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GAMEDIA

GUIDELINE

Workshop Guidelines

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WHY TO PLAY?

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This game aims to support youngsters in the development of the skills needed for combating misinformation and disinformation and all the risks that these phenomena imply. In order to do so, youth participants will be confronted with diverse questions related to some of the fields more affected by the proliferation of fake news. This way, participants will learn new interesting facts, they will test and improve their abilities to identify fake news, and they will discover other tips for having good information and communication habits.

GOALS

- To encourage critical thinking.
- To support responsible information habits.
- To learn and train how to identify fake news.
- To promote awareness on the impact of misinformation and disinformation.

WHY TO PLAY?

GAME OVERVIEW

GAME PREPARATION

LET'S START

NOTE!

TRUE OR FALSE CARDS

MULTIPLE CHOICE CARDS

OPEN QUESTIONS CARDS

EVIDENCE CARDS

ACTION CARDS

THE FINISH...

NOT TO FORGET

GAME OVERVIEW

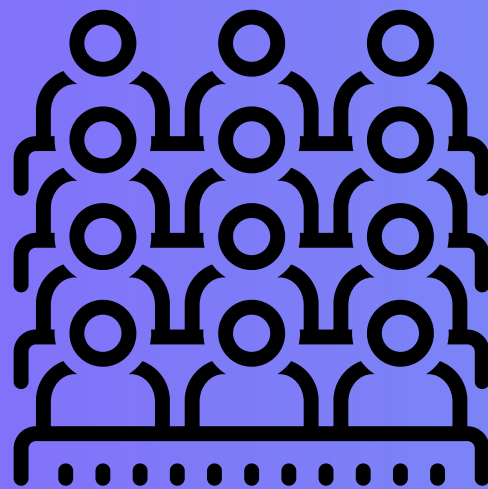
- Players move across the board, answering questions to test their ability to identify fake news and improve their critical thinking.
- The first team or individual to reach the "END" square wins the game.



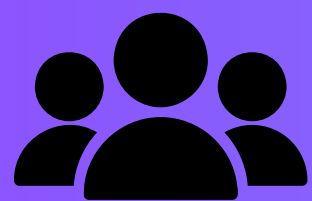
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PLAYERS IN ONE SCENARIO

Minimum 2
Maximum 12



For teams or individuals



Minimum of 2 and a maximum of 3 players per team. Individuals can play against individuals. Teams can play against teams.



Other materials you will need to be included are: **dice**, **playing figures**, **sand-clock**.

Choose a Scenario

Health



Technology



HumanRights



Each scenario has the same categories of cards: **True or false**, **Multiple choice**, **Open questions**, **Action** and **Evidence** cards



Action cards for all
scenarios are the same





GAME PREPARATION

- I. Before starting the GAMEDIA Game, it's important to choose a scenario that fits the group's interests.
- The game offers three different scenarios:



- Health: Focuses on issues like pandemics and health-related misinformation, such as fake medical advice and viral health myths.



- Technology: Explores challenges related to technological advancements, such as artificial intelligence and cybersecurity, where misinformation is common.



- Human Rights: Highlights the spread of disinformation related to human rights issues, such as social justice and global conflicts.

- II. Once the scenario is selected, gather the appropriate materials. Each scenario has color-coded question cards that correspond to the topic. Organize the cards into piles for True/False, Multiple Choice, Open Questions, Evidence Cards, and Action Cards, which are universal across all scenarios.

- III. Set up the game board in a central location where all participants can easily access it. Prepare the dice, player figures, and optionally, a sand-clock to time responses. If needed, divide the players into teams. The game can be played with a minimum of 3 and a maximum of 12 players per scenario, either individually or in teams.

- IV. Once teams are formed and figures are placed on the "START" square, you're ready to begin playing!

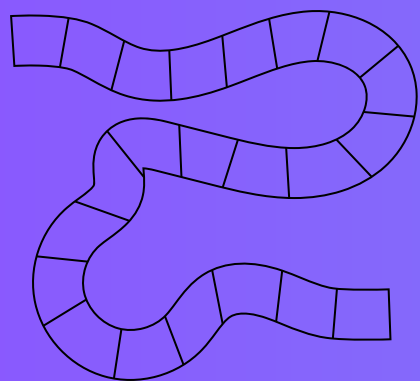


LET'S START

Ensure all players or teams have chosen their game pieces and placed them on the "START" square of the board and... LET'S roll the dice...



After rolling the dice, players move their game piece the corresponding **number of spaces** on the board.



When a player or team lands on a square, they must pick a corresponding card based on the type of square:

- **True or false**
- **Multiple choice**
- **Open questions**



The player or team sitting **to the right of the current player draws** the appropriate card and reads the question out loud (and the answer options, if necessary).



The player or team must answer the question. If they answer **correctly, they roll the dice again** and take another turn. If they answer **incorrectly, the turn passes** to the next player or team.

NOTE!

If the player lands on a square that requires an **Action Card**, they draw one from the action card pile.



Follow the instructions on the action card, which could involve:

- Moving forward or backward a set number of spaces.
- Skipping a turn.
- Choosing the type of question they want to answer.



If playing in groups, participants will have a **short time to debate** with their group members before answering. Time can be measured with a sand-clock.

If the individual participant or the team answers correctly, they will keep throwing the dice until they get one answer wrong. In that case, it will be the turn of the next participant/team to throw the dice and keep playing.



TRUE OR FALSE CARDS



When a player lands on a True or False square, the player or team seated to their right will draw a True or False card and read the statement aloud.

The current player must decide whether the statement is true or false.

- ✓ If **correct** answer: the player **rolls the dice again** and continues their turn.
If **incorrect** answer: the **turn passes** to the next player or team.
- ✗ True or False cards are a quick way to test players' knowledge and ability to identify misinformation.

MULTIPLE CHOISE CARDS



When a player lands on a Multiple Choice square, the player or team seated to their right draws a Multiple Choice card and reads the question along with the three answer options aloud.

The current player or team must select **only one** of the three answers they believe is correct.

- ✓ If **correct** answer: the player **rolls the dice again** and continues their turn.
- ✗ If **incorrect** answer: the **turn passes** to the next player or team.

Multiple Choice cards challenge players to carefully evaluate several possible answers, encouraging critical thinking when faced with misinformation.



OPEN QUESTIONS CARDS



When a player lands on an Open Questions square, the player or team seated to their right draws an Open Question card and reads the question aloud. Unlike other types, there are no answer options provided; the player or team must respond with their own answer based on their knowledge or reasoning.

- ✓ **If correct** answer: if the player or team answers correctly, they roll the dice again and continue their turn.
- ✗ **If incorrect** answer: he turn passes to the next player or team.

For open questions, teams may briefly discuss their answer, using a sand-clock if timed. These questions encourage deeper thinking and discussion, testing players' ability to analyze and articulate their understanding of the topic.



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EVIDENCE CARDS

In some cases, a question will require the use of an Evidence Card. The need for an evidence card is indicated on the question card by a specific number linked to the corresponding evidence card.

When this happens, the player or team must:

1. **Pick the correct evidence card:** Locate the evidence card that matches the number on the question card.
2. **Carefully read and analyze** the information on the evidence card. This could be an excerpt from an article, a chart, or another type of data relevant to the question.
3. After reviewing the evidence, the player or team must answer the related question.

The Evidence Cards provide additional context and challenge players to critically evaluate real-world information, mimicking how we must assess sources and data when determining the truthfulness of information in everyday life.

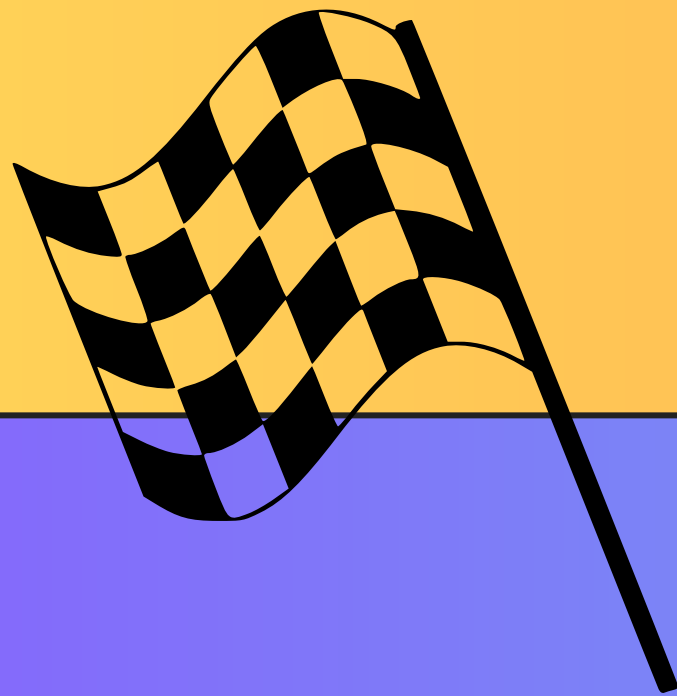


ACTION CARDS

When a player lands on an Action Card square, they must draw an action card from the pile and follow its instructions. These actions can include:

- Moving forward or backward a set number of spaces.
- Skipping a turn or keeping others on wait.
- Choosing the type of question (True/False, Multiple Choice, or Open) for the next round.

Action Cards introduce an element of unpredictability and strategy to the game, making each turn more dynamic and exciting.



THE FINISH...

- The game ends when the first player or team reaches the "END" square on the board.
- Conclude with a brief discussion about what players learned regarding misinformation and critical thinking.



NOT TO FORGET

- **Game Setup:** Ensure the board, cards, dice, and playing figures are ready. Divide participants into teams or play individually.
- **Guide Players:** Explain the game rules clearly, including how to use True/False, Multiple Choice, Open Questions, Evidence Cards, and Action Cards.
- **Monitor Turn Order:** Ensure smooth gameplay by prompting players when it's their turn and guiding the question reading process.
- **Time Management:** Use a sand-clock if needed to time group discussions for open questions.
- **Encourage Engagement:** Foster discussion and critical thinking, especially with open questions and evidence cards.

