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NEWS

FAKE NEWS

In the infinite expanse of the internet, there are countless false reports, also called “fake news”, that are posted with the intent to manipulate readers. Scandals, instrumentalisation, and algorithms for dissemination amplify the phenomenon – particularly on social media. Fake news often receives more attention than reputable news, and gives us a feeling of powerlessness. By strengthening our judgement, we are able to unmask the fakes. Are you ready to put yourself in the place of someone who disseminates fake news?



4-6
Players



30-90
Minutes



Ages
14+

uwid

This game was developed by students in the Industrial Design course at the University of Wuppertal as part of the project “Perspectives in Play”, which has been funded by the German Federal Foreign Office. The project aims to develop games that turn different aspects of politics into an interactive experience. You will find all the games in the series at www.perspectives-in-play.com. For more information on the German Federal Foreign Office and its programmes, please visit www.diplo.de/aussenpolitiklive.



Warning: Contains small parts that can be swallowed. Not suitable for children under 3.

CONTENTS

Cut out the materials along the dotted lines. (Avoid reading the cards while doing so!) Arrange the photos in a pile. Number 1 is on top. Sort the fact cards by number and arrange them in a pile, face down. Fact 1 must be on the top of the pile. Shuffle the filter cards and arrange them in a pile in any order, face down. Repeat with the tip cards, creating a second pile. Print on one side only.

----- Cut

INCLUDED



12 photo cards



12 fact cards



22 tip cards



12 filter cards

REQUIRED

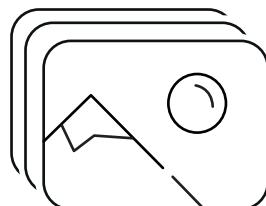


1 pair of
scissors

EXPLANATION

Context

In each round, a photo that illustrates a political or social event is turned face up. Each of you will think up a new story for the photo, giving it a new context for publication. Your aim is to persuade SAM – the search engine algorithm – to select your story to present to its target group along with the photo.



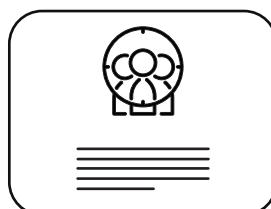
Players



All players receive suggestions on how to make stories more impressive. Each of you makes up a story for the photo, keeping it as interesting as possible. On the corresponding fact card, you will find the original story that the photo accompanies – but your task is to make up a new story. That is why you won't look at the fact card until the round is finished.

SAM

Each of you in turn will play the role of SAM; the youngest player begins. Draw a filter card (for example, "Retired teacher"). After you have heard all the stories, you must decide which of them would be most interesting to the target group on the filter card. Before beginning the game, all players may look at the various filter cards.



GAMEPLAY



PREPARATION

Turn the first photo face up. SAM draws the corresponding fact card and puts it aside. Next, SAM draws as many tip cards as there are players, without reading them. If all the tip cards have already been used, shuffle them, make a new pile, and draw from it. Now SAM shuffles the cards and gives one to each player...face down. SAM draws a filter card and reads the information to himself. The other players also silently read their cards.



ROUND 1

Each player can ask SAM a yes/no question to find out more about the filter. After everyone has asked a question, each of you picks a tip from your tip card and tries to implement it. Next, tell your stories. The player clockwise to SAM begins.



DECISION

SAM must decide which story matches his filter the best. The winner of the round receives the photo for the round. You can also read the fact card now to find out the original story. Now the next clockwise player becomes SAM. The game is over as soon as one of you has won 3 rounds or each player has been SAM twice. In this case, count to see who won the most rounds. In the event of a tie, the winner is the player who won the first round.



1



2



3



4









FACT

Artificial intelligence and automation generate new opportunities, but also evoke fear of unemployment. According to an audit firm, 35% of jobs in Germany could be automated by 2030.



FACT

Shows forest fires. Have repeatedly occurred in Chernobyl since 2015. Population very anxious about radioactivity. Increased radioactivity could not be proven.



FACT

Yellow vests protests. France, 2019, against fuel tax increase. Street access to filling stations blocked. 10 dead, 2,000 wounded.



FACT

South Tyrol. In 1950, a lake was dammed here in order to build a hydroelectric power plant. The entire village of Graun and most of Reschen were flooded – in total, 163 buildings.



FACT

Shows the Tomatina Festival. Began in 1940. People throw tomatoes at each other. It has become an international tourist attraction.



FILTER 1

Editor of an illustrated magazine



FILTER 2

Child who is secretly surfing the internet for the first time



FILTER 3

Owner of a successful social media account



FILTER 4

Students researching topics for their bachelor's thesis



FILTER 5

Marketing department looking for an opportunity to promote a start-up



FILTER 6

Interested mothers-to-be who do internet research



FILTER 7

New resident of a large city who sees a billboard



FILTER 8

Opinion leader of a radical group



FILTER 9

Senior citizens who thoroughly read the newspaper every day



FILTER 10

Author of a book on a current political topic





FACT

Poland.
Company is working on
facial recognition software
that can read the mimic and
gestures of disabled people.
It will make it easier to
communicate with carers and
help persons become more
independent.



FACT

Sweden.
During the coronavirus
pandemic.
No lockdown.
Poster advising people to
practice social distancing.
The population does not
comply.



FACT

Rioting by radicals
in Stuttgart, Germany.
Stones were thrown through
shop windows.
Violence was also directed at
the police.
Over a dozen injured police.



FACT

Ireland.
Two corpses found in a lake.
Father and son.
Were found by a helicopter
crew.



FACT

Demonstration of
environmental protection
movement against the mass
extinction of animals and
plants.
Coffins, blood red colour,
costumes and protesters who
feign death in public are the
expressions of protest.



FACT

France.
Maurice, the famous loud
rooster, has died.
Became known after neigh-
bours took the owners to
court for noise pollution and
lost.



FACT

Cliff in Sweden.
The Vikings feared a serious
future climate crisis.
They probably predicted
climate change.



Interviewer who looks at
people's fates



TIP

Name the exact location of
where the image was docu-
mented to be convincing.



TIP

Which incisive
geographical event could
be pictured in the photo?



Local politician who is
searching for a hook for
his upcoming speech



3

TIP

What company could be involved in the action?

Use many expressive adjectives to give your story emotional impact.



4

TIP

Link your story to a political event that happened at the same time.

Tell your story from the viewpoint of a person who was directly affected.



5

TIP

Tie the names of the persons involved into your story.

Report about a crime that could be linked to what is shown in the photo.



6

TIP

Be concise.
Speak convincingly, with self-confidence. Maximum of three sentences.

Derive a moral from the event and integrate it into your story.



7

TIP

Who could benefit from the photo's publication?

Tie a speech into your story. What would you say if you were standing in front of a large group of people?



8

TIP

What could be the reason for publishing the photo?

Tell about a love story in the context of the photo.



9

TIP

Mention many details that make your story seem credible.

Tie the feelings of the persons involved into your story.



10

TIP

What could be the photo's historical context?

Tell about an obstacle that could be overcome in order to enthrall listeners with your story.



11

TIP

Mention the source of the photo. Authentic sources help to make your story seem convincing.

Weave a child's perspective into your story.



12

TIP

Use as much jargon as possible to be convincing.

Tell the story in the first person singular. Put yourself in the place of an involved person.





13

TIP

Who could have taken the photo? What does that person have to do with the event?

What could an advert for the photo look like?



14

TIP

Speak as if you are a reporter who was on the scene.

Tie a child's fate into your story to touch your listeners more deeply.



15

TIP

Mention a reputable portal that published a report about the photo.

Invoke a dramatic death that could shock the people listening to your story.



16

TIP

What person might have published the story related to the photo?

Tie a heroic story into your story.



17

TIP

Tell your story in the style of a news portal and make an effort to speak objectively.

What conflict could arise regarding this photo?



18

TIP

Mention counterarguments and refute them in order to support your story.

Use words like "for the first time" and "suddenly".



19

TIP

Mention several sources that could have reported about the photo.

Add open questions to your story.



20

TIP

Use the details in the photo to explain exactly what happened.

Make up dialogues of persons who have something to do with the photo and build them into your story.



21

TIP

Tell about the reactions triggered by the photo.

Tell your story such that it builds up to a climax.



22

TIP

Use many descriptive adjectives.

Tell about the fates of individuals that ultimately build up to a shared fate.



WE WANT YOUR FEEDBACK!

We would be pleased to receive your feedback on this game, including any ideas or suggestions. Simply send your answers and other feedback (as a scan, photo, etc.) to feedback@perspectives-in-play.com.

Which game did you play? _____

	Age	Gender
Who played it with you?	Player 1	
	Player 2	
	Player 3	
	Player 4	
(Continue if more.)		

How long did it take to prepare for the game? _____ minutes

How long did it take to play the game? _____ minutes

What did you like about the game?

Which aspects could we improve upon?

On a scale of 1 to 5, to what extent do you agree with the following statements?

	'I do not agree at all.'		'I completely agree.'		
'I am interested in politics.'	1	2	3	4	5
'Politicians do not have an easy time of it.'	1	2	3	4	5
'Politics play an important role in my everyday life.'	1	2	3	4	5

What insights did you gain into politics when playing the game?

What thoughts related to politics did you have while playing?

What topics can you envision for future games of this type?

Thank you very much for your contribution!

Your

Perspectives in Play Team