

The image features three individuals wearing dark hooded sweatshirts, standing with their backs to the camera. They are positioned in a virtual space with a glowing blue, pixelated world map in the background. The overall aesthetic is digital and mysterious. The text is overlaid in the lower right quadrant of the image.

# **ADDRESSING EXTREMISM, RADICALIZATION, AND THE 764**



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**Disclaimer:** Given the rapidly evolving nature of technology and social media applications, this information (especially social media platform-related) is current as of the date of publication.





## WARNING GRAPHIC CONTENT AHEAD

The following resource contains subject matter that may activate strong emotional responses in some individuals.

We do not recommend downloading and/or browsing the platforms, groups, and forums referenced in this guide in the given context. The majority of the content shown on these platforms include content related to racism, radicalization, violent/illegal pornography, derogatory comments, and violence, which may activate a strong emotional response when seen.

We encourage everyone to prioritize their emotional and mental well-being and engage with the content at their own comfort level.

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## INTRODUCTION

In the modern digital age, it can be difficult to keep up with all the new social media platforms, video games, movies, music, and everything else our youth are exposed to when given access to the internet.

When we discuss digital safety, we often focus on "highly visible" platforms such as Instagram, TikTok, and YouTube. At Safer Schools Together (SST), we find that the evolutionary process of serious harm is rarely limited to public feeds. Instead, it may start in a public space, like a comment section or a video game lobby, and quickly move into private Discord servers, encrypted messaging apps, or invitation-only groups.

When a conversation leaves a major platform to another with little oversight, the safety guardrails disappear. This lack of oversight leads to the normalization of harmful behavior, where content that would be flagged elsewhere is labeled as "edgy humor." This is where peer-to-peer recruitment happens, and where adults who do not have our youth's best interests in mind go to connect with them.

Extremist groups and radicalized communities operate within the digital world, and what makes them particularly effective is that they rarely announce themselves as dangerous. They begin with belonging, rather than an ideology. These groups target something every young person experiences at some point: curiosity, a sense of injustice, or simply the feeling of not quite fitting in.

The entry point for these groups may not appear worrisome at first glance, where content might just involve a meme, a joke, or a video that feels "edgy," but not alarming. The content is designed to feel like an inside joke, and that the youth is within an exclusive space that others (including adults) do not understand. That sense of exclusivity is deliberate. It creates loyalty before a young person even realizes what they are becoming loyal to.

From there, the escalation is gradual. A funny meme may become a slightly more aggressive one. A joke about "the way things really are" may become a worldview. Each step feels small, which is why it is so effective. Our youth do not go to bed one night and wake up radicalized. It can be a slow drift, often invisible until it is not, where we must identify early on when an individual is on the pathway to violence, especially pertaining to radicalization and extremist behaviors.

The Addressing Extremism, Radicalization and the 764 guide is designed to help you navigate the emerging challenges of digital radicalization and extremism and their impact on our students and children. Our goal is to provide the real-world context and tools you need to feel prepared when supporting youth as they navigate the digital world.

## WHAT IS EXTREMISM, RADICALIZATION, AND THE 764?

Extremist and radicalized behavior is increasingly embedded in the digital environments our students engage in daily. Extremism refers to ideologies that justify violence to achieve political, religious, or social goals. It thrives on absolutism, dehumanization, and often justifies harm against perceived injustices and adversaries.

The 764 is a violent online extremist network that aims to radicalize and harm youth. The Federal Bureau of Investigation (FBI) describes the 764 as a violent online network which operates globally to target and exploit minors and other vulnerable individuals. The FBI has labelled the 764 as a Tier 1 terrorist threat, and Canada has subsequently labelled the 764 as a terrorist entity. The 764 subjects individuals to indoctrination, exploitation, and severe psychological abuse, with several members of the 764 already facing prosecution for violent crimes.

### The Community (The Com)

The 764 is often associated with and may operate within a larger online community that is often referred to as “The Community” or colloquially “The Com.” “The Com” and related groups are categorized as “Nihilistic Violent Extremists” (NVE). This label refers to individuals who commit crimes to advance agendas rooted in a deep-seated hostility toward society as a whole, with the goal of causing widespread chaos, destruction, and instability. As mentioned above, NVEs generally do not have political, social or ideological motivations outside of causing harm. These groups align with the concept of accelerationism, which is the belief that modern society is irreparably broken and must be destroyed to make way for a new authoritarian or ethnonationalist system. The unifying theme for accelerationists is a desire to “speed up the collapse” of society, viewing every act of violence or disruption as a strategic step toward that goal. Its adherents argue that peaceful reform is impossible, and that collapse through violence is both inevitable and desirable. Fundamentally, these groups may seek to “destroy civilized society through the corruption and exploitation of vulnerable populations, which often includes minors.”<sup>1</sup>

“The Com” is not controlled by a single group or individual; instead, it represents an online environment where groups and individuals share violent tactics, extremist content, and collaborate across online spaces. “The Com” is most active among encrypted messaging apps, such as Discord and Telegram, as well as fringe online forums (e.g., Skibidi Farms, Fella.Farms, Kiwi Farms, 8kun, etc.). It is common to see usernames on social media platforms with different variations of “Com” added to them. The network actively targets youth and migrates across platforms such as Discord, Telegram, Roblox, Minecraft, and more, where many of our students are already active.<sup>2</sup>

- Victims are often targeted through video games and social media platforms, as well as encrypted messaging apps, where 764 members may pose as peers or mentors before escalating to coercion. Tactics may include sextortion, doxxing<sup>3</sup>, and threats of violence.
- Often under threats of exposing private information or hurting their loved ones, the group

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<sup>1</sup> [U.S. Department of Justice, Leaders of 764 Arrested and Charged for Operating Global Child Exploitation Enterprise.](#)

<sup>2</sup> [WIRED, There Are Dark Corners of the Internet. Then There's 764](#)

<sup>3</sup> Doxxing is the intentional, unauthorized, and public release of an individual's private information.

coerces minors to engage in live-streamed abuse, where the 764 also encourages individuals to harm their pets and/or family members as a method of causing chaos, instability and desensitization to violence.

- Reports indicate that 764 members encourage live-stream death by suicide, providing specific instructions on non-suicidal self-injurious methods while glorifying and promoting extreme violence.

## VIRTUAL PAIRING

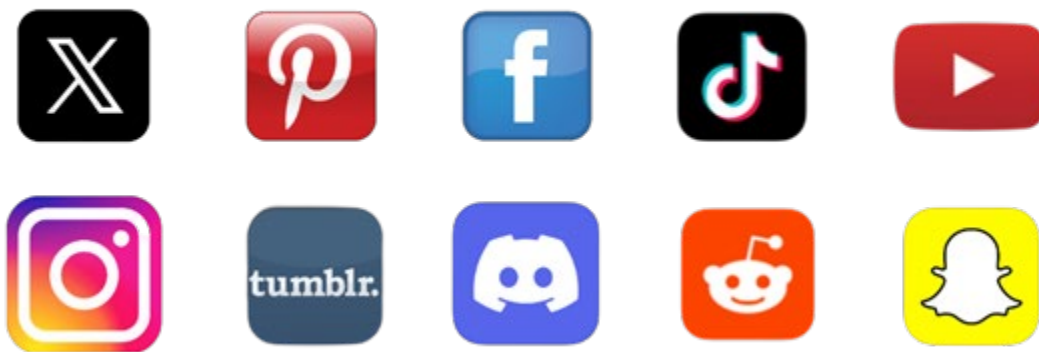
Serious violence and engaging in radicalized behaviors are an evolutionary process, which is why it is imperative to recognize any indicators of virtual pairing. Virtual pairing may occur when an individual and/or peer group connect with others in online forums/channels, which may be used to reinforce the beliefs of radicalized individuals. We have seen these online connections normalize extremist behaviors, fuel further radicalization, and elevate the overall level of risk to our communities. We have also seen that this process can influence target and site selection for violence. Virtual pairing can occur in more “fringe” areas of the internet; however, virtual pairing also frequently occurs on common social media platforms as well (Discord, Instagram, etc.).



## ONLINE PLATFORMS & DIGITAL ENVIRONMENTS

Youth engagement with extremist content often begins on widely used platforms, such as Instagram, TikTok, YouTube, and countless others. These platforms are employed by individuals seeking to spread dangerous rhetoric to a widespread audience. This section outlines where these concerning behaviors may appear, and the methods used by individuals to signal or reinforce radical behaviors online. The algorithmic nature of social media tends to insulate users within echo chambers, often exposing our youth to negative narratives that are difficult to escape.

### Algorithm Based Platforms



*Please note that the platforms shown above are not an exhaustive list of algorithm-based platforms.*

A report published by the United States Government Accountability Office found that violent extremists were exploiting social media platforms and video games to radicalize and recruit new targets. The report further concluded that the FBI and Department of Homeland Security (DHS) have not developed strategies to effectively communicate such concerns between key stakeholders.<sup>4</sup> These findings underscore the critical importance of detecting and addressing early indicators of online radicalization.

Common platforms of concern include, but are not limited to:

- **TikTok:** The TikTok algorithm may share content with youth that is related to video games recreating past school tragedies, school killer aesthetics, and the glorification of past mass killers. Once this content is engaged with, it will oftentimes continue to show up within their feed.
- **Telegram/Discord:** These platforms allow for encrypted conversations that can make it difficult for others to view. Once our youth enter these communities, the conversations can begin to normalize violence or become a space for them to be targeted. Typically, harmful Roblox games are entered via links shared within Discord servers.

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<sup>4</sup> [United States Government Accountability Office, \*Countering Violent Extremism\* \(January 2024\)](#)

- **Reddit:** Subreddits are communities within Reddit. These communities have been known to host content related to inordinate knowledge of past school killings, glorifying school killers, or requesting in-depth information regarding mass killers.
- **Instagram:** The explore page within Instagram hosts their algorithm. Like TikTok, the algorithm can show youth content related to games mimicking past school tragedies, school killer aesthetics, and the glorification of past killers. Once this content is engaged, it will continue to show up within their feed. It should be noted that Instagram has been known to have fewer regulations regarding this type of content compared to TikTok.
- **YouTube:** The platform has two sides that can host worrisome content. There is the standard side that hosts long-form style videos, which may show content related to past school killers’ manifesto summaries and/or content promoting violent ideologies. There is also the side of YouTube that hosts “YouTube Shorts,” which are TikTok-style videos that can show similar content as seen on TikTok and Instagram.
- **Gaming Platforms:** Sandbox games like Roblox and Minecraft allow for worrisome communities to flourish, which can include games hosted by NVE’s, games glorifying NVEs or Neo-Nazi ideology, or NVE members entering these games to target youth. Sexual exploitation is a common theme seen as well, within these sandbox games.<sup>5</sup> These types of games allow users to virtually build any world or item they want. There are other games, such as BONELAB or Garry’s Mod, where users can play certain “maps” that, in effect, exhibit potential rehearsal behavior as players can re-enact previous school tragedies.



Radicalized individuals frequently use memes, slang, and coded visuals to express beliefs or communicate within online networks. Symbols, numeric codes, usernames, and image-based humor are often used to normalize violence and bypass moderation. These tactics are intentionally designed to appear harmless, ironic, or ambiguous, which gives individuals plausible deniability while reinforcing shared ideologies. Many symbols and phrases evolve rapidly and are recycled through niche online communities, making consistent monitoring essential.

<sup>5</sup> Sandbox games are a genre of video game that gives players immense creative freedom, allowing them to explore, manipulate, or build within a virtual world with minimal constraints, predetermined goals, or linear progression.

## HOW THESE GROUPS OPERATE

The following tactics reflect patterns observed across multiple NVE groups, including the 764 and the broader "Com" network. Understanding the tactics used by these groups will assist all Safety/Threat Assessment Teams in recognizing the warning signs; however, not every group operates identically.

**Online Extremism & Grooming:** They use social media, video games, and encrypted messaging platforms (e.g., TikTok, Discord, Telegram, Instagram, Roblox, and Minecraft) to contact, coerce, and control victims.

**Weaponizing Fear & Violence:** Members use sextortion and other forms of extortion to force youth into non-suicidal self-injurious behavior(s) and live-streamed abuse, seeking to terrorize victims, create viral content, and elevate their "status" within the group.

**Targeting Vulnerable Individuals:** They exploit mental health struggles of individuals and coerce victims into extreme acts, with the goal of forcing them to die by suicide on livestream and/or commit acts of mass violence.

**Creating Spaces Online for Criminal Activity:** They facilitate the exchange of graphic content, including child sexual abuse material (CSAM), violent imagery, and hate propaganda.

**Evading Law Enforcement:** The groups frequently rebrand and migrate across platforms, making it challenging to remove their presence. Many members do not know the true identity of their closest peers within the extremist groups. In addition, these groups frequently mock law enforcement responses to the violence they have caused.

### Common Tactics



- **Digital Rituals:** Stylized use of occult or symbolic imagery (e.g., pentagrams, numbers, gore edits<sup>6</sup>) in content to reinforce group identity and signal loyalty.
- **Doxxing and Threat Campaigns:** Doxxing is generally defined as the process of an individual publishing private or identifying information about someone else online, typically with malicious intent. 764 members collect and publish personal information about victims and their families to escalate fear and coerce the individual. Oftentimes, this can also include swatting victims' homes. Swatting involves someone making a "prank" or false call to emergency services in the hopes that a large law enforcement response, including heavily armed units, is sent to a particular address/location.
- **Extortion for Content:** Forcing victims to produce increasingly extreme material (explicit, graphic, humiliating, or violent) under threat of exposure.
- **"Lorebooks":** These are victim "blackmail" portfolios circulated as currency within "The Com" network. Leaders often require new members to contribute to and/or create their own Lorebooks to gain acceptance, status, and recognition.
- **Challenges:** Pressuring victims into recorded acts of self-harm or suicide, sometimes timed with group events.
- **Swarming/Brigading:** Coordinated harassment of victims on mainstream platforms (TikTok,

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<sup>6</sup> Gore edits are a type of fan-created content, usually videos, photos, or digital art that add graphic, violent, or bloody elements to existing media.

Discord, Instagram), overwhelming them with abuse and threats. These campaigns may involve direct messages, coordinated comment attacks, doxxing, threats of violence, coercion, and the pressure for content by multiple extorters to overwhelm and intimidate victims. The use of mainstream platforms allows these individuals to mobilize and maintain persistent contact with victims, and often these individuals will exploit features such as group chats, livestreams, comments, and private messaging to sustain harassment and psychological harm. Furthermore, the perpetrators will frequently go into areas where they know the most vulnerable youth are (ex. Eating Disorder Twitter, Self Harm Twitter, Roblox, the True Crime Community) to coordinate harassment campaigns to either recruit victims to become members, or to request intimate images/videos or gore content.

## ONLINE AESTHETICS

AESTHETIC	DEFINITION
<p data-bbox="347 384 428 415"><b>Soyjak</b></p> 	<p data-bbox="597 348 1409 800">Soyjak is an online subgenre originating from fringe imageboards such as 4chan. It is used to mock emotional, progressive, or socially liberal men, often portrayed as weak, over-expressive, or feminine. “Soy” is derived from the “Soy Boy” insult, based on a (mostly debunked) theory that consuming soy products increases estrogen and decreases masculinity. “Jak” originates from “Wojak,” the original meme template that serves as the base for almost all these variations. The meme became a weapon of ridicule within far-right, incel, and nihilist spaces, where it seeks to dehumanize. Though rooted in satire, Soyjak culture has evolved into a digital language of hate. It plays a role in youth radicalization by introducing younger users to more extreme forums and ideologies through ironic humor and peer mockery.</p>
<p data-bbox="272 1020 505 1052"><b>Cutegore/Cutecore</b></p>	<p data-bbox="597 863 1398 1209">Cutecore and Cutegore are subcultures that blend hyper-feminized or kawaii aesthetics with extreme content, including non-suicidal self-injurious behavior(s), sadism, eating disorders, and violence. While not formal extremist ideologies, they act as digital grooming pipelines for youth, toward destructive behaviors or contact with predatory communities. Cutecore/Cutegore aesthetics are sometimes used to mask misogynist extremism or draw youth into networks like “The Com,” the 764, or fandoms glorifying violence. Examples of common emojis used for this community can be found <a href="#">here</a>.</p>
<p data-bbox="331 1272 444 1304"><b>Groypers</b></p> 	<p data-bbox="597 1325 1398 1608">Groypers are heavily anti-immigration, antisemitic, and often espouse traditionalist gender roles, ethnic identity politics, and Western-centric nationalist themes. The movement claims to advocate free speech and nationalism, but these ideals are often used as a cover for bigotry and extremism. Groyper-aligned individuals have been linked to both radicalization and offline violence, as previous mass killers have aligned themselves with this ideology.</p>

## WARNING SIGNS TO WATCH FOR

**Obsession with extreme violence:** Frequent exposure to gore, cruelty, self-harm, or mass casualty content.

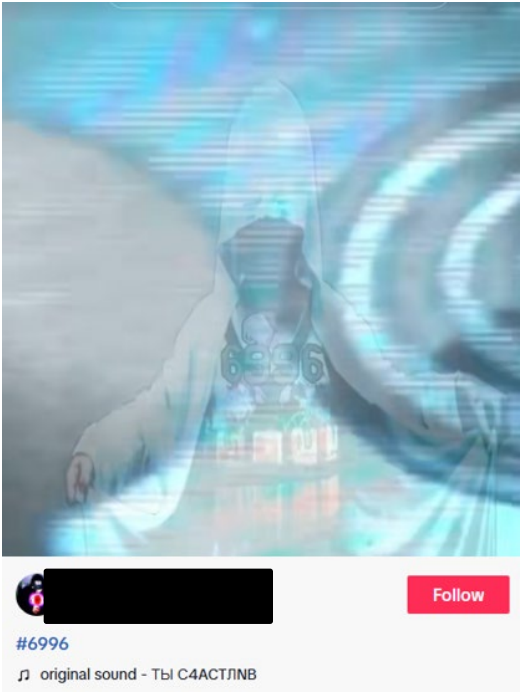
**Secretive online activity:** Use of encrypted messaging (Discord, Telegram, Signal, etc.) and hidden accounts.



**Sudden behavioral shifts:** Isolation, aggression, or fixation on extremist ideologies.


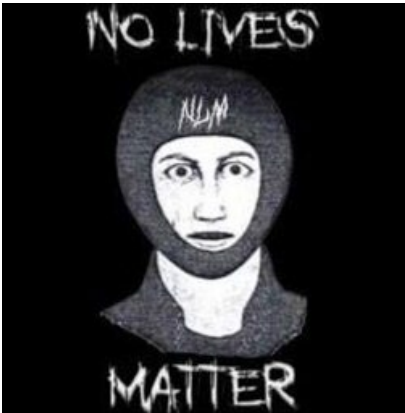
**Participation in harmful online challenges or self-harm encouragement groups.**

**Pet Harm:** Unexplained injuries and/or deaths to household pets.



**Engagement with “Com” symbols, phrases, or references:** Numbers like 764, 6996, 7997 in usernames, bios, and graffiti. These may refer to related groups/topics, including:

RELATED GROUPS/TOPICS	DEFINITION
<p data-bbox="435 814 586 850" style="text-align: center;"><b>6996 / 7997</b></p>  <p data-bbox="228 1612 789 1680" style="text-align: center;"><i>Screenshot of an alleged 6996-affiliated TikTok account</i></p>	<p data-bbox="841 1031 1398 1251">Numeric communities that emerged from The Com/764, preserving the same grooming and coercion methods. These groups recycle shock content, harassment tactics, and extremist recruitment strategies across different platforms.</p> <p data-bbox="841 1297 1414 1398"><b>Best gore</b> was a gore website primarily fixated on death and graphic violence. It has since been removed from the Internet.</p>

<p style="text-align: center;"><b>CVLT</b></p> 	<p>CVLT is a related online community linked to the early growth of 764/Com. Members are known for using grooming and blackmail tactics, often starting with friendship or “romance” approaches and then escalating to coercion, non-suicidal self-injurious behavior tasks, and other violent content. CVLT introduced many of the methods later adopted by the 764.</p>
<p style="text-align: center;"><b>Daisy’s Destruction</b></p>	<p>An internationally banned video series produced by Australian criminal Peter Scully, depicting extreme acts of child sexual exploitation and abuse. It is classified as one of the most severe cases of documented child abuse and is strictly prohibited from accessing, possessing, or distributing under international law.</p>
<p style="text-align: center;"><b>Harm Nation</b></p>	<p>This group focuses on normalizing non-suicidal self-injurious behaviors among youth. The content is framed as "challenges", while they actually encourage dangerous behaviors, including physical harm and sexual acts. Harm Nation uses material from The Com/764 for manipulation.</p>
<p style="text-align: center;"><b>Maniac Murder Cult (MMC)</b></p>  <p style="text-align: center;"><i>Maniac Murder Cult (MMC) graphic featuring multiple extremist symbols. Note that MMC is often stylized as “M.K.Y.” due to its origins in Russia and Ukraine.</i></p>	<p>A primarily Eastern European online group (“Maniacs: Cult of Murder”) that is directly connected to plots for mass violence, including a foiled scheme to distribute poisoned candy to children in New York City. The group’s leader openly promoted murder, weapon instructions, and violence within extremist manifestos. Propaganda videos shared on Telegram and VK (Vkontakte), a Russian-based social media platform, depict brutal physical attacks and killings. Their graphic imagery is often shared within “The Com” to reinforce a culture of shock and glorification of violence.</p>

<p style="text-align: center;"><b>WatchPeopleDie.tv</b></p>  <p style="text-align: center;"><i>WatchPeopleDie logo</i></p>	<p>WatchPeopleDie is a forum where users can post and view content depicting death and extreme violence, including murders, executions, suicides, severe accidents, abuse, and animal killings. It is known for hosting some of the most graphic and/or violent images and videos and is associated with negative digital communities. <b>Note, we do not recommend visiting this website, as it hosts EXTREMELY GRAPHIC CONTENT.</b> Something to watch out for is the website’s mascot, called Marsey the Cat. Marsey the Cat is an internet mascot originally created as an emoji and sticker for the off-site forum communities associated with the former Reddit subreddit, r/drama, but is now primarily aligned with WatchPeopleDie.</p>
<p style="text-align: center;"><b>Milikolosskrieg (MK)</b></p>	<p>A transnational satanic neo-Nazi network recruiting youth as young as 12, blending occult symbolism, accelerationism, and violent propaganda to normalize extremist violence and encourage attacks.</p>
<p style="text-align: center;"><b>No Limits Fun (NLF)</b></p>	<p>A site that was known for the dissemination of CSAM.</p>
<p style="text-align: center;"><b>No Lives Matter (NLM)</b></p>  <p style="text-align: center;"><i>No Lives Matter (NLM logo)</i></p>	<p>A violently nihilistic, neo-Nazi-aligned group within the broader Com/764 network. NLM openly rejects humanity and has released “kill guides” to facilitate real-world violence, including instructions for bomb-making, disguises, and selecting targets/victims. It shares content on encrypted apps like Telegram and Discord and has been tied to recent tragedies. According to one study from ISD,<sup>7</sup> NLM is linked to at least nine plots to conduct school attacks.</p>

<sup>7</sup> [Institute for Strategic Dialogue, \*Terror without ideology? The rise of nihilistic violence – An ISD Investigation\*](#)

<p><b>Order of Nine Angles (O9A)</b></p>	<p>The Order of Nine Angles (O9A) is an occult extremist movement founded in the United Kingdom in the 1970s. It blends Satanic themes with neo-Nazi and accelerationist beliefs, encouraging violence and societal collapse. While the O9A operates separately from the 764, its symbols and ideas are often adopted within 764/Com spaces, where they add a layer of extremist language and imagery.</p>
<p><b>Spawnism</b></p>  <p><i>Spawnism logo</i></p>	<p>Originating on Roblox, this group targets vulnerable youth and encourages non-suicidal self-injurious behavior(s). Spawnism is an online youth-centered subculture that glorifies mass violence committed by minors. The term "spawn" refers to young attackers, often portrayed as righteous or misunderstood. Members are active on TikTok, Roblox, and other mainstream social media platforms.</p>
<p><b>Terrorgram</b></p> 	<p>A Neo-Nazi propaganda network on primarily Telegram that provides ideological indoctrination and violent training content. It overlaps with The Com/764 by sharing extreme content, glorifying mass killers, and encouraging accelerationism. Individuals within this space disseminate propaganda, recruit members, and coordinate activities. A notable aspect of Terrorgram is the Saint Calendar, which glorifies and commemorates individuals who have carried out acts of extremist violence and murder. These individuals are venerated as "Saints" within the community, with their attack dates, birthdays, and other significant "milestones" commemorated.</p>

### TCC (True Crime Community)




The True Crime Community (TCC) is a decentralized online subculture fixated on serial killers, mass or school killers, and violent criminals, often framed through a lens of romanticization, admiration, or obsessive fascination. While not inherently extremist, segments of this community have embraced a glamorized or aestheticized view of real-life violence. There are often “fan” pages for previous mass violent tragedies. “Edits” are often framed as aesthetic or empathetic but serve to glorify violent acts and encourage others. Usernames on platforms frequently reference previous killers or school tragedies, and TCC members may share manifestos, crime scene footage, and other associated materials. Many within the TCC identify themselves with the perceived injustices or grievances of previous killers', and will label them as “angels,” “saints,” or “misunderstood.”

### Incel Movement



*Image from Netflix' TV series, Adolescence.*

Incel is short for involuntary celibate. Inceldom is rooted in the belief that certain individuals who are male are unfairly denied romantic or sexual access to those who are female, due to unchangeable traits. It fosters deep resentment toward both women and “Chads” (socially dominant or sexually successful men), and often glorifies violence, self-hatred, and nihilism. Some incels frame their suffering as biologically inevitable, fueling fatalistic and misogynistic worldviews. Incels typically subscribe to “[pill ideology](#).” “Femcel” is a term often used in combination with “female” and “incel.” This term is typically used when referring to someone who is a woman but is unable to find a romantic or sexual partner despite desiring one. The “femcel” subculture is distinct from male incel groups, often focusing on themes of intense loneliness, self-deprecation, and, in some cases, a critique of modern dating and patriarchy.

<p style="text-align: center;"><b>Accelerationism</b></p>	<p>Accelerationism is the belief that modern society, often emphasizing liberal views, is irreparably broken and must be destroyed to make way for a new authoritarian or ethnonationalist system. The unifying theme for accelerationists is a desire to “speed up the collapse” of society, viewing every act of violence or disruption as a strategic step toward that goal. Its adherents argue that peaceful reform is impossible, and that collapse through violence is both inevitable and desirable. Shared content may include references to societal collapse, eco-fascism, and strategic violence.</p>
<p style="text-align: center;"><b>764</b></p> <div style="text-align: center;">  </div>	<p>A numerically coded community referencing a network of fringe users who glorify mass shooters and promote stochastic terrorism. The 764 is known for nihilism, edgy aesthetics, and overlaps with TCC and incel content. The 764 runs on “clout,” where individuals seek online attention and run on perceived grievances and injustices. The community amplifies these grievances, and the 764 posits official rosters pertaining to naming their official members. The 764 utilizes tactics of target acquisition, social engineering, and escalation by extortion and content monetization.</p>
<p><b>RMVE (Racially Motivated Violent Extremism)</b></p>	<p>Includes white supremacist, neo-Nazi, and “great replacement” rhetoric. Often spread through manifestos, coded memes, Telegram channels, and targeted propaganda on mainstream platforms.</p>

## WHAT YOU CAN DO:

**Monitor digital behavior:** Look for unusual content, hidden apps, or concerning messages. For more information, please access Safer Schools Together's parent/caregiver resource, [Raising Digitally Responsible Youth](#).

**Engage in open conversations:** Ask about online communities and gaming interactions.

**Report suspicious activity:** Use law enforcement tip lines or anonymous reporting tools.

**Encourage positive digital habits:** Promote critical thinking and media literacy.

**Request a data download:** One method to review a youth's online activity is to request a data download, a file containing information associated with the account. This may include account details, message history, friend lists, and activity logs. Platforms will also provide specific information pertaining to their platform. For example, Discord allows you to see every server a youth has joined within the data download.

A data download does not provide access to someone else's account without logging in. Instead, it simply creates a copy of the information already stored in that account. You must work with the student as the data download must be requested by them when they are logged into the platform, and it will be sent to the email address used to sign up for the respective account.

Every platform is a little different, but most provide a way to request a download through the account's privacy or settings menu.

**Resources for Parents/Caregivers:** In addition to data downloads, many platforms now offer family supervision tools that allow parents and caregivers to stay informed about a young person's activity. When you are speaking with families about a situation that has occurred, a strong suggestion to improve digital literacy is to direct parents/caregivers towards a social media family center.

For example, the [Discord Family Center](#) allows youth to connect a parent/caregiver account to their own Discord account. Once connected, parents/caregivers can see information such as recent friends, servers the teen is active in, and whom they have recently messaged, without being able to read the message content itself. Tools similar to the Family Center are designed to support ongoing conversations about online safety while helping young people maintain a level of privacy, which in turn benefits the climate and culture of our community if we know that parents/caregivers are utilizing parental controls.

Here are further links to other Family Centers: [TikTok](#), [Snapchat](#), [YouTube](#), [Roblox](#), [Twitch](#), [Pinterest](#), [Reddit](#), and [X](#) (although not a dedicated family center for X, there is information on how to protect our youth). Please note that for Instagram and Facebook, the family center is under the [Meta Family Center](#).

## CONCLUSION

These groups pose a significant threat, particularly for our youth who may be vulnerable to influence, recruitment, or exploitation within online spaces. Awareness, early identification, and timely intervention are critical to preventing harm. When concerning behaviors are observed, it is important that they are reported and assessed appropriately.

A key component of effective threat assessment and intervention is understanding an individual's digital behavioral baseline. Recognizing what is typical for a person's online activity, communication style, interests, and patterns of engagement allows professionals to identify meaningful changes, emerging concerns, or escalating behaviors more accurately. Establishing a behavioral baseline provides essential context when evaluating online activity and helps ensure that behaviors are assessed as part of a broader pattern rather than in isolation. This context allows professionals to distinguish between behavior that is consistent with an individual's established patterns and behavior that may indicate a significant shift in thinking, beliefs, or intent.

Equally important is fostering a culture of reporting concerns. Behaviors that may appear minor or insignificant on their own can provide valuable insight when considered alongside information from other sources. Encouraging a "see something, say something" approach helps ensure that concerns are documented, shared, and reviewed by those in a position to assess and respond appropriately. Information provided by staff, students, parents, and community members often contributes to critical context that supports a more comprehensive understanding of a situation.

Together, an understanding of an individual's digital behavioral baseline and a strong culture of reporting concerns support more informed risk assessments, earlier intervention opportunities, and a greater ability to identify behaviors associated with the early stages of radicalization. Changes in online behavior, increasing engagement with ideological content, shifts in language, fixation on grievances, or withdrawal from previous social networks may be increasingly recognized when there is a clear understanding of what is typical for the baseline of that individual.



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