

ENHANCING DIGITAL READINESS BY
OVERCOMING FAKE NEWS, INFORMATION IN
SOCIAL MEDIA

2024-1-FR02-KA210-YOU-000247518

UnfakeSoMe Games

Social Media Simulation FILTER BUBBLE RUN

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Name of the game	Filter Bubble Run
About the game	High-Energy Game on Escaping Echo Chambers & Identifying Truth. A fast-paced, obstacle-course-style game that simulates how social media algorithms create filter bubbles, making it harder to access diverse and credible information. Players must break free by avoiding misinformation traps, navigating obstacles, and collecting verified sources to escape the filter bubble before time runs out.
Number of players	6-12 players (individually or in teams of 3-6)
Recommended age	14+ years
Game duration	30 minutes (including setup & reflection)
Objective	Players must break out of the filter bubble by: • Avoiding misinformation traps • Making correct fact-checking decisions • Reaching the “Verified Information Safe Zone” before the time runs out
Game setup	Playing Area • Choose an open space (gym, field, or playground). • Set up an obstacle course that represents an online environment shaped by algorithms. • Clearly mark the start zone (“Social Media Start Zone”) and the finish line (“Verified Information Safe Zone”). • The path should include different zones, each with specific challenges representing misinformation issues. Obstacles & Challenges 1. Echo Chamber Tunnels



	(Obstacle: Tunnels or narrow paths) • Players must crawl through a tunnel or run through a narrow passage. • Symbolizes how algorithms limit exposure to diverse perspectives. 2. Misinformation Barriers (Challenge: News Evaluation Questions) • Players must stop at a checkpoint where they receive a news article or headline. • They answer a fact-checking question before moving forward. • If incorrect, they must complete a small physical penalty (e.g., jumping jacks or running in place for 10 seconds). 3. Clickbait Traps (Obstacle: Fake Shortcuts with Misleading Headlines) • Some paths look easier but lead to “fake news traps”. • Players must identify the misleading headline to escape the trap. 4. Source Collection Zones (Challenge: Choosing Between Trusted & Unreliable Sources) • Players pick up news source cards at checkpoints. • Only credible sources help them advance quickly. • If they collect too many unreliable sources, they must take a detour. 5. The Algorithm Wall (Obstacle: Physical Blockade) • Players must push through resistance (e.g., soft barriers or teammates holding them back slightly).
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	• Symbolizes how algorithms reinforce confirmation bias, making it harder to access new perspectives.
Game flow	Setup Phase • Divide players into teams or individuals based on the number of participants. • Set up the physical course with obstacles, misinformation barriers, and source collection zones. • Place news verification cards at various checkpoints. • Assign roles if playing in advanced mode (e.g., Fact-Checker, Algorithm Guardian, Misinformation Spreader). • Explain the rules and objectives of the game. Starting the Game • All players gather at the "Social Media Start Zone." • The facilitator explains that they are now inside a filter bubble, where misinformation, clickbait, and biased content limit their access to reliable information. • Players are told that their goal is to break free from the filter bubble and reach the Verified Information Safe Zone by navigating the course correctly. Navigating the Course • Players run, crawl, jump, and dodge obstacles representing misinformation challenges. • They must reach various "Source Collection Zones", where they can pick up news verification cards. • Some paths lead to Clickbait Traps, forcing players to answer a fact-checking challenge before moving forward. • If a player chooses a misleading source, they must complete an extra challenge (e.g., redo an obstacle, answer a difficult trivia question, or lose time).

	Overcoming Misinformation Barriers At specific checkpoints, players encounter misinformation barriers, where they must complete a media literacy challenge to continue: • Headline Identification Challenge: Given three headlines, they must pick the credible one. • Image Verification Challenge: Identify if an image has been manipulated. • Deepfake Challenge: Determine if a video clip is real or fake. • Data Distortion Riddle: Spot misleading statistics in an infographic. If players answer correctly, they move ahead. If they fail, they must repeat an obstacle, take a penalty, or retry the question. Breaking Through the Algorithm Wall • Near the end of the course, players encounter the "Algorithm Wall." • This symbolizes how social media algorithms reinforce bias, making it harder to access diverse viewpoints. • Players must physically push through a barrier (e.g., resistance band, soft obstacle, or teammates lightly holding them back). • Before passing through, players must answer a question about how algorithms create filter bubbles (e.g., "How do social media platforms personalize your news feed?"). • If they fail, they must wait 5 seconds before trying again. Reaching the Verified Information Safe Zone • After overcoming the final misinformation challenge, players must make a final strategic choice between: 1. A direct but risky path (includes one last fact-checking challenge). 2. A longer but safer path (takes more time but has no final challenge).
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	• The first player or team to reach the Verified Information Safe Zone wins. • The facilitator reviews their accuracy score (fact-checking success rate). • If they misidentified too many sources, they must redo one challenge before officially escaping the filter bubble. Post-Game Reflection • Gather all players and discuss their experience. • Relate the experience back to real-world digital literacy skills and critical thinking in media consumption.
Outcome	• Teaches media literacy in a fun, high-energy format. • Demonstrates the dangers of echo chambers & misinformation. • Encourages teamwork and strategic thinking.

Scoring System

Category	Criteria	Points
Misinformation Avoidance	Successfully avoids misinformation traps	+3
Speed	Completes the course quickly	+3
Source Collection	Identifies and collects verified sources	+2
Bonus Points	Helps teammates escape the filter bubble	+2



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Social Media Start Zone



Verified Information Safe Zone



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Echo Chamber Tunnels



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Misinformation Barriers





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Clickbait Traps



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Source Collection Zones



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The Algorithm Wall



Misinformation Barriers Cards

Set 1

New Study Confirms Water Found on Mars

Clue for the moderator: Real article

<https://www.bbc.com › news › articles>

**Government to Implant Tracking Chips in All Citizens by
2025**

Clue for the moderator: Fake

Eating Garlic Can Cure COVID-19!

Clue for the moderator: Fake



Set 2

**WHO spreading groundbreaking malaria vaccine for
children at risk**

Clue for the moderator: Real article

<https://www.who.int/news/item/06-10-2021-who-recommends-groundbreaking-malaria-vaccine-for-children-at-risk>

**Elon Musk Says The Earth is Actually Flat in Secret Twitter
Post**

Clue for the moderator: Fake

**Ancient Scroll Found in Egypt Reveals Humans Were
Created by Aliens**

Clue for the moderator: Fake



Set 3

EU launches InvestAI initiative to mobilise €200 billion of investment in artificial intelligence

Clue for the moderator: Real article

https://ec.europa.eu/commission/presscorner/detail/en/ip_25_467

Penguins Found Living in the Sahara Desert!

Clue for the moderator: Fake

Drinking Lemon Water Reverses Aging, Says New UN Report

Clue for the moderator: Fake

Clickbait Traps Cards

This ONE Trick Will Make You Millions Overnight!

Clue for the moderator:

Why it's misleading:

- Uses hyperbolic promise ("millions overnight")
- Vague ("this ONE trick") with no explanation
- Designed to exploit greed and curiosity
- No credible source or evidence

Acceptable player responses:

- "It's too good to be true."
- "It doesn't say what the trick is."
- "Real money-making opportunities don't work that fast."
- "It's using excitement to trick me into clicking."

Doctors HATE This New Weight Loss Secret!

Clue for the moderator:

Why it's misleading:

- Uses emotional language ("HATE") to imply conspiracy
- "Secret" suggests hidden knowledge (implies suppression)
- No named doctors, study, or method
- Classic pseudoscience framing

Acceptable player responses:

- "It makes it sound like doctors are hiding something."
- "There's no proof or real information here."
- "Real medical advice doesn't use words like 'secret' or 'hate'."

You Won't BELIEVE What Scientists Just Discovered About Time Travel!

Clue for the moderator:

Why it's misleading:

- Uses shock language ("You won't BELIEVE")
- Implies a major discovery without evidence
- "Scientists" is vague—no institution, study, or details
- Time travel is not scientifically proven

Acceptable player responses:

- "It's trying to shock me instead of informing me."
- "If it were real, it would name the scientists or university."
- "This sounds like science fiction, not real news."
- "It gives zero facts—just hype."

Your Phone Is Listening to You—Here's the SHOCKING Proof!

Clue for the moderator:

Why it's misleading:

- Uses fear-based language ("SHOCKING") to provoke anxiety
- Implies surveillance without credible evidence
- While phones *can* collect data, they don't "listen" secretly in the way suggested
- Designed to go viral by exploiting privacy concerns

Acceptable player responses:

- "It's using fear to make me click, not facts."
- "Apps ask for microphone permission—you can control that in settings."
- "Real privacy issues are explained clearly, not with words like 'SHOCKING'."
- "This makes it sound like my phone is spying without consent, which isn't how it works."



EU Bans Chocolate—Says It’s a National Security Threat!

Clue for the moderator:

Why it’s misleading:

- Absurd claim wrapped in a realistic institution (“EU”)
- Uses official-sounding language to appear credible
- No factual basis—chocolate is not regulated as a security risk
- Classic satire/misinformation blend that spreads on social media

Acceptable player responses:

- “The EU doesn’t ban food for ‘national security’ like this.”
- “This sounds ridiculous—it’s probably a joke or fake.”
- “If this were true, it would be all over the news.”
- “It’s mixing something real (the EU) with something silly to trick people.”

EU Passes Law: All Teenagers Must Delete Social Media or Pay €500 Fine!

Clue for the moderator:

Why it’s misleading:

- Uses a real institution (EU) to appear credible
- Makes an extreme, authoritarian claim with no basis in actual policy
- Triggers fear and outrage (especially in teen players)
- No such law exists—EU focuses on digital safety and age-appropriate design, not blanket bans or fines on users

Acceptable player responses (any one allows escape):

- “The EU can’t fine individuals like that—it regulates companies, not personal phone use.”



- “This sounds like a punishment, but the EU actually works to protect teens online, not punish them.”
- “If this were real, my school or parents would know about it.”
- “It’s using a scary fine to make me click, but it’s not true.”

Source Collection Zones

Trusted Source Cards

BBC News

Reuters

Associated Press (AP)

The Guardian



FactCheck.org

Unreliable Source Cards

FakeNewsDaily.com

ConspiracyTimes.net

SensationalistWorld

CelebrityGossipZone

ViralAlert24.net

1. News Verification Cards (For Source Collection Zones)

Players must collect credible sources while avoiding unreliable ones. Each card has a source name, a credibility rating, and a short description.

Trusted Sources (Move Forward Quickly)

Source Name	Description	Effect
BBC News	A globally recognized news outlet known for fact-based reporting.	Move forward 3 steps
Reuters	International news agency with a strict fact-checking process.	Move forward 3 steps
Associated Press (AP)	A non-profit news organization delivering neutral, fact-based news.	Move forward 3 steps
The Guardian	A UK-based newspaper known for investigative journalism.	Move forward 3 steps
FactCheck.org	Non-partisan fact-checking website monitoring political claims.	Skip one misinformation barrier

Unreliable Sources (Lose Time or Face an Extra Challenge)

Source Name	Description	Effect
FakeNewsDaily.com	Publishes unverified stories to generate ad revenue.	Go back 2 steps
ConspiracyTimes.net	Promotes hoaxes and misinformation.	Lose 10 seconds
SensationalistWorld	Uses exaggerated headlines to attract clicks.	Answer an extra misinformation barrier question
CelebrityGossipZone	Spreads rumors without fact-checking.	Must redo the last challenge

2. Misinformation Barrier Challenges (Fact-Checking Questions)

At Misinformation Barriers, players must analyse news headlines or social media posts. If they answer correctly, they move forward; if incorrect, they perform a penalty (e.g., jumping jacks, extra obstacle, redo section).

Headline Identification Challenge

Players see three headlines and must choose which one is real.

Example Set 1:

1. "New Study Confirms Water Found on Mars" (Real)
2. "Government to Implant Tracking Chips in All Citizens by 2025" (Fake)
3. "Eating Garlic Can Cure COVID-19!" (Fake)

Example Set 2:

1. "Scientists Develop New Cancer Treatment That Reduces Tumour Growth by 80%" (Real)
2. "Elon Musk Says The Earth is Actually Flat in Secret Twitter Post" (Fake)
3. "Ancient Scroll Found in Egypt Reveals Humans Were Created by Aliens" (Fake)

Image Verification Challenge

Players see two images and must identify which one is digitally manipulated.

Example:

- A real NASA moon landing image
- A photoshopped version showing an astronaut meeting an alien

Correct Answer: The second image is digitally altered. If the player fails, they must redo the last obstacle.

Deepfake Video Challenge

Players watch short video clips (printed frames or on a device). One is real, and one is a deepfake.

Example:

- Real: A political leader giving an actual speech.
- Deepfake: The same person saying something outrageous that they never actually said.

Correct Answer: The deepfake video is fake. If incorrect, the player must restart from the previous checkpoint.

3. Clickbait Trap Challenges (Dead-End Paths with Sensational Headlines)

Players run into Clickbait Traps, where they must explain why a headline is misleading.

Example Clickbait Headlines:

"This ONE Trick Will Make You Millions Overnight!"

"Doctors HATE This New Weight Loss Secret!"

"You Won't BELIEVE What Scientists Just Discovered About Time Travel!"

How the Challenge Works:

- If the player explains why it's misleading (e.g., vague claims, lack of sources, exaggerated language), they escape the trap and continue forward.
- If they can't explain it, they must redo the last obstacle or perform a physical challenge.

4. Bonus Puzzle: The Algorithm Wall

Players must push through a resistance challenge representing how social media algorithms reinforce bias.

Setup:

- The facilitator places a barrier (rope, soft blocks, or teammates holding them back lightly).
- Players must physically push through to continue.

- The resistance symbolizes how algorithms make it difficult to access diverse viewpoints.

Additional Challenge Option:

Before pushing through, players must name at least one way social media algorithms create filter bubbles, such as:

- Recommending content similar to what you already interact with.
- Showing posts from people who share your views, limiting opposing perspectives.
- Prioritizing engagement over accuracy, leading to misinformation spread.

If players can't answer, they must stay stuck for 5 seconds before trying again.

5. Role-Playing Additions (For Advanced Play)

Players can take on different roles to make the game more interactive:

Role	Description
Fact-Checker	Helps teammates verify sources & avoid misinformation.
Misinformation Spreader (Saboteur Mode)	Secretly gives misleading clues (adds deception challenge).
Algorithm Guardian	Makes it harder for players to break out (acts as the resistance in Algorithm Wall).

Post-Game Reflection:

Understanding the Filter Bubble	• What was the hardest misinformation trap to escape, and why? • How did the obstacles in the game reflect the way misinformation spreads in real life? • Did you feel like your choices were limited at any point in the game? How does that relate to real-world filter bubbles? • How do social media algorithms influence what we see online?
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Critical Thinking & Fact-Checking	• What strategies helped you identify trustworthy sources? • Were there any moments where you thought a misleading source was real? What made it seem credible? • How did playing as a team help (or hinder) your ability to verify information? • If you had another chance to play, would you change your approach to fact-checking?
Real-World Application	• How can we apply the lessons from this game to our everyday use of social media? • Have you ever fallen for misinformation online? What could you do differently next time? • What are some practical ways to break out of a real filter bubble? • How can we encourage others to verify information before sharing it?
Game Improvement & Feedback	• What part of the game did you enjoy the most? • What was the most challenging part of the game? • Do you think this game accurately represents the challenges of navigating digital information? Why or why not? • How could we improve the game to make it even more engaging and educational?