



LAENOG

Latin American European Network
in social support for Online Gaming



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The LAENOG project arrives in Spain



From 11 to 13 May 2026, the University of Castilla-La Mancha (UCLM) hosted the LAENOG consortium's transnational meeting in Toledo, Spain. This in-person meeting brought together the project partners with the aim of assessing overall progress and coordinating the upcoming phases. The core of the working sessions focused on the presentation, discussion and review of the storyboards for the MOOC course modules.

Consortium members defined common guidelines on format and technical language in order to adapt the educational content to their target audiences: players, educators and families. Participants also attended technical sessions in the audiovisual recording studio and visited the laboratories of the IGOID Research Group and the spin-off UCROID-Sportec. The meeting concluded with the planning of immediate tasks, such as the production of multimedia content and the development of the project's Social Observatory.

Tips on toxicity in videogames

Toxic environments in videogames can have a serious impact on teenagers. Look out for these warning signs:

- Sudden mood swings: Frustration, excessive anger or anxiety after a game.
- Social withdrawal: Neglecting daily activities, friends or studies to take refuge solely in gaming.
- Low self-esteem: Expressions of incompetence or helplessness caused by online bullying (cyberbullying).
- Sleep disturbances: Difficulty sleeping or extreme tiredness.

Encouraging open communication and responsible gaming is key to ensuring a healthy and safe digital environment.

laenog.com

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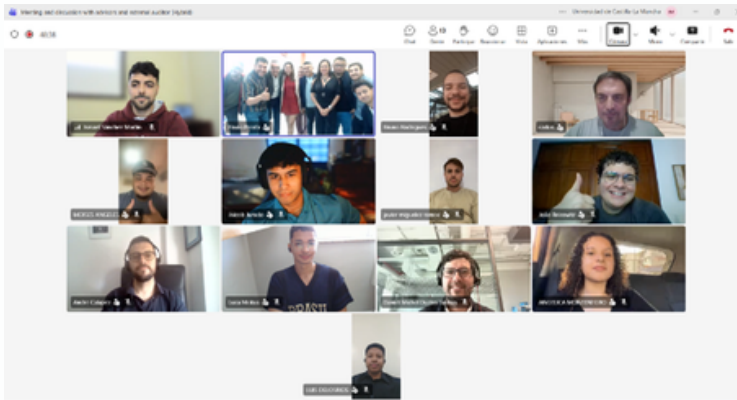
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LAENOG ambassadors are driving the development of future MOOCs on tackling toxicity



The second week of May saw a key milestone for the LAENOG project: a meeting with its Ambassadors. This hybrid event brought together young gamers from Portugal, Spain, Brazil, Panama and Poland. The sessions focused on validating the storyboards and content for the future MOOC courses. The Ambassadors analysed issues related to toxic behaviour in online video games and offered key recommendations on linguistic accessibility, audiovisual formats and engagement strategies for young audiences.

Through surveys, participants unanimously endorsed the project's objectives and the practical usefulness of the audiovisual material assessed. In addition to reviewing the educational tools alongside advisors and the external auditor, the ambassadors validated the effectiveness of the official website's interface. To complement the technical workshop, immediate commitments were agreed upon, including the production of four specific videos for social media and the dissemination of preventive guidelines aimed at combating harassment in communities of mass-market competitive titles.

Looking ahead, these young people will act as key multipliers, taking on the task of producing content for social media platforms such as Instagram and TikTok in order to amplify LAENOG's message and promote safer gaming environments.

Meet our ambassadors!



Name: Yuri Pereira Rocha
Country: Brazil



[pikachudamaromba](https://www.instagram.com/pikachudamaromba)



Name: Javier Miguelez "KA1A"
Country: Spain



[javimgl29](https://www.tiktok.com/@javimgl29)



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A representative from LAENOG appears on a popular radio show



LAENOG participated in "Un Café con Cassey", a popular interactive program hosted by journalist Cassey Moreno and broadcast through Radio Chiriquí from the city of David, Panamá.

During the one-hour program, we joined a community-focused conversation on a topic that is increasingly relevant for families: the use of gaming devices by children and adolescents. This opportunity allowed us to connect with the community, raise awareness among parents and caregivers, and highlight the importance of guiding younger generations toward a safer and more responsible digital environment.

Thank you to Cassey Moreno and Radio Chiriquí for providing this valuable space for dialogue and education.

Watch the full episode of "A
Coffee with Cassey" below





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Researchers associated with the LAENOG project have published an article in the journal Sport Management Review

SPORT MANAGEMENT REVIEW
<https://doi.org/10.1080/14413523.2026.2675130>



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Understanding toxic behaviors in the esports environment: an integrative review and future research directions

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ABSTRACT

This integrative literature review (IRL) aims to analyze existing research, which critically assesses manifestations of toxicity in the esports environment (i.e. griefing, trash talking, racism, and others). Following the five-step integrative review process and employing the Theory-Context-Characteristics-Methods (TCCM) framework, a systematic search across academic databases identified 46 relevant documents. The review maps the theoretical, contextual, and methodological foundations of existing research on esports toxicity. The findings reveal that research on toxic behaviors in esports remains conceptually fragmented and methodologically emergent. Qualitative approaches dominate the field, particularly interviews and ethnographic studies, while quantitative and mixed-method designs remain comparatively limited. A total of 39 theoretical lenses were identified across the dataset, but one third of the studies lacked explicit theoretical grounding, highlighting the absence of a unified framework to conceptualize toxic behaviors in esports. A strong focus on a limited set of commonly observed behaviors (e.g. flaming, trolling, sexism) evident, while interactions between behaviors and broader governance dynamics remain underexplored. This critical review offers theoretical insights, highlighting the online disinhibition effect and practice theory to conceptualize toxic behaviors and their toxicity spectrum. It also introduces the HESS framework (i.e. human disposition, environmental dynamics, social exchanges, structural governance) as a comprehensive model to guide future research. Practical implications include the importance of targeted governance mechanisms, community-led interventions, and platform-level moderation strategies to mitigate toxicity and support healthier esports ecosystems.

KEYWORDS

Toxicity; Online disinhibition;
Player behavior; Gaming
culture; Esports

Introduction

Esports is a structured and competitive form of video gaming (Meng-Lewis et al., 2022) that has become one of the world's fastest-growing entertainment and sporting activities

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Summary

The proliferation of hostile behavior in multiplayer video games is a growing concern that affects players' psychological well-being. To better understand this phenomenon, a recent review of the scientific literature analyzed 46 key studies on manifestations of toxicity in the esports environment, such as racism, trolling, and grieving.

The study reveals that current research remains fragmented and lacks a unified framework. Furthermore, it highlights how the "online disinhibition effect" influences people to act with fewer inhibitions or greater aggression behind screens. To address this gap, the authors propose the HESS framework, a comprehensive model that suggests addressing toxicity from four perspectives: human disposition, environmental dynamics, social interactions, and structural governance.

This paper emphasizes that, to build safer communities, it is not enough to simply judge the player; developers and community leaders must take a proactive role by implementing clear guidelines and interfaces that mitigate design choices that unintentionally trigger frustration. Essential reading for understanding the ecosystem that LAENOG seeks to transform.

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