EAIE
Esports as Accelerator for Social Inclusive Education

LESSON
FAKE NEWS

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FAKE NEWS

The students learn about what to be aware of when trying to navigate the internet and social media without becoming victims to misinformation, fake news and trolls.

Subject and level
Danish levels

Connection to curriculum
A core part of the curriculum in Danish is to learn how to navigate and be critical of modern media such as the internet and social media.

Didactic and pedagogic considerations
The game itself should be relatively straight forward for the students. An important thing to be aware of is to make sure to not just leave the students to the game but encourage them to think about their choices. Some students may find that the choose your own adventure structure just means that they can spam click through the options and get to the end fast. If they do that the learning potential of the game is minimal. So some facilitation and supervision may be required.

Time estimate
20-30 minutes

Group size
The exercise is most effective if the students play the game solo, but it is also possible to incorporate an element of competition as the players get a score when they are done with game.

FAKE NEWS

Overall introduction to exercise

The exercise is based around the video game Bad News which is made by a Danish fact checking website that also tries to inform people about the pitfalls and dangers of online misinformation. They do that in various ways and one of those is through an online video game, that they have developed. The objective of the game is to spread as much misinformation as possible measured by how many followers your profile has on social media. The game is akin to a choose your own adventure type game, where the player is presented with different choices that lead to varying outcomes and follower counts. So in a round about way the game teaches the player what to be aware of when navigating online spaces by letting the player use these misinformation strategies to their fullest potential.

Exercise as presented to the students

No separate presentation needed.

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E-SPORT AS ACCELERATOR FOR SOCIAL INCLUSIVE EDUCATION

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Co-funded by
the European Union

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