

Anti-Rumour Project Newsletter

Nº3

MAY 2024

Hi, Anti-Rumourer!

We are back to tell you more about the Anti-Rumour project, which was born from **the need to make reliable resources available to educate in digital literacy and quality of online content.**

Media literacy encompasses a range of approaches that contribute to the development of critical thinking skills around all types of media and an understanding of how information affects society, including culture and norms.

In order to promote media literacy, we are delighted to present you...



The Anti-Rumour Serious Game on Media Literacy

The Anti-Rumour Consortium has developed a **Serious Game on Media literacy and against conspiracy theories.**
but... what is Serious Game??



A Serious Game is a type of board game, card game or video game. However, it has a explicit educational purpose, and is not intended to be played primarily for amusement. The objective of the Anti-Rumour Serious Game is to train youth, to enhance their knowledge aquisition while providing them with effective strategies that can be put into practice. Thus, through a gamified environment, young people can learn and develop their media literacy and critical thinking skills.

Our Serious Game is role-play based, enhancing the individual skills of participants. In that way, the game aims to be a cooperative game, focusing on assessing people's skills in identifying different types of media and the messages they are sending.

Therefore, through a gamified environment, the Anti-Rumour Serious game endeavors to combat misinformation and fake news, promoting media literacy and the intellectual capacity of young people.

As Reglitz (2022) argues, in politics perceptions are as important as facts and have the power to influence people's opinions and even affect, to some extent, their actions. It is also possible that, even if people say they do not believe in fake news, this information may have (unconscious) consequences on their perceptions on various issues

What is the game about?

In this role-play game, players impersonate content creators. They have been selected to participate in a contest by a social media platform. This platform wants to promote media literacy among its audience. For that reason, every content creator (player) must create an article about a specific topic. Players will have to vote what articles, in their opinion, are worth it to be published. Those articles with the most votes will be published, and their authors, the winners.

But wait! The players are not only impersonating content creators, but also **conspirators** or a **truth enthusiasts**. These roles will be assigned by the role cards.



While truth enthusiasts are committed to integrity values and foster a culture of critical thinking, the conspirators are masters of misinformation and aim at disrupting the truth, swaying away public opinion. **The truth enthusiasts's job is to expose conspirators** and their fake news, while **conspirators aim at spreading false narratives**

If there are more fake articles published, the conspirators win, they have deceived their colleagues and now their fake news will be spread, impacting in public opinion

If there are more truthful articles published, the truth enthusiasts win. They have achieved their goal of promoting transparent and verified information

How to play:

Each player will **draw one role play card (content creators cards)**, which will design their fate for that round: they will be either conspirators, or truth enthusiast. Then, they will **need to draw a message card**. These cards present the player with a headline and a narrative. Players **will then have to write an article in 10 minutes based on that message and according to their role**.

To facilitate their research, they can make use of:

- Computer
- Smartphones
- Pens and paper sheets

They will need to use their media literacy skills and resources to pursue their objectives



After the time has passed, they will present their articles, with the objective of convincing the rest of the players to vote for them and to publish it. Bear in mind, that conspirators will vote those articles they think are fake, and truth enthusiast will vote only those that they think are true.



The vote must be kept secret, using the voting tiles.  

After all players have finished with their presentations, the facilitator, impersonating the social media platform, will reveal which articles received most votes, being the ones to be published.

Try it yourself!

The Anti-Rumour Serious Game will be soon available on our webpage! In the Resources section, you may find:

- **The Facilitators' Guide:** This document provides the necessary instructions for facilitators to carry out the game in an efficient way. It contains important information about the rules, voting system and material. It also provides extended information about each message card (as well as establishing if they are fake news or not). Moreover, it also provides recommendations.
- **Anti-Rumour Rulebook:** This document provides detailed information about the instructions and rules to play the game. Here you can find what equipment is needed, game set up, rounds, and scoring system. Lastly, this Rulebook will give you guidelines on **how to print the game material**



It's very easy! All you need is a working printer, 200-300gsm paper and laminating pouches (recommended). All the files have the correct size and format. You just need to click on print, and cut out the borders!

- **Printing files:** On our webpage, you can find the printable version of the game material, which consists of:
 - 8 Role cards
 - 58 Message cards
 - 8 Scoreboards
 - 200 voting tiles
 - 8 Hiding tabs
 - 1 Facilitators' Guide (recommended)



Try it yourself! (Online version)

You can also play our game online on **Tabletopia**. Tabletopia stands as a digital haven for tabletop game enthusiast, offering a rich online platform where players can dice into a vast array of virtual tabletop games.

We have adapted the Anti-Rumour Serious Game to be played easily in Tabletopia, so it can be played online, without the need to print.

To play the game you will just need to go to tabletopia through the links provided in the web, create an account and start testing your media literacy skills!



You can enjoy all these resources in **4 languages!**



Coming soon...

The Anti Rumour project is not finished yet!

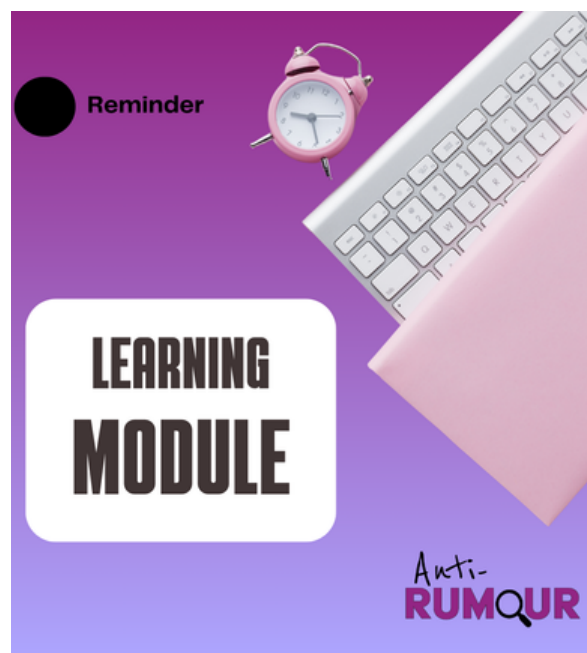
Soon we will upload the Anti-Rumour Learning Module.

This module will be produced with the aim of enhancing media literacy among young people. They **provide Lesson plans to teach youth organisations and youth workers how to use the Anti-Rumour materials** (Guidebook, Toolkit and Serious Game), showcasing how they can be proven helpful for marginalized groups and environmental issues.

It will be divided into 4 lessons:

- Conspiracy Theories about marginalised groups
- Environmental awareness & Global warming
- Conspiracy theories and key features
- Media Literacy -Protection & empowerment

They contain both theoretical and practical approach, adapted to the target group, and providing useful and interesting material to integrate into educational programmes!



Stay tuned if you want to know more!



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