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# GAMEDIA

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## GAMEDIA GAME: supporting document for facilitators

The aim of this document is to help facilitators guiding the game development.

### Game presentation

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.

### The main goals of the game are:

- 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.

### Game materials

You can find freely available all the game materials that you need to play GAMEDIA GAME.

The game includes three possible scenarios constituting three different possibilities for playing (three separate games). Each version is differentiated by a different color and they correspond to three different topics in which each version will be focused.

- **Health** - with a special focus on pandemics and other alarming phenomena. It is indicated by the color **GREEN**.
- **Technology** - with key emphasis in new relevant phenomena as artificial intelligence. It is indicated by the color **BLUE**.
- **Human rights**. It is indicated by color **ORANGE**.

The game includes **two main elements**: a **board game** and the **cards**. The board will always be the same for the three versions, as well as the **action cards**. However, the **question cards** will be different for each scenario. For each scenario, there will be 10 cards for each of these the typology of questions:

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

Besides these cards, you can find another typology: the **evidence cards**, that completes some of the question cards.

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

### **Game Preparation**

1. Choose the version of the game that you want to play. After this, pick the corresponding cards indicated by the color that identifies this version of the game.
2. Put the gameboard on a table and position the cards creating five different stacks: one for the “true and false” cards, one for the “multiple choice” cards, one for the “open questions” cards, one for the “evidence cards” and one for the “action cards”.
3. Prepare the rest of materials needed as the dice and the playing figures (and optionally, the sand-clock).
4. Divide participants into groups if needed: they can play individually or in teams.

The game can be played by a **minimum of 3 people and a maximum of 12**. In the case of playing individually, there will be a minimum of three persons playing individually. In the case of forming teams, the minimum number of participants per group is 2 people and the maximum is 3. The maximum number of teams possible is 3.

### **Functioning and instructions**

Participants can play individually or in groups. The person or the team will have a coloured piece to identify them. Participants will throw a dice in order to move their piece across the board following the number indicated by the dice. The person or the team arriving first to the final square, wins the game.

After throwing the dice, participants will arrive at a new square in which they will find a sign indicating the typology of card that they have to pick: it can be a question card or an action card.

In the case of the **action cards**, they will indicate some actions such as: moving X squares back/forward, having the possibility to choose the type of question they want to answer, losing their playing turn, etc.

In the case of the **question cards**, there are three **types of questions**:

- **True or false:** a sentence or affirmation will be written. Participants should guess if the readen sentence is true or false.
- **Multiple choice:** there will be a question together with three different possible answers, between which the participants will need to choose.
- **Q&A:** these are open questions for which the participants will have no options.

In all these cases, the participant sited at the right of the person (or a member of the team sited at the right of the person) will be in charge of taking the question card and reading the question -and the possible answers, if needed- to the person/team playing. This way we avoid that the person answering can see the correct answer, as it will be indicated in the card itself.

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.

### **The evidence cards:**

Some of the questions can make reference to the "**evidence cards**". The "evidence cards" contain **pieces of information** that participants will need to examine in order to answer. For example, pieces from articles, etc.

In this case, the participant has to pick the "evidence card" corresponding to the question that they have picked. In order to identify the corresponding "evidence card", they will be designated with the same number as the question card.

The group answering can see the "evidence card" for examining it (but NOT the question card where the correct answer is indicated!).



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