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# GAMEDIA

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**CEIPES**



**dideas**  
proiection interactive



**Unique  
Projects**



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## GAMEDIA GAME: instructions for players

Are you ready to fight against disinformation and misinformation?  
Can you demonstrate your skills to identify *fake news*? Let's play!

Start forming groups of minimum 2 and maximum 4 members. If there are not enough participants for doing so, you can also play individually. Choose one figure for each team or individual player.

Now, choose the scenario that you want to play: health, technological innovations or human rights. Take also the corresponding cards, identified with a color: **green** for health, **blue** for technological innovations and **orange** for human rights. Take also the “**action cards**”, that are the same for the three scenarios.

Prepare all the figures in the “START” square. By turns, each participant or team will throw the dice: move your figure across the squares according to the number indicated by the dice. Once you arrive to a square, check the sign that it indicates and take the corresponding card:



**TRUE OR FALSE**



**MULTIPLE CHOICE**



**OPEN QUESTIONS**

The participant at your right (or one member from the team at your right) will take the corresponding card and read the question to the player or players (and the answer options if needed).

After answering, the person reading the question card will show it to the rest of the players in order to know the correct answer.

If you have guessed correctly, you keep playing, throwing the dice again. Otherwise, the turn moves to the next player or team.

## **EVIDENCE CARDS**

In some cases, the questions will make reference to the “**evidence card**”. In the question, it will be indicated the number of the corresponding evidence card that you have to look for. In this case, the player or players answering can directly take and examine the “evidence card” (BUT NOT the card with the question!).

## **ACTION CARDS**

If you arrive at a square where it is written “action card”, take one card from the pile of the “action cards” and do the action that it indicates. After that, the turn moves to the next player or team.

## **ENDING OF THE GAME**

The team or player that arrives at the “END” square in first place wins the game!