





Should el Primo report or not?









Current problems

1 Al cannot solve the problem yet, chat in groups

2 Users not reporting Increase reporting fluidity

3 Abusers Reduce propensity to abuse

4 Moderators cost > Increase efficiency & accuracy







The three-pillars strategy

1 Prompt chat reporting

2 Base-layout filtering

3 Rewarding system

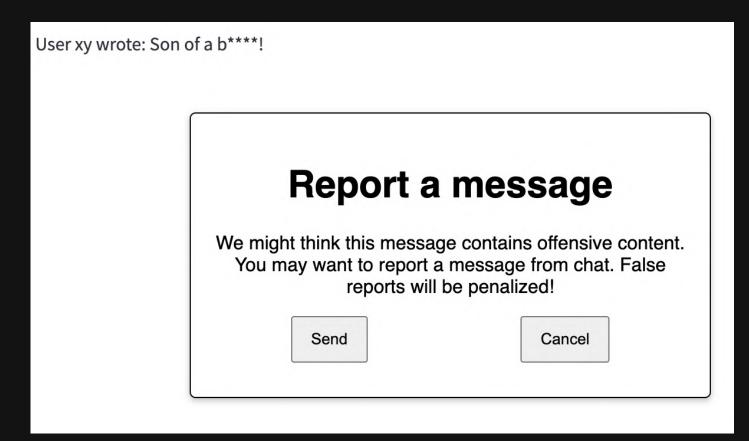




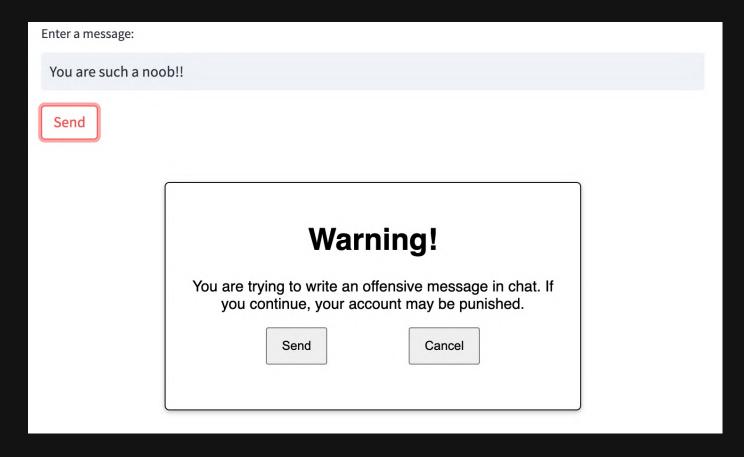
Two-sided Prompted chat reporting

- Offensive Speech Detection with RoBERTa (pretrained)
- Accuracy of 81% across 70k messages from chats

Victim view



Bullies view







Vision Transformer for offensive bases detection





- Self-collected dataset (approx. 250 images)
- Vision Transformer pretrained on ImageNet
- Fine-tuning of 2 epochs and freezing last layers





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Reputation system - key points

- Play longer and play fair linear improvement of reputation
- 2 Offensive behaviours decrease the score
- Successful reporting increases score, false reporting decreases the score
- Most reputable players help with community interaction and gain rewards, helps moderators.





Refer to our <u>documentation</u> for a complete overview of the reward system we envision



Helping Moderators

Account 'Misha'

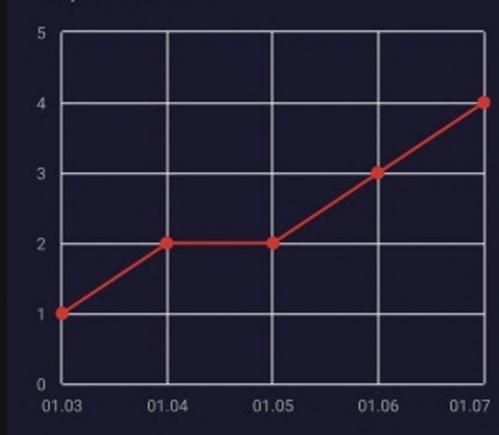
Times reported: 5

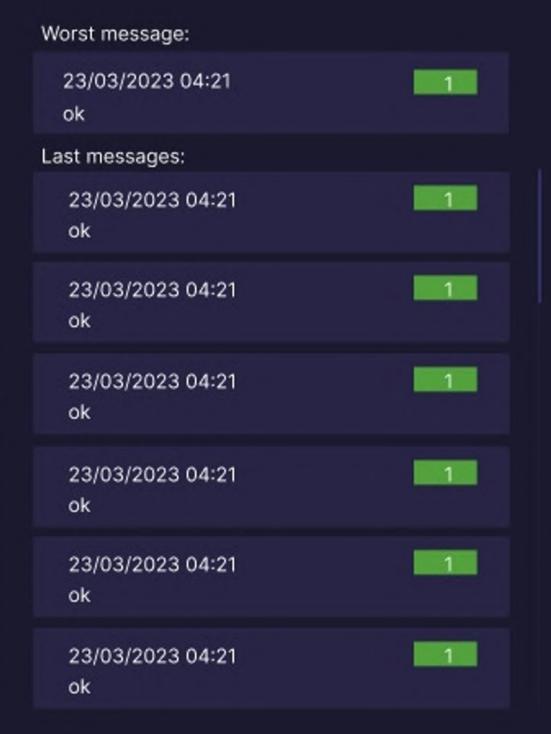
Reason: offensive chat messages

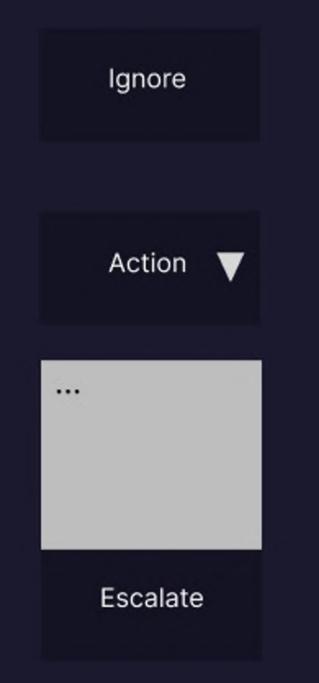
Game ID: clash of clans Alliance ID: 12345678

Devices used: Samsung S22 Account created: 23/03/2022 Last online: 23/03/2023

Reputation chart











Let's fight offensive cyber behaviour together!





Extend the current offensive-cyber-behaviour detection system to the base-layout and integrate a reward system to nudge good behaviour instead of banning bad actions