



Itinerary #2 Newsgames



Competences



- 1.1 Browsing, searching and filtering data, information and digital content
- 1.2 Evaluating data, information and digital content
- 1.3 Managing data, information and digital Content



- 2.1 Interacting through digital technologies
- 2.2 Sharing through digital technologies
- 2.5 Netiquette
- 2.6 Managing digital Identity



- 5.4 Identifying digital competence gaps

Tags

- Freedom of speech
- game design
- news
- paper prototype
- testing
- discussion

Time frame

5 hours

Audience

Suitable for more mature teens, 14-19 years old

Overview

Newsgames are video games that deal with current real-life issues or news content. By playing the game, the players experience the systematic conditions of an issue – in this case the issue of hate speech. Unlike most mainstream video games, news games are quite small, don't require a lot of time, gaming skills or sophisticated technical equipment. That makes them quite suitable for educational purposes.

This itinerary describes a pedagogical method of dealing with hate speech in a playful way. It bears the chance of experiencing the negative effects of hate speech and encourages discussions among young people. The design of paper prototypes for Newsgames provides insights in systematic conditions of problems like hate speech.

Objective

The main objectives of this Newsgame project are:

1. To provide an introduction to online hate speech in general, inform about strategies and examples,
2. Encourage discourses among the participants about their knowledge, experiences, possible responses and reactions to hate speech and
3. Initiate critical thinking about the systematic conditions of hate speech by creating own paper prototypes for news games.

Different micro methods contribute to getting to know each other and group dynamics. Creative group work also provides a platform for the acquisition of personal, team social and methodical competences.

Context

This news games method is designed for working with smaller or larger groups of young people. It is designed for a compact five-hour project phase. It can be implemented in a school class or an extracurricular group work. The different parts of the itinerary are divided by micro methods that can also be adapted and applied to the other itineraries proposed by Play Your Role. Ideally, the group continues its work on the project for the five hours, but the project can be split over different days.

Since the Newsgames that are played in the workshop deal with the topic of hate speech, it is important for the educator to know if there are participants who have already experienced Hate Speech themselves in their daily online activities – especially if bullying has been an issue in the social group. The educator should also play the games to be well prepared.

Required media

- 1 Smartphone or tablet per 2 participants (Bring Your Own Device + backup devices),
- Wireless Internet connection

Working Methods

To provide a more detailed overview, the segments are listed in a table.

TOPIC	EDUCATIONAL GOALS	METHODS In general, a mix of Inputs, discussions, play-sections and a creative parts	TECHNICAL REQUIREMENTS AND MATERIAL	POSSIBLE ADDONS / ALTERNATIVES
START				
15 min.	Meet and greet	Introduction of the instructors Name-Bingo to get to know the names	Name-Bingo Sheets	
HATE SPEECH				
25 min.	Introduction to the topic hate speech	Introduction to the project-topic: hate speech; Troll Factory: Playing in Groups of 2	Smartphones / tablets (BYOD, but bring additional devices)	Other games, that introduce the topic hate speech: e.g. Moderate Cuddlefish (only available in German language)
15 min.	Hate Speech online: What examples can the participants think of?	Defining hate speech. Open talk with the whole group: What examples are familiar to the participants? What did they hear on the news? Where did they inform themselves? Documentation in a padlet or a wallmap.	Prepared Padlet with the definition and questions which can be filled with examples by the participants.	
15 min.	What can be done against hate speech? Risks when reacting to hate speech?	Open discussion about different options how to react to hate speech.		

NEWSGAMES

10 min.	Introduction to the topic Newsgames, the method of the Workshop	Open talk: How do the participants think about the game Troll Factory? Do they know other examples of Newsgames?		
20 min.	Testing Newsgames, understanding how news can be treated in Games	Introducing several games to learn about different mechanics and approaches, the participants play one or several games and fill out game test questionnaires about them.	Game test questionnaire; Games: E.G. Spent, Brexit Bus, 3rd World Farmer, My Cotton Picking Life, September 12th	Creating Let's Plays could be a creative way to replace the survey but would take much longer to create than the questionnaire. Additional Topic: How do news work?
20 min.	Discussing topics of the games	Short discussion on each of the games. Take care when choosing the games: some games need to be commented in order to understand the reference between the game and hate speech.		
90 min.	Creative action: Developing ideas for news games	Forming groups (3 participants per group) Defining topics Developing paper prototypes	Forming groups (3 participants per group) Defining topics Developing paper prototypes	If there is enough time game design tools like MIT Scratch could be used to create the games in addition or instead of the paper Prototypes

PRESENTATION

25 min.	Short presentation of the paper prototypes	Short presentations (1-2 Minutes) by the developer groups.	Paper Prototype Presentation: Free or using a document imaging camera	One participant per group is part of a mixed jury which judges all ideas.
40 min.	Testing the paper prototypes	One game developer stays at the table of the group and presents the idea to members of other groups. Followed by a 5 minutes discussion in the groups about the experience.		Alternatively, fixed rotations
10 min.	Reflection: Discussing the impressions of the test sessions	Workshop instructor asking key questions: <ul style="list-style-type: none"> • How were the played games? • How did it feel to see your game being played? • Learnings? 		

CONCLUSION

10 min.	Feedback	Written anonymous questionnaire on the workshop followed by possibility to give verbal feedback.		For more genuine feedback: questionnaire or lead questions to be filled out or discussed after the workshop and without the presence of the instructors just between the teacher and the participants.
5 min.	Concluding the Workshop	Playful conclusion	WOOOORRRK! The Game.	

In a nutshell

Reflecting online hate speech by playing and creating news games.

Additional options / Variations

There are several variations for the workshop if there is more time. Instead of only shortly analyzing the news games with a questionnaire, the participants could create Let's Plays. Additionally, or instead of the paper prototypes the participants could create their game ideas in MIT Scratch or another game development tool fitting their technical ability.

Sources/Links

Games:

- Troll Factory: trollfactory.yle.fi
- Spent: playspent.org
- Brexit Bus: advisa.se/en/research/brexit-bus
- September 12th: www.newsgaming.com/games/index12.html
- Cotton Picking Life: gamethenews.net/index.php/my-cotton-picking-life
- 3rd World Farmer: 3rdworldfarmer.org
- Wooooorrrk!: timgarbos.itch.io/woooooorrrk

Methods:

- Padlet: padlet.com

ESSENTIAL MATERIALS

Name Bingo

Find the person in this group to whom a statement below applies. Let that person sign below! As soon as all the open fields are filled, you've won. Bingo!

is a good team player	likes to play theater	is a member in a clan
knows what an avatar is	knows good games for large groups	knows the team of the esports athlete Faker
fights like a cow	would identify as a gamer	knows how to cheat well

Game Test Questionnaire

Test the game and then answer the following questions:

How did you like the game?

How much fun was it to play?

How do you like the graphics?

In your opinion: What is the key message of the game?

What would a newspaper headline or tweet about that message sound like?

What's your opinion: How accurate does the game represent reality?

Did you gain any new insights? If yes, which ones?

