MIND YOUR MEDIA

Be aware of what you consume online

A GAME COLLECTION FOR DIGITAL AWARENESS

Empowering critical thinking for a safer online experience

eavi
INFORMATION AND DEMOCRACY

+12

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Mind your Media
A digital awareness game collection

In today's world, we spend more time online than ever before—connecting, learning, and entertaining ourselves. But how well do we really understand the digital spaces we navigate? *Mind your Media* is a collection of interactive games designed to raise awareness about online interactions, misinformation, artificial intelligence, and digital media literacy.

These games serve as engaging tools for discussions about online safety, media literacy, and critical thinking. Whether you're an educator, teacher, facilitator, or simply passionate about fostering digital awareness, this game set can be used in classrooms, workshops, informal gatherings, or any setting you choose.
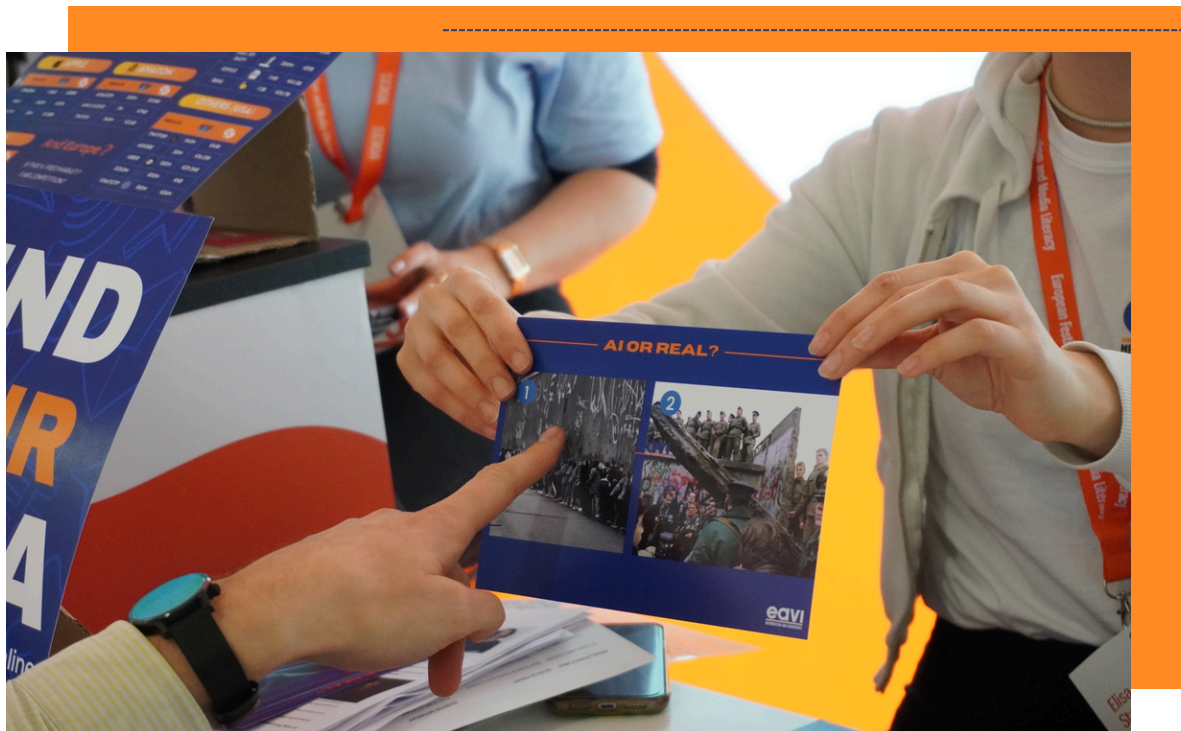
This collection includes five games, tackling different aspect of digital media and online behavior. They are designed not just for fun but also as a opportunity to learn new things, spark meaningful conversations, and encourage reflection.

The five games:

1. **Digital Media Literacy Quiz 1** – A fast-paced version with numbers and quick facts to test awareness.
2. **Digital Media Literacy Quiz 2** – A quiz where each answer comes with an short explanation to deepen understanding.
3. **AI vs. Real** – A challenge to distinguish between real and AI-generated content.
4. **Spot the Scammer** – A role-playing game to identify deception in online interactions.
5. **Fake News Detector** – A game focused on learning how to identify misinformation and unreliable sources.

Who can play?

There is no strict age limit—anyone can join! However, we recommend a minimum age of 12 to ensure participants can engage meaningfully with the topics.

Spot the Scammer is the only game that requires 4–8 players. All other games can be played with one player or in larger groups—it's up to you!

We suggest using these games as a conversation starter on digital awareness. Ideally, one person should lead the game—someone who is familiar with the topics and can help guide discussions. This facilitator should also clarify concepts, encourage deeper thinking, and ensure a meaningful exchange of ideas throughout the session.

Digital Media Literacy Quiz 1

The internet shapes how we communicate, consume information, and entertain ourselves. But how much do we really know about our online habits and global digital trends? This quiz tests your knowledge on internet usage, screen time, social media, misinformation and more.

Setup & Materials

- One game master
- At least one player
- Quiz questions

Goal

Beyond getting the right answers or winning, this quiz is an opportunity to learn new things, reflect on trends, question habits and more.

Game setup:

The Game Master positions themselves where they can be seen and heard by all players to ensure smooth facilitation. They present the questions, facilitate discussions, and reveal the correct answers after each round.

As of April 2024, what percentage of the global population are individuals using the internet?

A) 85.8 %
B) 75.9 %
C) 67.1 %
D) 54.7 %

How to Play:

1. The game master reads each question aloud to the players.

2. As an optional step, players may first guess the answer before hearing the multiple-choice options.

3. The game master then provides the answer choices (a, b, c, d).

4. Each player choses their answer.

5. The correct answer is revealed, and the game master facilitates a discussion about the topic.

6. The discussion may explore why certain answers were chosen, real-world implications, or personal experiences related to the question's theme.

Questions to initiate a discussion :

How does the average daily time spent online compare to your own habits?

Do you think spending so much time online is more beneficial or harmful? Why?

What impact does prolonged social media use have on your mental health and productivity?

What strategies can individuals use to set healthier boundaries for social media consumption?

Were you surprised or shocked when confronted with the number of days it would take to binge-watch an entire series? How does this make you reflect on your entertainment habits?

What steps can society take to raise awareness about healthier digital media habits?

Digital Media Literacy Quiz 2

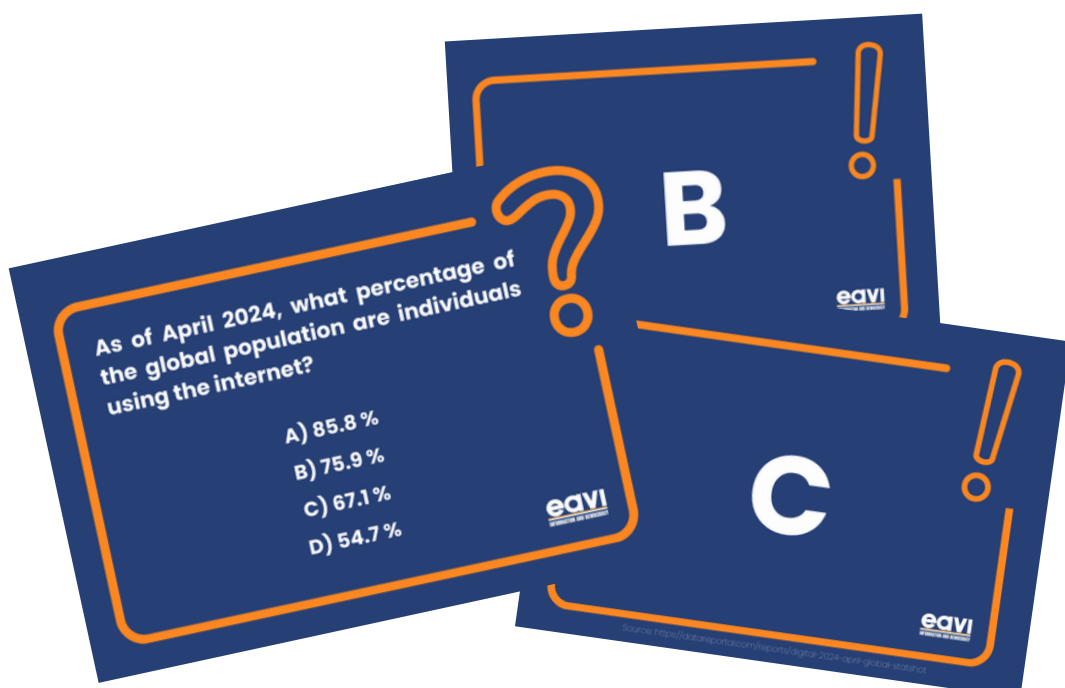## Setup & Materials

- One game master
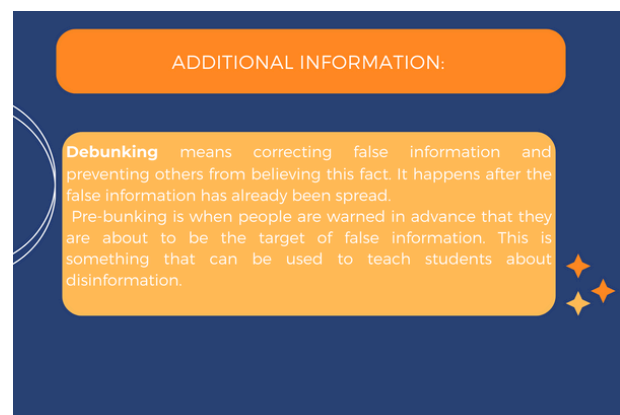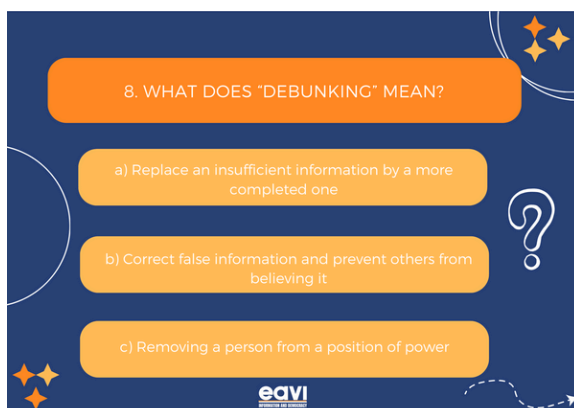- At least one player
- Quiz questions

Goal

Beyond getting the right answers, this quiz is an opportunity to learn, reflect on digital trends, question habits, and think critically about digital media. Each question includes an explanation on the reverse side, providing players with deeper insights into different media related topics.

Game setup:

The Game Master positions themselves where they can be seen and heard by all players to ensure smooth facilitation. They present the questions, facilitate discussions, and reveal the correct answers after each round.

How to Play:

1. The Game Master reads a question aloud to the players.
2. Players may give an answer before hearing the multiple-choice options.
3. The Game Master provides the answer choices, which can be two, three, or four options depending on the question.
4. Each player chooses an answer.
5. The correct answer is revealed, followed by an explanation from the reverse side of the card.
6. The Game Master facilitates a discussion, encouraging players to reflect on their choices and the real-world impact of the topic.

8. WHAT DOES "DEBUNKING" MEAN?

a) Replace an insufficient information by a more completed one

b) Correct false information and prevent others from believing it

c) Removing a person from a position of power

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ADDITIONAL INFORMATION:

Debunking means correcting false information and preventing others from believing this fact. It happens after the false information has already been spread.
Pre-bunking is when people are warned in advance that they are about to be the target of false information. This is something that can be used to teach students about disinformation.

AI vs. Real

The internet has transformed how we consume content but also made it harder to distinguish real from fake. While AI offers many benefits, it also enables deepfakes, manipulated media, and AI-generated content used to deceive. With AI creating highly realistic fake photos, videos, and voices, trust and authenticity are more important than ever. As recognizing AI-generated content becomes increasingly difficult, we must approach digital media critically and stay aware of its presence and realism.

Setup & Materials

- One game master
- At least one player
- Cards (each containing one real photo and one AI-generated image)

Goal

This game is not about winning or losing but about raising awareness of AI-generated content and deepfakes but the goal for the players is to identify the AI-generated picture, sharpening critical thinking and visual analysis skills in the process.

Game setup:

The Game Master ensures that all players have a clear view of the images, arranging them in a way that everyone can see, such as having players sit in a circle or around a table. They present the images, facilitate discussions, and reveal the correct answers after each round.

How to play

1. The Game Master presents a series of image cards, each displaying a real photo alongside an AI-generated image.
2. Players analyze the images.
3. Each player makes a decision on which image they believe is AI-generated and prepares to vote.
4. If there is disagreement, players can discuss and argue their reasoning before finalizing their votes.
5. The Game Master reveals the correct answer.
6. The game continues with new image sets for multiple rounds of play.
7. After the game, the Game Master highlights key signs of deepfakes, such as lighting inconsistencies, unnatural facial movements, and blurred details. They should also emphasise that these tips are not always enough, as AI-generated content is becoming increasingly realistic. They can also introduce the SIFT method (provided in the materials), a strategy for evaluating online credibility. Although it is not specifically aimed at AI-generated images, it helps to develop a critical approach to digital content.

Questions to initiate a discussion :

- Have you ever encountered AI-generated images, videos, or voices? How did you recognize them, or were you tricked?
- What are some examples of AI being used for creative and beneficial purposes?
- How do deepfakes and AI-generated media affect our ability to trust digital content?
- What are the risks of AI-generated content in politics, journalism, and social media?
- How can scammers misuse AI for deception, and have you seen real examples of this?
- What strategies can we use to critically assess the authenticity of digital content?

Spot the Scammer

The internet makes connecting with new people easier than ever, but it also enables deception. According to the Cambridge Dictionary, a scammer is "someone who makes money using illegal methods, especially by tricking people," while a catfish is "someone who pretends on social media to be someone different, in order to trick or attract other people."

AI has further empowered scammers and catfishes, allowing them to create realistic fake identities with AI-generated profile pictures and deepfake content. This game highlights how easily a scammer can invent a completely new identity and blend in. While meeting people online can be exciting, it's essential to stay critical and cautious.

Setup & Materials

- 1 game master
- 4-8 players
- Game cards

Goal

Each player takes on the identity of a different person with an online profile. One participant gets the role of the scammer, who lacks personal information and must fabricate responses while trying to blend in. The goal is for players to identify the scammer before they deceive too many people—just like in real online scams or catfishing situations.

Game setup

Players sit or stand in a circle so everyone can see and hear each other. The Game Master explains the rules and sets the stage for an "online" interaction.

Name : Liam
Age : 32
Height : 1m83
Languages : English, French
Location : Amsterdam
Status : In a relationship
Job : Cook
Passions : Fishing, cryptocurrencies
Music preferences : House, Techno
Favorite book : The simple path to wealth
One fact about me : I once played Call of Duty for 12 hours straight.

Name : Hannah
Age : 23
Height : 1h65
Languages : English
Location : Wales
Status : It's complicated
Job : Influencer
Passions : Sustainable living
Music preferences : Jazz
Favorite book : We should all be feminists
One fact about me : I have been vegan for about 9 years now.

How to play

1. Players familiarize themselves with their assigned profiles. The scammer, unaware of the details on the other players' cards, must attempt to participate convincingly in the upcoming conversations.
2. The game master announces that it is time for the players to engage in "online" conversations to get to know one another.
3. Over the next 3-5 minutes, players interact and ask each other questions, such as "Where are you from?".
4. After the discussion, the game master interrupts the interaction, and players vote on who they suspect is the scammer.
5. The player with the most votes is eliminated.
6. If the eliminated player was not the scammer, the game continues with another round of conversation.
7. The game ends when the scammer is correctly identified or when only two players remain.

Questions to initiate a discussion

Have you or someone you know ever encountered a scammer? How did you handle it?

What are some red flags that might indicate someone is a scammer?

What makes online interactions harder to interpret than face-to-face conversations?

How do you think tools like AI are making it easier for scammers to deceive people?

Why do you think people still trust strangers online, despite frequent warnings about scams?

What strategies can you use to balance meeting new people online with staying safe?

Fake News Detector

We encounter countless news articles online every day—but how can we tell if they're real or fake? Misleading or completely false information can spread quickly, making it essential to verify sources, question what we read, and recognize red flags.

Setup & Materials
- 1 Game Master
- 1-4 Players
- Online news article and additional tabs
- Cut-out arrows
- 10-step checklist for identifying fake news

Goal
This game challenges players to analyze an article, spot potential warning signs, and apply fact-checking techniques. By the end, you'll have a better understanding of how to critically evaluate news sources.

Game setup
The Game Master sits centrally with the additional tabs ready but not visible to players, while players face the article for clear visibility and discussion. Each player has cut-out arrows to mark key points.

How to Play
1. Players carefully analyze the article, looking for elements that may require further verification.
2. Using their cut-out arrows, players mark elements in the article they would:
   - Click on for more information (e.g., author, "About Us," ads, article title).
   - Research further using a search engine.
3. When an arrow is placed, the Game Master checks the guide on page 14. "Clicking" on points 1-5 will "open" a corresponding tab (page 15), showing where a real search would lead. "Points" 6-8 may also be identified by players, as they include spelling mistakes, unusual punctuation, and an unusual web address (e.g., '.com.co' instead of a standard '.com' or '.org'). While these do not open additional tabs, they are important red flags.
4. Players explain their verification choices as the Game Master guides discussion and raises awareness of misinformation.

At the end of the game, the Game Master provides a checklist (provided in the materials) that can be used not only in this game but also as a general guide for spotting fake news in everyday life.

Good to know

The Burrard Street Journal is a satirical news website known for publishing humorous and fictional stories. While it presents itself in a news format, its content is not meant to be taken as factual. In this game, a modified version of one of its articles is used to help players practice identifying potential red flags in online news.

This article was specifically chosen for the game, but the fact-checking techniques applied here can be used for all kinds of websites. The goal is to demonstrate that a few simple steps can often reveal when an article is not backed by serious journalism.

Questions to initiate a discussion

- Have you ever encountered a news article that turned out to be false? How did you find out?
- Have you ever shared a news article that turned out to be false?
- What are some common reasons people believe and share fake news?
- What strategies do you personally use to verify information before trusting or sharing it?
- How do social media platforms influence the spread of fake news? Do they do enough to prevent it?
- Why do you think some fake news stories seem so convincing? What makes them believable?
- What are the potential dangers of misinformation, both online and in real life?

1 ... **2** ... **3** ... **4** ... **5** ... **6** ... **7** ... **8**

THE BURRARD STREET JOURNAL

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NEWS

Elon Musk Announces New Currency Specifically For Jewish People

By the Burrard Street Journal

Elon Musk Announces New Currency Specifically For Jewish People

WASHINGTON, DC — Elon Musk today announced a brand-new currency for Jewish people in an effort to prove he is not antisemitic !!!

Unveiling a new task force specifically for this purpose, ... announced that all Jewish people in the U.S. will become "unburdened of the weak U.S. ... r" and will instead use a new currency tentatively called "Muski."

The currency, which will have a 1:1 value with Dogecoin, will only be ... ecific areas of the United States where Jewish people "must remain for the ... e de facto ruler of the free world told *The Daily Stormer.*

"Together with my assistant, President Trump, we will create special zones to protect Jewish people. There are a lot of crazy people who want the Jews to have nothing," he said. "The American people didn't elect me as their ruler to let that happen.

Top Football News

BEST FOOTBALL NEWS

Kenny Cunningham to have surgery on eyebrows after abuse on social...

Burrard Street Football   Tuesday, May 19, 2015

RTE soccer pundit, Kenny Cunningham, has today told FMFN that he is to undergo surgery, following years of harrowing abuse online. Central defender are generally known...

WANT TO LOSE WEIGHT THE EASY WAY?

DRINK REMEDII

Nicklas Bendtner to legally change name to LORD Bendtner
Monday, August 31, 2015

BT Sport refuse to sack Michael Owen as new figures suggest...
Thursday, September 3, 2015

About us

1

If you click on the author, in the case of this journal, you are redirected to an unrelated website where you can only purchase a hammer.

2
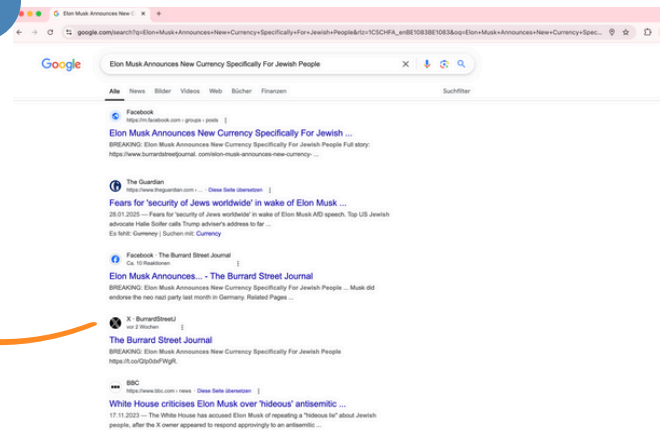
If you search the headline in a search engine, you will see that this topic (new currency for Jews) has not been reported by other news sites.

3
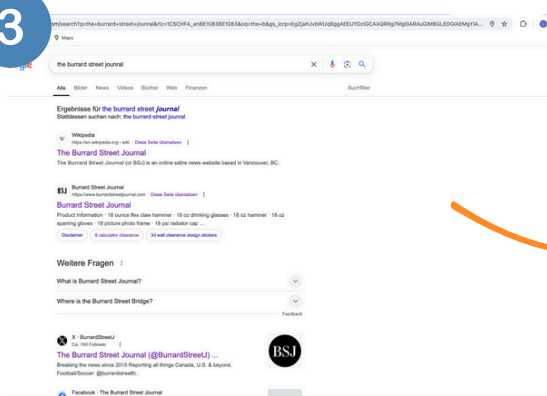
If you enter the name of the news site into a search engine, it quickly becomes clear that it is a satire website.

If you click on the advertisement, you are not redirected to the advertised product but instead receive an error message.

4

404

Oops... page not found.

We don't know how you ended up here, but you should go away now.

5

The Burrard Street Journal – (Burrard Street Football)

The Burrard Street Journal is an occasionally funny Canadian satire, parody and comedy news website based in Vancouver, BC. All articles, videos and images are fictitious and intended to be humorous. For more information please see our disclaimer or check out our handy guide to fake/satire news.

ghostwriting

History

The BSJ began initially as a soccer satire website named failmuch.com in March 2015. After 6 months, the site began to produce political Canadian and U.S. satire and as of March 2016 the terribly-named FM News was closed down and the Canadian satire site, the Burrard Street Journal was born. Within its first year the BS Journal has been read by millions of people across the world, with a regular viewership in the hundreds of thousands each month. The site has been featured on The New York Times, NBC News, Global News, CBC News, The Daily Mail and our own personal favourite, hausarbeit ghostwriter Sean Hannity, amongst others...

In the "About Us" section, you find information about the Burrard Street Journal and learn that it is a satire website.

Some additional resources and articles

These resources can help the Game Master by providing key facts about the topics discussed in the game, making it easier to guide conversations and provide relevant information.

A Global Survey on the Impact of Online Disinformation and Hate Speech by UNESCO and Ipsos

The AI-Driven Identity Fraud Report by Signicat

EU AI Act: First Regulation on Artificial Intelligence

The Detect DeepFakes project by MIT Media Lab

Best of Fact-Checking MAP – February 25 (EDMO)

Digital 2024: April Global Statshot Report is published by DataReportal, in collaboration with We Are Social and Meltwater

Print instructions

For all games, the cards should be printed on thicker or laminated paper to ensure durability and long-term use.

Digital Media Literacy Quiz 1 & 2
Cards should be printed double-sided in A5 format.

AI vs. Real
Cards should be printed double-sided in A5 format.

Spot the Scammer
Cards should be printed double-sided in 11 cm x 11 cm format.

Fake News Detector
- The Burrard Street Journal article should be printed in A3 format.
- The five additional tabs should be printed single-sided in A5 format.
- The page with the arrows should be printed in A4 format.
- The checklist can be printed in A3 or A4 format, depending on its intended use. If laminated, it can be marked with a whiteboard marker and erased for reuse.

This game collection was created and designed by Elisa Storani and Lis Tousch.