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### **Blurring Fantasy and Action:** The Problem of Virtual Sexual Ageplay

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# Today...

- Aim = to consider evidence to suggest that sexual ageplay in Second Life may be problematic and question the need for legal responses
- Sexual ageplay = the virtual, simulated sexual abuse of child avatars by adult users in online environments



# How much ageplay?

#### What category of avatar type is closest to your own primary Second Life avatar?

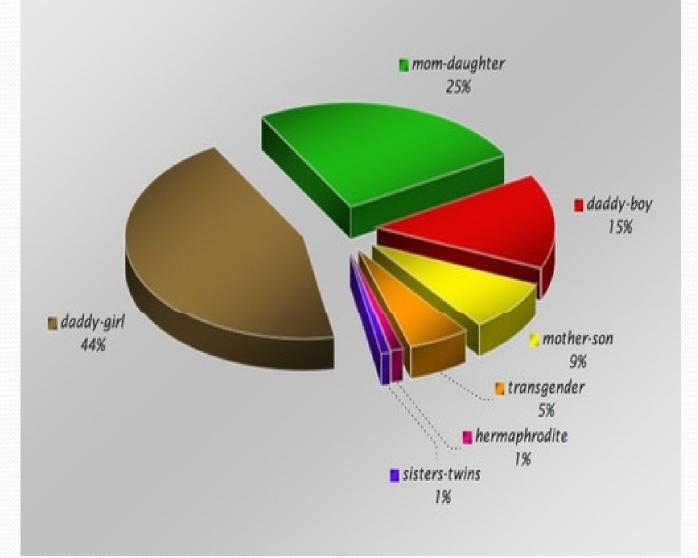
Re-vote	Poll results	Further Analysis	
		т	otal Votes: 85
6.7% Tiny			
12.6% Child			
5.2% Fantastic non-huma	nnoid (dragon, griffon	, non-humanoid rob	ot, etc.)
0.5% Realistic non-huma	noid (dog, horse, wo	rk of art, etc.)	
8.7% Neko			
3.3% Other (specify in Co	omments)		
14.4% Human/humanoid a (steampunk, Gorea	avatar primarily inspi n, cyberpunk, etc.)	red by genre/myth/w	/himsy
4.9% Furry			
22.8 Human avatar prim	% arily inspired by RL s	elf	
20.9%			

Human avatar primarily inspired by RL contemporary styles (fashionista, club, erotic, etc.) 18.3% report operating pre-adult humanoid avatars



### Sexualised interactions

# involving ageplay



# Legally problematic

• No 'real' acts of csa – consenting adults in adult domain

- SOA 2003 prohibits real world acts where one party does not or cannot give informed consent
- Not 'real' csa abuse images nor indistinguishable
  - CJPOA 1994 prohibits pseudo-photographs of csa
  - CJIA 2008 prohibits tracings or other images derived from (pseudo) photographs of csa
- Therefore, police have tended to concentrate on less controversial, related acts, such as distribution of real abuse images that often accompanies ageplay rings
  - Use ageplay rings as a way of indentifying likely perpetrators

#### **Coroners and Justice Act 2009**

- S. 62-68 Prohibited the possession of still or moving depictions of fantasy child abuse images
  - Control and/or ownership does this extend to sexual ageplay?
- Arguments underpinning legislation:
  - 1. Fantasy images may be disguising real csa images
  - 2. Correlated with collections of real csa images
  - 3. May be used in grooming
  - 4. Viewing fantasy images may 'encourage' contact offending

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#### Online sexual ageplay: gateway to contact abuse Normalises deviant Reduces sexual Online social attitudes supportive isolation community Reinforces cognitive distortions Desensitises Lowers internal Combats inhibitions to social contact abuse stigma Cognitive rehearsal of csa Shared values and Validates **Role-play** culture deviant fantasy sexual desires

#### However...

#### Premature to prohibit

- Little research undertaken
  - tends to be anecdotal
  - Based on retrospective case studies
- Wider research is inconclusive as to (negative) effects
  - Although is suggestive
- Some queries as to:
  - Cognitive distance
  - Possible catharsis effect

#### Disproportionate to prohibit

- Absence of actual harm caused
- No evidence of direct causal link to contact offences
- Criminalisation creep
  - 'thoughtcrime' (Nair, 2010; 227)
  - How risky is sexual ageplay?
- Virtual harms not legislated against in other contexts
  - Morality concern?

# Where does the current evidence lead?

#### • Position 1:

- "A mere notion of perception of harm is distinct from clear and present danger of harm" (Nair, 2010: 231)
- Distortion or harm principle to criminalise behaviours that carry potential of risk of future harm, rather than proven harms (Ost, 2009: 123)
- Position 2:
  - Seriousness of harm caused <u>IF</u> causally linked may be such to prohibit 'in case':
  - The precautionary principle

### Remaining issues...

- Ageplay is not harmful in itself
  - But is it an outrage against public morals?
  - Should not intervene to preserve freedom of sexual expression?
- Does the nature of ageplay mean it has a stronger affect than viewing child abuse images or chatrooms?
  - What is this affect?
  - Even if it does lead to increased likelihood or real world offending should we criminalise it? (where do you stop?)
  - Consent given and lack of actus reus by player (does avatar count? They are not a legal entity)
- If this likely to lead to real world offending don't we have similar problems with violent computer/online games?

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