages 30–

45): 71%; Gen X (ages 46–61): 56%; Boomers (ages 62–80): 50%; Silent (ages 81–90): 32%.

Player gender, among all players: Male, 53%; Female, 46%; non-binary/prefer not to say, 1%.

Among U.S. teens, 61% of boys vs. 22% of girls play video games daily (Gottfried & Sidoti, 2024).

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New Possibilities Bring New Challenges • Child and adolescent players are more vulnerable because they are multi-tasking and because they think they already have something in common with the other players. • The online disinhibition effect (Suler, 2004): the anonymity, lack of verbal cues, and lack of legitimate authority in video game environments lessen the restraints of social norms, making players feel more comfortable to act in an abusive manner (Fox & Tang, 2017) • The use of avatars can obscure the age and gender of the person with whom the child is interacting. • VTubing (Virtual YouTubing): Streaming while using an interactive 2D or 3D animated avatar (often anime inspired) that mimics streamers' real expressions and reactions through facial tracking software.

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Who is Playing Video Games?

Percentage of players who have ever played games with others online or offline, among total players age 8+: Alpha, 91%; Gen Z, 89%; Millennials, 76%; Gen X, 51%; Boomers/Silent, 35%; Male, 76%; Female, 64%.

Who do players typically play with? Among the 70% of players age 8+ who play with others: Others I don't know online, 80%; Friends, 62%; Online-only friends, 38%; Siblings, 31%.

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New Possibilities Bring New Challenges • Children are more vulnerable because they are multi- tasking and because they think already have something in common with person they are interacting with. • The use of avatars can obscure the age and gender of the person with whom the child is interacting. • Real-time communication through voice chat or proximity chat which allows players to interact in localized areas where their conversations may not be overheard by others . (Merry & Whitfield, 2024)

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Who is Playing Video Games?

72% of online players age 8+ have used communication tools like in-game text and voice chat to talk to others while playing.

Players who use in-game communication tools by gender and generation, among total players age 8+ who communicate online: Alpha, 85%; Gen Z, 90%; Millennials, 79%; Gen X, 51%; Boomers/Silent, 35%; Male, 79%; Female, 63%.

Among the 41% of U.S. adults who have personally experienced online harassment, 15% reported their most recent experience involved being sexually harassed while online gaming (Vogels, 2021).

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New Possibilities Bring New Challenges • Children are more vulnerable because they are multi- tasking and because they think already have something in common with person they are interacting with • The use of avatars can obscure the age and gender of the person with whom the child is interacting. • Real-time communication through voice chat or proximity chat which allows players to interact in localized areas where their conversations may not be overheard by others. • The exchange of virtual in-game gifts can also serve as tools for establishing trust and grooming both children and adolescents. (National Society for the Prevention of Cruelty to Children, 2023)

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Who is Playing Video Games?

From cosmetic items to downloadable content, players increasingly embrace in-game purchases as a way to personalize and enhance their playing experience.

58% of players age 8+ have ever purchased in-game content.

By group: Alpha, 69%; Gen Z, 78%; Millennials, 67%; Gen X, 41%; Boomers/Silent, 22%; Male, 65%; Female, 50%.

Types of in-game content purchased, among total players age 8+: In-game currency, 34%; Skins or customization items, 27%; Season Pass/Battle Pass, 26%; Expansion packs, 26%; Additional maps/levels, 19%; Randomized content packs, 15%.

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National Center for Missing & Exploited Children — 2025 CyberTipline Reports by Electronic Service Providers (ESPs)

21.1 million CyberTip reports were submitted by electronic service providers in 2025. What's the breakdown for the "big" gaming platforms?

Discord: 489,782; Roblox: 65,381; PS5: 9,074; Twitch: 2,390; Xbox: 1,652; Oculus: 1,359.

Slide prompt: Steam?

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National Center for Missing & Exploited Children — 2025 CyberTipline Reports by Electronic Service Providers (ESPs)

The platforms that children are being moved to for sextortion purposes: Easier to chat on; perhaps not as heavily monitored.

Reports by platform: Snapchat, 752,031; Kik, 111,394; Chat4free.net, 45,768; Badoo, 17,498.

Slide notes: Snapchat and Kik are marked "probably skewed." Badoo is followed by "…or substitute any other popular dating app."

Slide 21

2025 Annual Report Parental controls • • Web filtering • Screen time control • Location tracking • Content monitoring https://www.bark.us/ Analyzed more than 11 billion online activities across 30+ apps and • social media platforms • "Activities" included text messages, emails, social media posts, DM's, chats, etc.

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Bark — 2025 Annual Report

Highest volume of flagged conversations:

Sexual content: X; Kik; Reddit; Tumblr; Instagram.

Risky online predator: Snapchat; Roblox; Instagram; TikTok; Discord.

Online grooming: Snapchat; Instagram; Discord; GroupMe; Reddit.

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Modern games are not just entertainment; they are communication platforms. Fortnite, Roblox, Minecraft, Call of Duty, Destiny, VRChat — all of these include: WHAT'S THE • Real-time voice chat • Private messaging ISSUE • Friend requests • User-generated content • Player-run groups, clans, guilds • Matchmaking that pairs adults with minors This makes them structurally similar to Discord, Instagram, or TikTok, but with far less oversight.

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Discord — Demo

[Live demonstration. No transcript is included in the source PDF.]

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FBI — Open Letter to Parents, Guardians, and Caregivers

February 19, 2026

Dear Parents and Guardians,

Our commitment to community safety starts with keeping you informed, especially when it comes to the safety and security of our children.

The FBI is extremely concerned about a sharp increase in the activity of “764” and other violent online networks targeting and exploiting children and other vulnerable individuals across the United States and here in New England. While these networks are often referred to as “764,” there are many other offshoot networks and names.

Members of these networks connect with children and other at-risk individuals online through mobile messaging apps, social media and gaming platforms, then manipulate or coerce them into producing and sharing graphic content, child sexual abuse material (CSAM), or engaging in acts of animal cruelty, self-harm, or violence. Some of these predators even watch live-streamed self-harm and other violent content and continue to extort their victims and exert control. It’s a tactic known as Sadistic Online Exploitation.

Here in FBI Boston’s area of responsibility, there have been instances where members of these networks have also utilized doxing and swatting as an intimidation tactic to coerce victims into performing increasingly degrading and violent acts.

The term Nihilistic Violent Extremism (NVE) refers to what is motivating most of these subjects to commit criminal acts. They want to sow chaos and facilitate the destruction of society. However, not all participants in these violent online networks are motivated by NVE. These subjects may be engaging in criminal

activity for sexual gratification, social status, a sense of belonging, or for a mix of other reasons. Each case is evaluated individually to determine if Nihilistic Violent Extremism is involved.

Regardless of motivation, the FBI takes each case seriously and works with its law enforcement partners, both domestic and foreign, to ensure offenders are held accountable.

The FBI is determined to identify and stop these criminal networks. Right now, we are investigating over 350 subjects nationwide who are tied to these violent online networks, and all 56 FBI field offices across the country are involved in these investigations.

While many of the victims are young females, any child can be at risk. The perpetrators themselves are often males under the age of 25 and come from all walks of life. They often groom victims by first establishing a trusting or romantic relationship before eventually manipulating and coercing them into engaging in escalating harmful behavior designed to shame and isolate them.

What is 764? • Decentralized, global network of online communities that glorifies violence and engages in a range of criminal activities, including sextortion, the distribution of child sex abuse material (CSAM), swatting, SIM swapping, and doxing • Targets and exploits vulnerable individuals online, particularly children • …most of their criminal and violent actions are driven by a desire to obtain status and influence within the 764

network… • Founded by a 15-year-old from Texas https://www.adl.org/resources/backgrounder/764

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Case Examples

[Visual/title slide. No case narrative is provided in the available source text.]

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Even offenders who are legally barred from contacting minors can easily: • Join public lobbies with children • Use voice chat to build rapport • Send private messages ACCESS TO • Add minors as friends • Follow them across games/platforms MINORS • Move conversations to less monitored apps (Discord, Snapchat, etc.) Games with avatars and role-play elements (Roblox, VRChat, Rec Room) are especially risky because they blur age cues and encourage intimate or private interactions.

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Kim’s Sex Tape & Roblox

Visible video text: “Kim Kardashian Devastated”; “Entertainment Cam”; “I feel so bad for kim as a mother it’s horrible to go through this”; “KIM PHONE KANYE WEST.” Video player: 0:00 / 1:45.

[Embedded video. No spoken-audio transcript is included in the source PDF.]

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DEMO Steam has 132 million monthly active users and 69 million daily active users, with a peak of over 42 million concurrent users.

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Victim: 12-year-old boy

[Visual slide. No additional case narrative or image description is provided in the available source text.]

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Victim: 8-year-old

[Visual slide. No additional case narrative or image description is provided in the available source text.]

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VR

VR platforms (VRChat, Rec Room, Horizon Worlds) introduce: physical-like proximity; body language; private rooms; avatar intimacy; whisper chat; touch interactions.

This creates a more immersive environment where minors may feel emotionally connected to adults they meet. Law enforcement has flagged VR as a high-risk grooming environment.

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SUPPLEMENTAL THERAPY TOOLS FOR THOSE THAT HAVE COMMITTED A SEXUAL OFFENSE TRACY ALVORD, MS,LPC – SORRB EXECUTIVE DIRECTOR TRACY.ALVORD@SORRB.GA.GOV

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VIDEO GAMES As Substitute Pornography

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The frequency of sexual thoughts and behavior SEXUAL DRIVE/ and the degree to which a person who has PREOCCUPATION sexually offended has sexual thoughts that interfere with interpersonal and/or prosocial Stable 2007 functioning.

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RESEARCH/CONSIDERATIONS Those that sexually offend are typically more interested in sex and more sexually active than non-offending males. High rates of impersonal sex are associated with paraphilic interests, such as exhibitionism, voyeurism, and sadism/masochism. The general construct of sexual preoccupation significantly predicted sexual, violent, and general recidivism.

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When a person who has sexually offended relies on sexual thoughts or behaviors to self-sooth or SEX AS COPING mitigate unwelcome feelings of tension, anger, Stable 2007 hostility, or anxiety. What is problematic is when sex becomes the dominant coping strategy.

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RESEARCH 10-20% of the general non-criminal population become aroused or have an increased likelihood of thinking about sex when they are anxious, depressed, or angry. *These

individuals were both more likely to engage in high-risk sexual behaviors and were over-represented by those that molest children. Coping with sex is a significant predictor of sexual recidivism.

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OFFLINE GAMES Even single-player games can be problematic in specific contexts: But modern consoles (PS5, Xbox, Switch) are inherently online. Even “offline” games often require accounts, updates, or online activation. If an offender is allowed to own a console or PC, it is extremely difficult to ensure they are: • Not creating hidden accounts • Not using online features • Not communicating with minors • Not accessing chat-enabled games • Not using gaming platforms to circumvent restrictions

Visible game controls: Hide; Delete; Back.

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Steam is a big library for video games on the PC created by valve (video game company). It started off as just a way for them to do AI PORN automatic updates for their games in 2003 but later on they started allowing third-party games GAMES to be uploaded which made it one of the largest gaming platforms in the world. Steam gets rid of the need for physical games making it to where anyone can download anything, anywhere, whenever.

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Steam — Demo

[Live demonstration. No transcript is included in the source PDF.]

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EVALUATION MIDSA

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Multidimentional Inventory of Development, Sex, and Aggression (MIDSA) – Sexual Drive Scale (Charlie/Jeff)

Sexualization I (Sexual Drive) Scales

The MIDSA includes one factor scale and one rational scale that describes the intensity and intrusiveness of sexual fantasies and the frequency of sexual activity. The respondent's scores on these scales appear in the charts below. Note that these are standardized against community adults.

Description of the Sexualization I Scales:

Sexual Preoccupation. This factor scale consists of seven items. Respondents who score high on this scale report that they think, daydream, and dream about sex frequently.

Hypersexuality. This rational scale consists of five items that measure sexual drive. Respondents who score high on this scale report frequent sexual activity and/or the need to have sex frequently.

Report of Individual Questions on the Hypersexuality Scale:

The respondent scored higher than 1.5 standard deviations above the mean of the community males on the Hypersexuality Scale. So that you can target his problems in therapy, here are the answers he gave to the questions on the scale. To interpret his responses, it is helpful to know that the mean of the

community sample on the true-false items fell approximately in the “possibly false” category.

[The chart’s plotted values are not available in the source text.]

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Responses

• “There have been times when sex was on my mind so much that I had to make love or masturbate once a day or more.” Response: Definitely true.

• “At times I have almost been driven insane by my thoughts about sex.” Response: Definitely false.

• “I need to masturbate or have sex every day so that I feel less tense.” Response: Not sure.

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Masculine Adequacy & Sexual Inadequacy Scales

Rapists as a group have been found to score above average on Masculine Adequacy and below average on Sexual Performance Anxiety. In contrast, extrafamilial child molesters tend to score below average on Masculine Adequacy and above average on both Sexual Performance Anxiety and Anxiety toward Women.

Description of the Supplemental Scales:

Masculine Adequacy. This scale consists of five items. Respondents who scored high on this scale report that they are manly, good in fights, and in sex.

Sexual Performance Anxiety. This scale consists of three items that measure anxiety about their penis and their sexual performance.

Anxiety with Women. This scale consists of five items. Respondents who score high on this scale report feeling anxious, nervous, inadequate, and guilty around women and sex.

Erectile Dysfunction. This scale consists of three items. Respondents who score high on this scale report difficulties with erection and ejaculation.

Report of Individual Questions on the Masculine Adequacy Scale:

The respondent scored lower than 1.5 standard deviations below the mean of the community males on the Masculine Adequacy Scale. So that you can target his problems in therapy, here are the answers he gave to the questions on the scale. To interpret his responses, it is helpful to know that the mean of the community sample on these items fell slightly above the “not sure” category.

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Responses

• “Females think I am physically attractive.” Response: Definitely false.

• “I think I am really manly.” Response: Definitely false.

• “I have always been able to defend myself in fights.” Response: Definitely false.

• “I think that I am good at satisfying women or girls sexually.” Response: Not sure.

• “When it comes to sex, I am just as good as my friends.” Response: Definitely false.

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Anxiety with Women Scale

Report of Individual Questions on the Anxiety with Women Scale:

The respondent scored higher than 1.5 standard deviations above the mean of the community males on the Anxiety with Women Scale. So that you can target his problems in therapy, here are the answers he gave to the questions on the scale. To interpret his responses, it is helpful to know that the mean of the community sample on these items was in the “possibly false” range.

The respondent reported that he is very shy and introverted. He explained that he is this way around everyone. He stated that others have to initiate conversation.

• “I feel nervous around females.” Response: Definitely true.

• “I feel embarrassed if I talk about sex.” Response: Definitely true.

• “When I have sex with a woman or girl, I feel nervous.” Response: Definitely true.

• “It is hard to talk to women or girls.” Response: Definitely true.

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Anxiety with Women Scale — Post-Test Interview

After failing his first exam, Mr. xxx was informed of his significant response to the question, “Since your release, did you masturbate to someone under 18?” Mr. xxx stated he had been watching 9- or 10-year-old girls masturbate on Twitter. Mr. xxx stated he watched them and masturbated to them about 3 times but no more than 5 times.

Mr. xxx was informed of his significant response to the question, “Since your release, did you have online contact with someone under 18?” Mr. xxx stated he plays online games and he is not sure if some of the other players are 18.

Mr. xxx was informed of his significant response to the question, “Since your release, did you masturbate to someone under 18 more than 5 times?” Mr. xxx stated he had watched about 10 to 15 different 9- to 10-year-old females masturbate on Twitter.

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Post-Test Interview (continued)

Regarding pornography: Mr. xxx stated he viewed adult pornography approximately every day until he met with his treatment provider. Mr. xxx stated that since then he viewed pornography twice. Mr. xxx stated he views substitute adult pornography approximately every day.

Post-Test Interview: After failing his exam, Mr. xxx was informed of his significant response to the question, “Since your release, did you masturbate to someone under 18?” Mr. xxx stated he

had been masturbating to about 10 to 15 videos of 15- to 16-year-old females masturbating on Twitter.

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Caleb — Sexual Preoccupation

The respondent scored higher than 1.5 standard deviations above the mean of the community males on the Sexual Preoccupation Scale. To interpret his responses, it is helpful to know that the mean of the community sample on these items was approximately “a few times a year.”

• “Before going to sleep, I think about sex.” Response: Almost every day.

• “I have thought about sex.” Response: Almost every day.

• “There have been times when I thought about sex all of the time.” Response: Once or twice a month.

• “I have sex dreams when I sleep.” Response: Once or a few times.

• “I get sexually turned on easily.” Response: Almost every day.

• “When I am bored, I daydream about sex.” Response: Once or twice a month.

• “While working at a job, my mind will wander to thoughts about sex.” Response: Once or twice a month.

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Caleb — Hypersexuality Scale

The respondent scored higher than 1.5 standard deviations above the mean of the community males on the Hypersexuality

Scale. To interpret his responses, it is helpful to know that the mean of the community sample on the true-false items fell approximately in the “possibly false” category. The community sample’s mean response on the “how often” item was “three to five times a week.”

The respondent admitted that he thinks about sex a lot. It’s a struggle when he goes into public to look down and not look at women. “I don’t think about having sex with them, I just look at them.” He says he knows if he looks too long, he might fantasize about them. He stated that it’s not as bad as it used to be. He indicated that his wife has never turned down sex with him. They did not have sex before marriage.

• “There have been times when sex was on my mind so much that I had to make love or masturbate once a day or more.” Response: Definitely true.

• “At times I have almost been driven insane by my thoughts about sex.” Response: Definitely false.

• “I need to masturbate or have sex every day so that I feel less tense.” Response: Definitely false.

• “I sometimes think about sex so much that it gets on my nerves.” Response: Definitely true.

Question: “If you had your choice, how often would you prefer to have sex?” Respondent’s response: “Twice a day.”

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Caleb

Regarding pornography: Mr. [redacted] denied viewing any pornography since his last exam. During his last exam, Mr. [redacted] stated he was watching YouTube, Facebook, and Instagram looking for substitute porn, and accidentally viewed nude images on his wife's cell phone. Mr. [redacted] stated he reported this to his probation officer.

Mr. [redacted] stated since his last exam, he viewed a sexually explicit pop-up of an adult female performing oral sex on an adult male. Mr. [redacted] stated he viewed nude animated characters on video games.

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SEXUALLY EXPLICIT MATERIAL COMMUNITY SUPERVISION & TREATMENT

Slide 54

Special Sex Offender Conditions

Sexually oriented material. You shall not possess or subscribe to any sexually oriented or sexually stimulating material to include mail, computer, or television, nor patronize any place where such material or entertainment is available.

Images of minors. Except as authorized by the Court or the Probation Officer, you shall not create, possess, access or control any type of photograph, video, rendering, or digital imagery of any minor.

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Definition of Pornography (from the online recovery community NoFap)

It does not matter if that thing that you have searched/viewed/listened to and masturbated to online, on cable TV, read, etc. is technically porn. What matters is why you chose to engage with it. Did you engage with it to stimulate erotic feelings? In other words, even if it isn't technically porn, are you treating the material pornographically? In a sense "porn" can be in the eye of the beholder. For example, a photograph of a foot or an armpit might be disgusting to some people and highly arousing for others.

If you are engaging in media (or other material) with the intention of eliciting a sexual response, for all intents and purposes it is considered "pornography". Such conduct often reinforces your prior habit or can create a habit and potentially deviant sexual interest. Watching a movie containing nudity for entertainment doesn't "count," but intentionally watching a film for the purpose of a sexual thrill is. Following this perspective, masturbation to erotic fiction, softcore images, non-porn pictures that you find sexually exciting, and animated porn falls under "obscene material(s)."

Accidental or inadvertent exposure to sexual media does not "count" just so long as you don't continue to engage with it.

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LEGAL IMAGES USED AS CSEM

[Visual slide. No additional case narrative or image description is provided in the available source text.]

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Guess Her Age

[Image-based activity. The available source text provides no image description or answer.]

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•Michael Pitt in Dreamers • Escapism and Fantasy: Inside the apartment, the trio isolate themselves from the real-world political revolution. They engage in intense psychological games, film trivia challenges, and escalating sensual exploration that blurs emotional and physical boundaries.

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•Austin Robert Butler is an award-winning American actor known for his dedication to his roles and his portrayal of Elvis Presley.
•He appeared in Disney Channel and Nickelodeon shows and had recurring roles in teen dramas like Life Unexpected and Switched at Birth.

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Phones, Gaming Systems, Computers

Facebook profile screenshot: Gory Cr; gory. Controls: Add Friend; Follow; Message; More. Studying at Facebook. Studied at Miami University. Went to Lemon - Monroe High School.

Friends list screenshot: Derrick’s Friends. Suggestions; Mutual; All. Add Friend. [Several profile names are obscured.]

Visible phone text: Verizon; 4:40 PM; Gory Cr.

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The PROTECT Act (2003) U.S. Federal Law: Possession of obscene visual depictions ANIME of minors — including cartoons or anime — can be illegal.

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What is the Core Problem? The issue is not anime itself — it's specific anime content that includes sexualized minors. • "Loli," "shotacon," and similar tropes depict child-like characters • They conflict with treatment goals for offenders with deviant sexual interests • They can be used as fantasy rehearsal or grooming scripts

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Mixed Messages From psychology: Kewpie Doll Effect • Explains how a child's physical features, such as lengthened forehead, large eyes, and rounded face, motivate the caregiver to take care of them (Konrad Lorenze). The child's physical features are said to resemble a Kewpie doll. • Many anime depictions combine a child-like (prepubescent) face with a physically mature (postpubescent), if not exaggerated, body.

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Problematic Themes

Accidental pervert; Chikan/Groping; Loli/Shotacon – depiction of prepubescent girls in a sexually suggestive manner.

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Problematic Themes

Visible video title: “goblin slayer episode 1 - Battle in the cave [english dub] [HD]”. Other visible text: “histoire d’amour”. Video player: 5:26 / 17:35.

[Embedded video. No spoken-audio transcript is included in the source PDF.]

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Yamada’s First Time: B Gata H Kei

Yamada is the cutest girl in the entire school, and she wants to have her way with 100 different boys before the final bell rings. There’s just one problem: she’s never even been kissed! Lucky for her, class geek Kosuda is ready to serve as her own personal Sex Ed dummy! Can these wannabe lovebirds master the art of seduction before the sun sets on high school forever?

Content advisory: 18+; Nudity, Sexual Content, Suggestive Dialogue. Duration: 1 season, 12 episodes. Audio: English. Subtitles: English.

Ah My Buddha!! — 18+; Sub | Dub; Comedy, Slice of Life, Supernatural.

Sixteen-year-old Ikkou Satonaka has raging hormones that make every other boy’s look simply weak in comparison. When he gets turned on, he’s literally turned into a super-powerful Buddhist monk capable of vanquishing the m... [description truncated in source].

Controls: Add to Watchlist; Continue S1 E13; 8m left; Details; More Like This.

History:

• S1 E13: Ah My Buddha!! — 01/30/2025.

• S1 E5: That Time I Got Reincarnated as a Slime — 01/23/2025.

• S1 E13: Shangri-La Frontier — 01/11/2025.

• E2: Yamada’s First Time: B Gata H Kei — 01/06/2025.

• E1: Yamada’s First Time: B Gata H Kei — 12/29/2024.

• E11: Cautious Hero: The Hero Is Overpowered but... — 12/28/2024.

• E10: Cautious Hero: The Hero Is Overpowered bu... — 12/28/2024.

• SPY x FAMILY — 12/19/2024.

• E9: Cautious Hero: The Hero Is Overpowered bu... — 12/17/2024.

• E6: RIN—Daughters of Mnemosyne — 12/14/2024.

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Anime & Video Games Demo

Other visible text: Shokugeki no Soma! Wars!; 30; BRUTALES Y. [No demonstration transcript is included in the source PDF.]

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Problematic Themes

Visible video title: Shokugeki no Souma - Mayu and the Grilled Squid with Peanut Butter. Visible subtitle: “Here, dig in. It’s so disgusting, you’ll laugh.” Video player: 0:22 / 1:17. Overlay: FPS N/A; GPU 15%; CPU 14%; LAT N/A.

[No full spoken-audio transcript is included in the source PDF.]

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Why this matters for gaming environments: Many games use anime-style art Underage characters are common OVERLAP Fan-service sexualization is widespread Modding communities create explicit content Online gaming communities include minors

Slide 70

SEX GAMES/MODDING CHRISTIAN ALVORD, BS COMPETITIVE GAMER

Slide 71

Video game modding is the process of altering or adding content to a WHAT IS game to create a customized MODDING experience, ranging from simple cosmetic changes to complete gameplay overhauls.

Slide 72

Regular Skins Marvel Rivals Mods – Nexus Mods DEMO Example Sexed Up Mods Jiggle Physics

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Core Risk Factors

• Mods can introduce prohibited or high-risk themes.

• Some modding sites lack age verification.

• Sexualized mods can be downloaded privately, bypassing monitoring.

• Multiplayer environments may expose offenders to minors while using modded content.

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TREATMENT & SUPERVISION CHALLENGES Dynamic content: Mods change constantly, making monitoring difficult Third-party downloads: Officers cannot easily track mod files Cloud storage: Mods can be stored off-device Social environments: Multiplayer games include minors Fantasy rehearsal: Some mods may reinforce harmful cognitive patterns

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SUPPLEMENTS TO TREATMENT *Instruction on appropriate/healthy fantasy* Monitoring program Online pornography addiction group • Ammonia/Taste Aversion SSRI or Naltrexone • Rule out ADHD No Internet & iPhone programmed

Slide 76

Accountable2You — Activity log

• Jul 6, 2025, 10:39 AM. App: messages. Notification: Jason: See I got this bad girl that need a place her name is Amanda and she is hot [fire emoji]. You could be fucking for free cause she will pay you half your rent.

• Jul 2, 2025, 7:12:07 AM. App: youtube music. Activity: Shake Dat Ass (Twerk Song).

• Jul 2, 2025, 6:59:49 AM. App: youtube music. Activity: Shake Dat Ass (Twerk Song).

• Jul 2, 2025, 6:58:23 AM. App: youtube music. Activity: Shake Dat Ass (Twerk Song).

• Jul 2, 2025, 6:51:41 AM. App: youtube music. Activity: Crazy Bitch.

• Jul 2, 2025, 6:51:08 AM. App: youtube music. Activity: Crazy Bitch.

• Jul 2, 2025, 5:38:30 AM. App: youtube. Activity: PURE TABOO • CHEER PRACTICE • Taboo Short Film - Adult Time.

• Jul 2, 2025, 3:17:41 AM. App: youtube. Activity: Lolita (1997) deleted scene 3 (Dolores “Lolita” Haze and Humbert - desk scene).

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YouTube

Visible video text: CHEER PRACTICE. [No spoken-audio transcript or further image description is included in the available source text.]

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Ammonia Aversion

Visible product text: AMMONIA; Cotton Balls; 100% Cotton; Multipurpose; 100% Pure Cotton; Naturally Soft & Gentle; Hypoallergenic; Ammonia Sport Squeeze; Ammonia Inhalants; 10 Single Use Capsules. [No procedure is provided in the source text.]

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Taste Aversion

Visible product text: HOT SAUCE; Fast Pain Relief; Goody’s; Extra Strength; Headache Powder; Aspirin; 81 mg Delayed-Release Tablets; Pain Reliever (NSAID); 500 Tablets. [No procedure is provided in the source text.]

Slide 80

PHARMACOLOGICAL INTERVENTIONS • SSRI • Selective Serotonin Reuptake Inhibitors used off-label focused on managing obsessive thoughts, reducing sexual compulsivity, and utilizing sexual side effects. • Naltrexone • Opioid receptor antagonist evaluated off-label to help reduce hypersexual urges, compulsive sexual behaviors, and paraphilic fantasies. • Blocks the brain's reward pathways to lower the dopamine-driven pleasure linked to these repetitive urges. • Antiandrogen Treatment (testosterone-suppressing drugs) • Used with more severe sex offenders with paraphilic disorders

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Naltrexone • Sexual arousal and orgasms trigger release of endogenous opioids (e.g., endorphins) in the brain increasing dopamine release to the reward centers. • Naltrexone is a competitive, long-acting opioid receptor antagonist (i.e., blocks dopamine receptors in the brain). • As a result, Naltrexone reduces reward reinforcement, appetite-driven sexual urges, and the hedonic "high" associated with compulsive sexual behaviors. (Grant & Kim, 2001; Kraus et al., 2015; Verholleman et al., 2020)

Diagram labels: Mesolimbic dopamine pathway illustration; Nucleus accumbens; Ventral tegmental area. [The source text does not describe the diagram's arrows or connections.]

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Naltrexone • Is FDA approved to treat opioid dependence and alcohol abuse and dependence. • Naltrexone has been used off-label to treat hypersexuality and compulsive sexual behavior. •

No RCT; efficacy based on case studies (Kraus et al., 2015) or open-label feasibility trials (Savard et al., 2020) • Available as a pill, with 50 mg/day as the typical dose for adults to treat opioid or alcohol use disorders. • Also, available as a monthly injection (Vivitrol), with 380 mg given as a deep muscle injection.

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ADHD PRESENTATION BY DR. LYNE PICHE • She shared that there is a moderate, positive correlation between ADHD and hypersexuality and problematic pornography use. • There is a high comorbidity between ADHD and hypersexuality. • This applies to both men and women • This has been replicated. • Bothe et al., 2019 • Dr. Piche noted through her review of research that ADHD medication outperforms CBT interventions for effectiveness (Carvalho et al, 2024; Fullen et al., 2020; Li, Y., & Zhang, L., 2024)

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iPhone Programming

Visible settings path: Settings > Screen Time > Content & Privacy Restrictions > iTunes & App Store Purchases.

Installing Apps: Don’t Allow. Deleting Apps: Allow. In-app Purchases: Don’t Allow. Require Password: Always Require / Don’t Require. [Selected option is not identified in the available text.]

Content & Privacy Restrictions menu: iTunes & App Store Purchases; Allowed Apps & Features; App Store, Media, Web, & Games; Intelligence & Siri.

Privacy: Location Services, Allow; Contacts, Allow; Calendars, Allow; Reminders, Allow; Photos, Allow; Share My Location, Allow; Bluetooth Sharing, Allow; Microphone, Allow.

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Allowed Apps & Features

The screenshots list: Mail; Safari; FaceTime; SharePlay; Camera; Wallet; AirDrop; CarPlay; iTunes Store; Book Store; Podcasts; News; Health; Fitness. [On/off states are not identified in the available source text.]

Content & Privacy Restrictions menu (repeated): iTunes & App Store Purchases; Allowed Apps & Features; App Store, Media, Web, & Games; Intelligence & Siri.

Privacy: Location Services, Allow; Contacts, Allow; Calendars, Allow; Reminders, Allow; Photos, Allow; Share My Location, Allow; Bluetooth Sharing, Allow; Microphone, Allow.

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App Store, Media, Web, & Games

Allowed Media Services Content: Music, Podcasts, News, Fitness, Clean; Music Videos, Off; Music Profiles, Off; Movies, PG-13; TV Shows, TV-PG; Books, Clean; Apps, 18+; App Clips, Allow.

Web Content: Only Approved Websites.

Game Center: Multiplayer Games, Don’t Allow; Adding Friends, Allow; Connect with Friends, Allow.

Any Questions?

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Thank You Tracy Alvord, MS, LPC; SORRB Executive Director Elizabeth Bigham; GBI Special Agent Christian Alvord, BS; Competitive Gamer Markus Wiegel, PhD; SORRB Research Analyst Email: Markus.Wiegel@SORRB.ga.gov