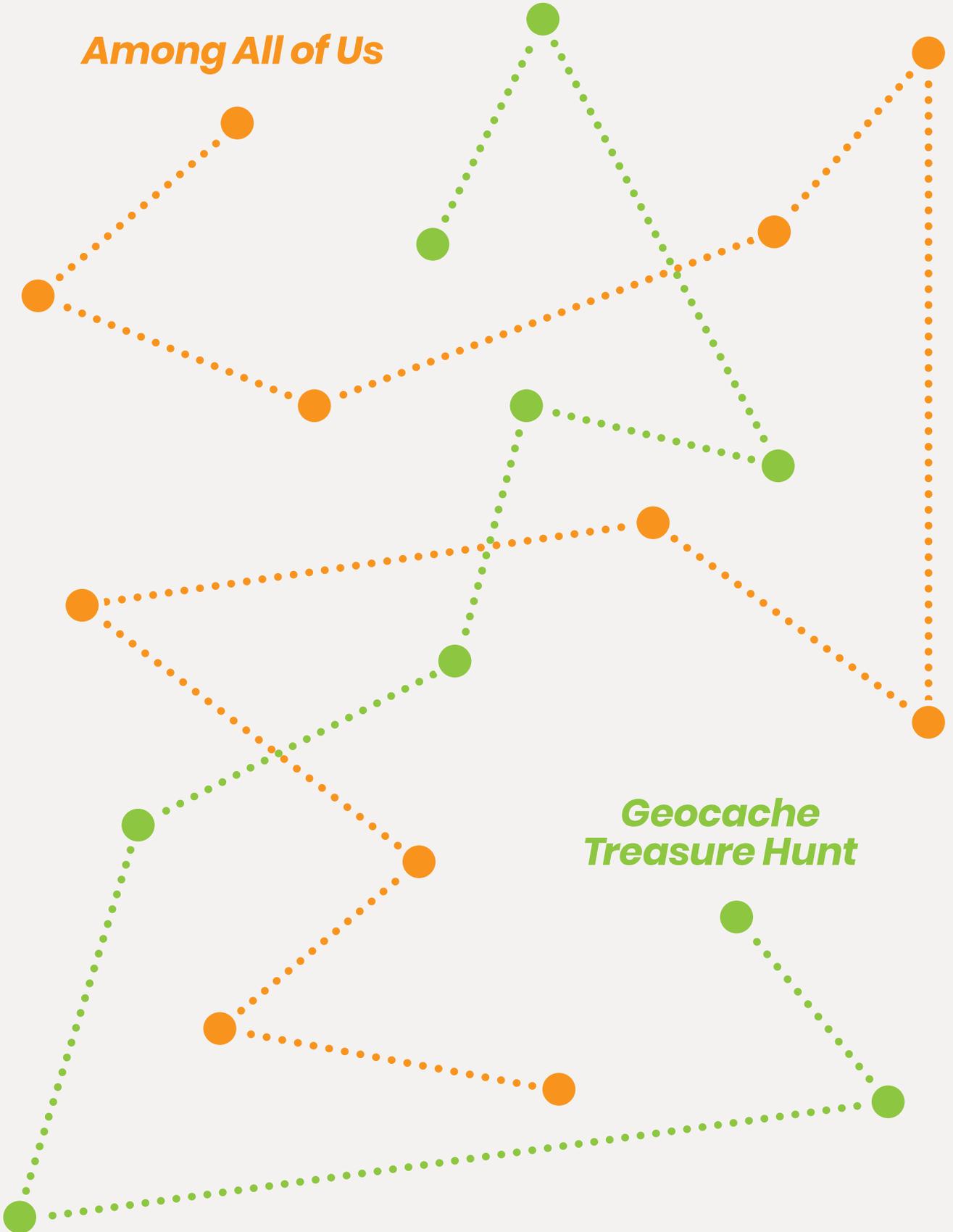


Among All of Us



*Geocache
Treasure Hunt*

Play Your Role is a project funded by the European Commission under the Program Rights, Equality and Citizenship (2014-2020) and results from a partnership between seven international institutions:

ZAFFIRIA, Italy

CIAC, Universidade do Algarve, Portugal

COSPE, Italy

Fundacja Nowoczesna Polska, Poland

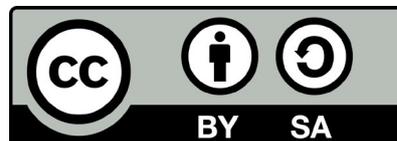
JFF – Institut für Medienpädagogik in Forschung und Praxis, Germany

SAVOIR*DEVENIR, France

VšĮ EDUKACINIAI PROJEKTAI-EDUPRO, Lithuania



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Graphic Design: Cecilia Piazza

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Introduction

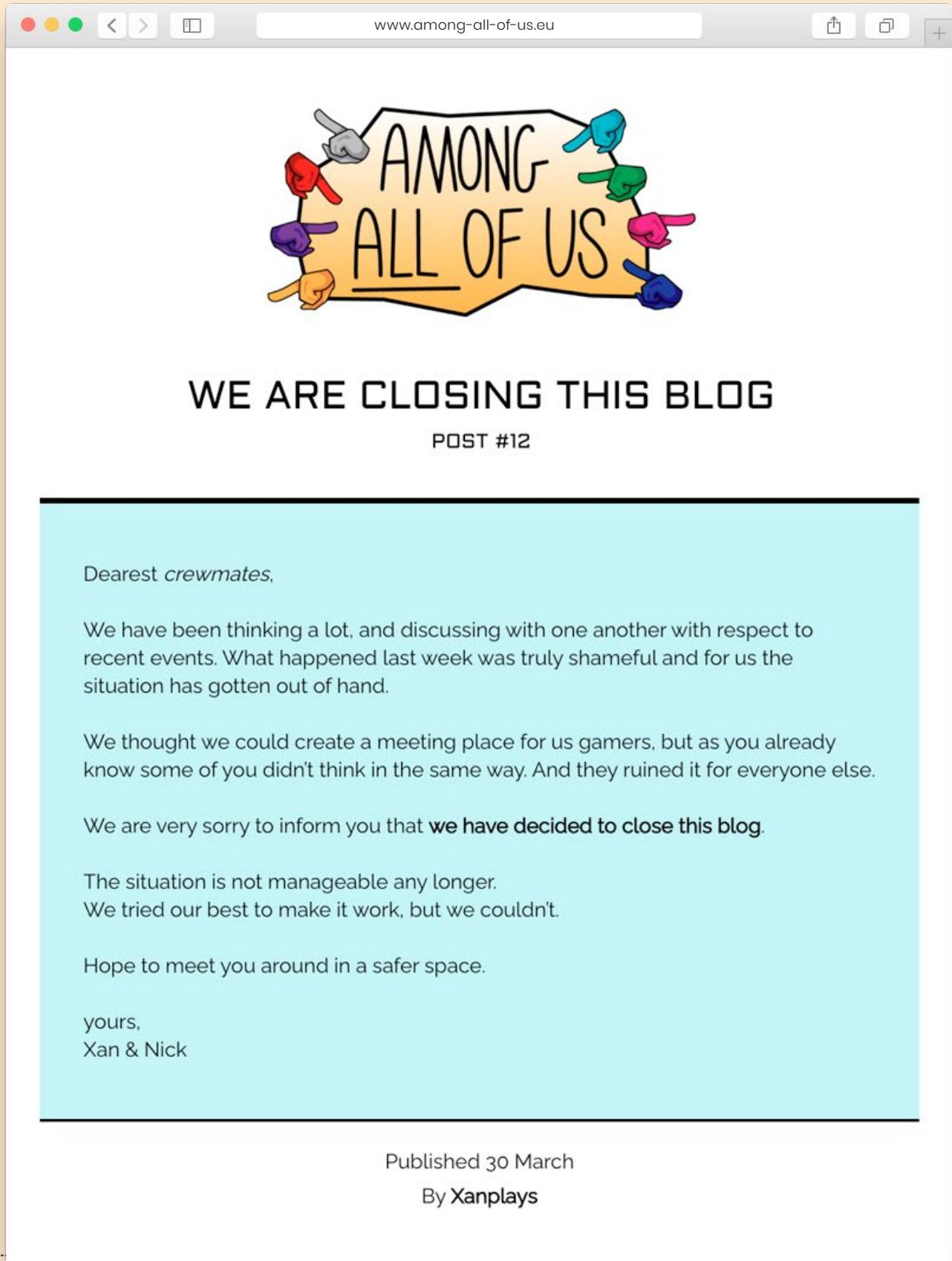
The project *Play Your Role* is aimed at creating spaces for dialogue, debate and raising awareness on hate speech starting from video games, one of the activities youngsters love most. This manual describes one of the tools developed during the project, an urban game.

Urban games are game situations developed in urban spaces, designed to provide an enriching experience on a specific topic. In our case, the main objective of the PYR urban game is to propose a new approach to the education about online hate speech. Our players can live, through the game, an immersive (and controlled) experience aimed at stimulating a deeper reflection on the topic.

Considering the worldwide situation caused by Covid-19, in this manual we propose three different versions of the game, with different degrees of interaction with the urban space. This differentiation was tailored to provide a versatile system that could be used in a variety of contexts and situations.

In the next chapter we propose the first two versions in the form of *Among All of Us*, an interactive platform designed to be played in digital and hybrid mode. In the third chapter we present the third version in the form of a *Geocache Treasure Hunt*.

1 Among all of us



The image is a screenshot of a web browser window. The address bar shows the URL 'www.among-all-of-us.eu'. The main content of the page features a logo for 'Among All of Us' at the top, which consists of the words 'AMONG' and 'ALL OF US' in a hand-drawn, blocky font, enclosed in a yellow banner shape. The banner is surrounded by several colorful hand icons in various colors (red, purple, orange, grey, blue, green, pink, blue) pointing towards the text. Below the logo, the text 'WE ARE CLOSING THIS BLOG' is displayed in a large, bold, black, sans-serif font, followed by 'POST #12' in a smaller, black, sans-serif font. A horizontal line separates this header from a light blue rectangular area containing the main text of the post. The text in this area is as follows:

Dearest *crewmates*,

We have been thinking a lot, and discussing with one another with respect to recent events. What happened last week was truly shameful and for us the situation has gotten out of hand.

We thought we could create a meeting place for us gamers, but as you already know some of you didn't think in the same way. And they ruined it for everyone else.

We are very sorry to inform you that **we have decided to close this blog.**

The situation is not manageable any longer.
We tried our best to make it work, but we couldn't.

Hope to meet you around in a safer space.

yours,
Xan & Nick

At the bottom of the page, centered, is the text 'Published 30 March' followed by 'By Xanplays'.

OBJECTIVES

Provide an experience that is both engaging and educational, discussing the topic of hate speech in a new way that is more in line with our target audience.

TARGET GROUP

The game is meant to be played by children and teenagers between 11 and 18 years old. There are no limits on the number of participants, but we suggest that each class/group is supported by at least a teacher/ educator.

TIME

We propose the event in a single session, divided into 3 parts:

PART 1 (10 minutes): short introduction to the objectives of the activity.

PART 2 (60 minutes): the various classes/groups play the game.

PART 3 (20 minutes): open discussion with the class/group on the themes emerged from the game.

FORM

The activity is autonomously mediated by the organization (e.g., schools and libraries). It is the responsibility of educators, teachers, and librarians to manage the groups during the game.

SPACE

The game is designed for a full-digital or mixed experience, where some elements of the treasure hunt are moved into the real world.

For the full-digital version, we envision the activity being run within an environment such as a computer room, although the game can be freely used from mobile, so we do not exclude the possibility of fruition in a different space.

For the mixed version, we consider that part of the game will include multiple spaces, such as study rooms, reading rooms, schoolyards.

TOPICS

The experience offered during the activity is focused on online hate speech. The content is designed not to be overly crude, but to represent a plausible experience of hate, to help players/people reflect on the relevance of hate speech and the impact on people's lives.

TOOLS

Computer/smartphone/tablet to participate in the virtual event and access the game.

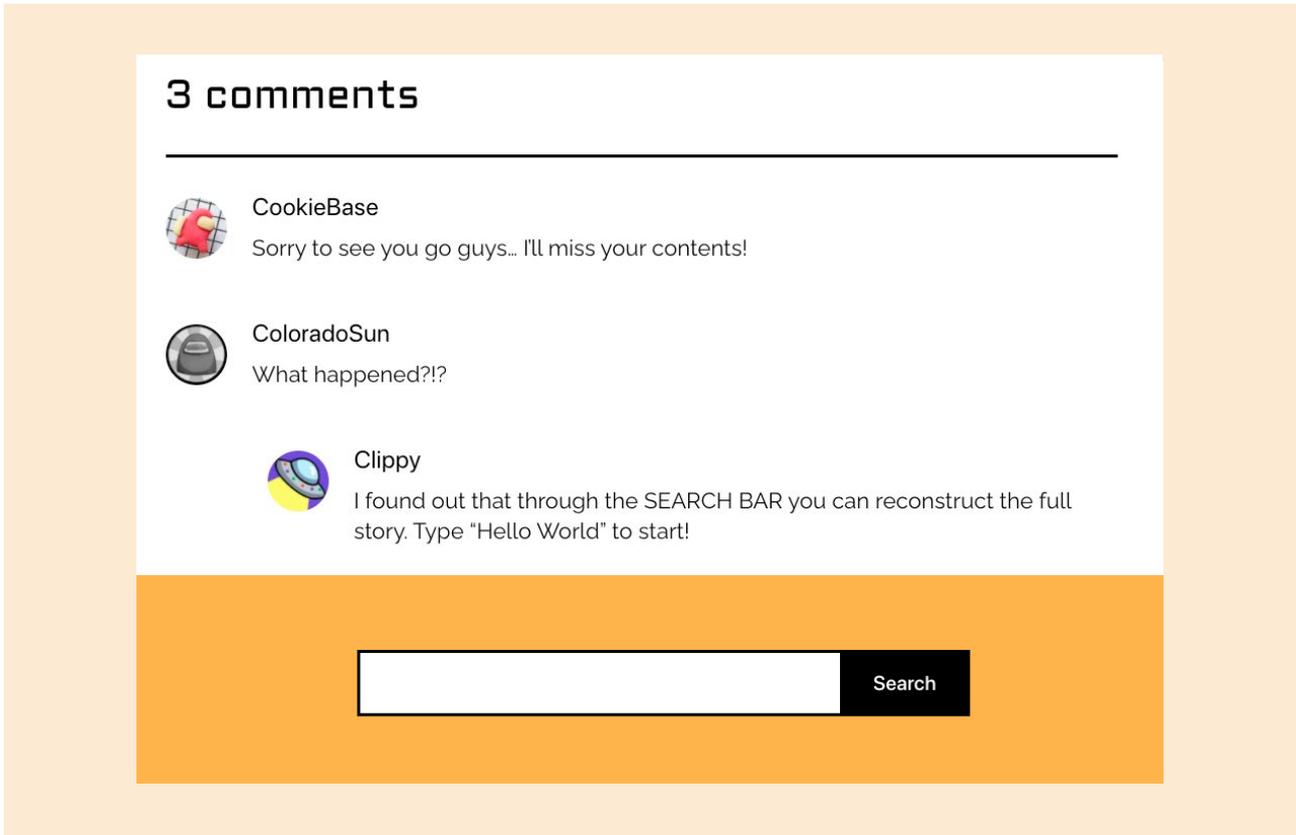
1.1 How to play: a general overview

The urban game *Among All of Us* is centred around a fictitious video game blog (www.among-all-of-us.eu) run by two authors – a boy and a girl – who write about their personal gaming experiences. The blog is currently closed and apparently the only accessible page is the final one, where they officially declare the closure: what happened to the authors and why did they decide to stop writing?

The player initially only has the final post page and the search box available. The game is conceived as a virtual treasure hunt where each page (in the form of a blog post) allows the players to: collect a piece of information about the history of the blog; discover a keyword to enter in the search box to access the next page.

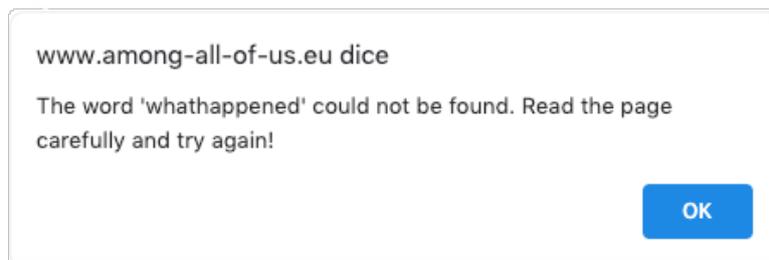
Example:

The player reads the **post #12** (on the very first page). In one of the three comments below one of the followers writes: *"I found out that through the SEARCH BAR you can reconstruct the full story. Type "Hello World" to start!"*.



The player moves to the search box and enters the words *"Hello World"*. By typing the correct keyword (and pressing "enter") **the next post will load automatically.**

When a wrong keyword is entered the webpage will show a pop-up window, and the player will remain in the same post page.



By moving from one page to another, the player can then unfold the story of the blog and understand what prompted the two authors to close it down. The game is designed to be completed in about 45-60 minutes.



Samanta

I loved the presenting idea expressed from a game! Nice story, well written, the epilogue went very well.



Faustas

this game is very unique and you really need to think about all the answers, but everything was very fun and exiting.



Kamile

I loved this game, it was very fun to play. I think this game can be played at school because of bullying, because the game requires teamwork to win and so can bring people together and maybe so make new friends.

Leave a comment

Your email address will not be published.

Comment

Name

Email

Website

Save my name, email, and website in this browser for the next time I comment.

Post Comment

1.2 How to play: step by step guide

We propose to divide the event into 3 parts (90 minutes total):

STEP 1 Presentation

Introduce to your class/group the topic of hate speech:

- Do you know what hate speech, cyber-bullying or bullying are?
- Have you ever experienced hate speech, cyber-bullying or bullying yourself?
- Have you seen others being bullied? What did you do?
- How can we stop hate speech online?
- Can video games help to stop hate speech online?

Get the group involved in the activity:

- Who of you knows *Among Us*?
- Which of you have played it?
- This is a story of people who like and write about the game and what happened to them in the course of it. Can you uncover their story?

STEP 2 Play Session

Provide the link to the game:

- Italian version
among-all-of-us.eu/it/chiudiamo-questo-blog
- English version
among-all-of-us.eu/en/we-are-closing-this-blog
- Lithuanian version
among-all-of-us.eu/lt/neberasysime-sio-tinklarascio
- German version
among-all-of-us.eu/de/wir-schliessen-dieses-blog

Present the goal of the game:

- 60 minutes to interact and uncover the story.
- Each post contains a keyword to access the next post.
- Once you think you've found the keyword, enter it in the search box at the bottom of the blog.

Additional information (can be given in advance or when the teacher/educator notices that the group gets stuck):

- You can advance in the story by entering the right keywords in the search bar.
- When you enter the wrong keyword 3 times you will get a hint where to find a clue (highlighted in yellow).
- When you get stuck, ask the other for clues. If they can't help you, ask the teacher/educator.
- If you are not in the classroom and everybody is playing separately in their home and have been joined into common activity using some online platform (f.e. "Zoom"), they can send a private message to the teacher/educator asking for a clue. In this case online commotion may be avoided.
- You notice that you came to the last page when you have the option to enter your own comment. Please leave one!

STEP 3 Open discussion with the class

On the contents of the game:

- If you were in Xan and Nick's shoes what would you have done differently?
- Did you ever witness this sort of thing happening? What did you do?
- How did you feel?

On strategies against online hate speech:

- Report: social media companies are committed to removing messages in which people are attacked on the basis of their race, religion or ethnicity. Reporting hateful or discriminatory messages is a very effective tool to use in these platforms.
- Ask for help: social media have moderators to keep an eye on things and can send users a warning or ban them from the forum. When in need, users should ask for their support.
- Help the others: even if a person is not personally the victim of hate speech, she/he can help; for example, she/he could intervene against haters: targeting the content of the statement and/or refuting false claims where possible with facts.

1.3 Hybrid Mode

Among All of Us was designed with the possibility of extending the treasure hunt outside of the online platform. Specifically, the keyword leading from **post #5** to **post #6** is meant to be discovered either on the platform or in the real world.

For those who would like to play this hybrid version with their class/group, we suggest the following steps:

1. Before the game session, place a mock note sheet in another room or place where the activity is taking place (better if in a library or study room). The note sheet can have various annotations (at your discretion), but must also contain the word "*sacrifice*".
2. At the beginning of the game session explain to the players that the keyword for **post #5** can be found in your school;
3. Once they get to **post #5**, players can find the clue "*I didn't lose my notes... I just left them somewhere, like the library or the study room*"; let them go in search of the note sheet you left in the library or the study room;
4. Once the note is found, players can return to the room where you started the activity to finish the rest of the scavenger hunt.

1.4 Additional Activities

If the game is played in physical presence: *Among All of Us* can be played in teams of several players to encourage teamwork among children. Also, this might be suitable if there are only several devices to play the game.

One way can be dividing participants into a group of 5. You can use “online wheel” to see which team you’re in. When teams are ready then they choose the captain of the team, create the name of their team and a slogan. The captain of the team comes to introduce the whole team. Then they start playing *Among All of Us*. When they feel stuck, they can ask for a keyword to move forward, but they lose a point. This means participants need to decide by themselves - to try to find the key by themselves or to lose one point but to try to win the game. The team which has the highest number of points still remaining, wins the game.

If the game is played online (using some online communication platform):

If the group of players is miscellaneous (coming not from one class), you can ask about the age of participants at the beginning of the activity and where they come from. Then to introduce the aim of the game, that the duration of the game depends how quickly they would find the key. This time each player can play individually.

2 Geocache Treasure Hunt



OBJECTIVES

Provide an experience that is both engaging and educational, discussing the topic of hate speech and providing ways of coping with it.

SPACE

The game is a hybrid of an analog approach to entertainment in that kind of urban game (scavenger hunt) and the use of new technology. It has been designed for public spaces such as parks, school yards, campuses. Players get clues in certain places and correctly solve tasks. The game design includes full instructions for teachers/educators and students, graphic elements and all the necessary elements for the game to take place in any area.

TARGET GROUP

The game is meant to be played by children and teenagers between 11 and 18 years old. Participants should be divided into smaller teams of several students. We suggest a group of no more than 30 people.

TIME

We propose to divide the event into 3 parts (90 minutes total):

Presentation of the idea of the urban game and geocaching. Distribution of the urban game instructions. (10 minutes)

Game, participants solve tasks allocated in the hidden compartment at the park/school yard and guess the password. (60 minutes)

Open discussion on online hate speech. (20 minutes)

FORM

Geocaching is an outdoor recreational activity, in which participants use a Global Positioning System (GPS) receiver or mobile device and other navigational techniques to hide and seek containers, called "geocaches" or "caches", at specific locations marked by coordinates. Urban games using geocaching format are both engaging and fun. It is the responsibility of educators (teachers, librarians etc) to prepare caches for the game and to provide initial training. Participants use their cellphones to find initial caches at the beginning, those caches contain clues leading them to all the other hidden spots and provide information necessary for completing the game.

TOPICS

The experience offered during the activity is focused on online hate speech.

TOOLS

Smartphone to participate in the virtual part of the event and access the tasks.

2.1 How to play: a general overview

The game involves max. 30 participants divided into 5 teams. We recommend that two people from the organizers should be present during the game - one at the meeting point, the other in the field. Each team should have at least 2 smartphones with internet access. The game consists in finding hidden compartments in a public space with QR codes transferring to tasks. Participants must solve the tasks found in the five compartments in order to guess a part of the password. After guessing the password from the first task, they receive GPS coordinates to the point with the second task. The team that first solves all five tasks and guesses the full password wins.

The game organisers' task is to prepare the caches in advance (e.g. in a park or school playground), determine their geographical coordinates and prepare QR codes for the tasks. QR codes are placed in the compartments, which take participants to the tasks. In our case the tasks were prepared in Learning Apps, which is free of charge. Detailed instructions for the preparation of the codes and GPS coordinates and the tasks are described in chapter 2.3 - *Practical instruction for setup*.



2.2 How to play: step by step guide

We propose to divide the event into 3 parts (90 minutes total):

STEP 1 Presentation of the idea of the urban game and geocaching

Introduce to your class/group the topic of hate speech.

- Ask students if they know the idea of urban games and geocaching. If not, explain it (en.wikipedia.org/wiki/Location-based_game | en.wikipedia.org/wiki/Geocaching)
- Divide participants into teams. We recommend teams consisting of 3-6 participants each. Make sure that every team has at least 2 smartphones connected to the internet.
- Designate a meeting point where participants have to return after the end of the game. There should be one person at the meeting point at all times who will be able to help in case of problems (e.g. explain the task, help to find compartments). Explain to everyone that they can return to the meeting point at any time during the game if they will need help. All teams have to return to the meeting point after completing all tasks. Distribute instruction of the urban game. You need to prepare everything for the game in advance (such as QR codes, GPS coordinates). You'll find everything you need to know about the preparation in chapter 2.3 – *Practical instruction for setup*.

STEP 2 Game

Participants solve tasks allocated in the hidden compartments at the park/school yard and guess the password.

- The game is designed to be completed in about 60 minutes.
- Students must be instructed that after scanning the QR codes and solving the task, they have to put the container back in its place, so that the next team can use it. If they don't do it, they break the basic rule of the game.
- There are 5 points with tasks. Each point has a different task in it. The tasks are hidden in the QR code.
- Codes with further GPS coordinates will also be hidden at each point.
- Each point will lead the players to discover a part of a secret word, which is the address of a website.
- All teams start at the same time. Each team should start at different points in the field. After 60 minutes everyone should come back to the meeting point (even if they will not complete all tasks). The first one who returns and solves the password correctly wins the competition. Organizers may prepare some kind of rewards for the winners (eg. some sweets, certificates, posters, books, stickers).
- In case of problems teams should come back to the meeting point and ask for help. Organizers may have prepared hints of where the compartments are hidden or how to solve tasks without giving the answers.

- Prepare some additional activities just in case the first team finishes the game much earlier than everyone else. You may show them 4 games developed for the *Play Your Role* project
 - *Divide et Impera* playyourrole.eu/divide-et-impera
 - *YouTuber Simulator* playyourrole.eu/YouTuber-simulator
 - *Social Threads* www.playyourrole.eu/social-threads
 - *deplatforming* www.playyourrole.eu/deplatforming

STEP 3 **Open discussion**

Start discussion on online hate speech.

- Ask participants to present their own definition of hate speech. Clarify if needed.
- Ask whether they encountered hate speech on the internet and in video games. Ask for examples.
- Explain how to behave when we are victims or witnesses of online hate speech. Provide them with suggestions on what to do against hate speech. Provide a list of places and people they can turn to for help.

2.3 Practical instruction for setup

Select 5 places where you will hide QR codes with tasks. A park, a school building or another public space is perhaps best suited for it.

Remember to make sure that the game area is safe and warn participants to move around the designated area with care.

After selecting the places using the instructions for setting GPS coordinates (page 24), convert the selected places into GPS coordinates. In order to create QR codes from them, you can follow the instructions for creating QR codes (page 25) – in this way, the coordinates will be readable for a smartphone app, while not being immediately visible to the students.

Place these printed QR codes with the tasks, another GPS coordinates in waterproof containers and hide them in the places of your choosing.

Each box must contain a QR code (or codes) with the corresponding task, a QR code with the next GPS coordinate directing the students to the next point with the task (the order of the points does not matter).

Send an email to the students containing a starter package with:

1. A secret e-mail (a sample is at page 27)
2. A welcome letter, with instructions (a sample is at page 26)
3. A first QR code containing the coordinates one of the places of your choice, which you will randomly assign to them, so that each team starts from a different place. By doing so, the students will start playing in different places and their routes will not cross.

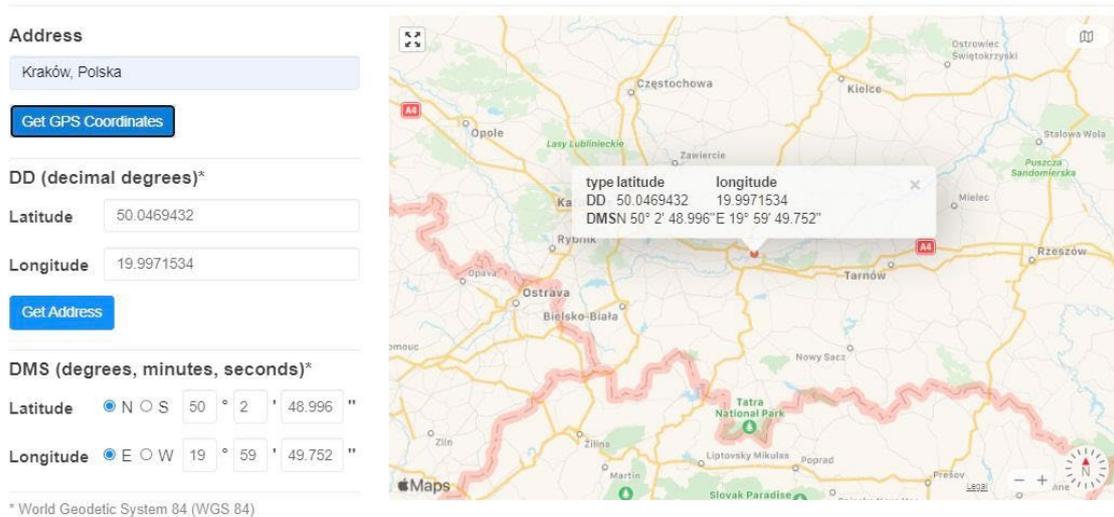
Instructions for setting GPS coordinates

You need to go to the website:

www.gps-coordinates.net/gps-coordinates-converter

You do not log in there or provide any information.

In order to assign GPS coordinates to the place containing the hidden clues, you enter the address.



The screenshot shows the website interface for setting GPS coordinates. On the left, there is a form with the following fields:

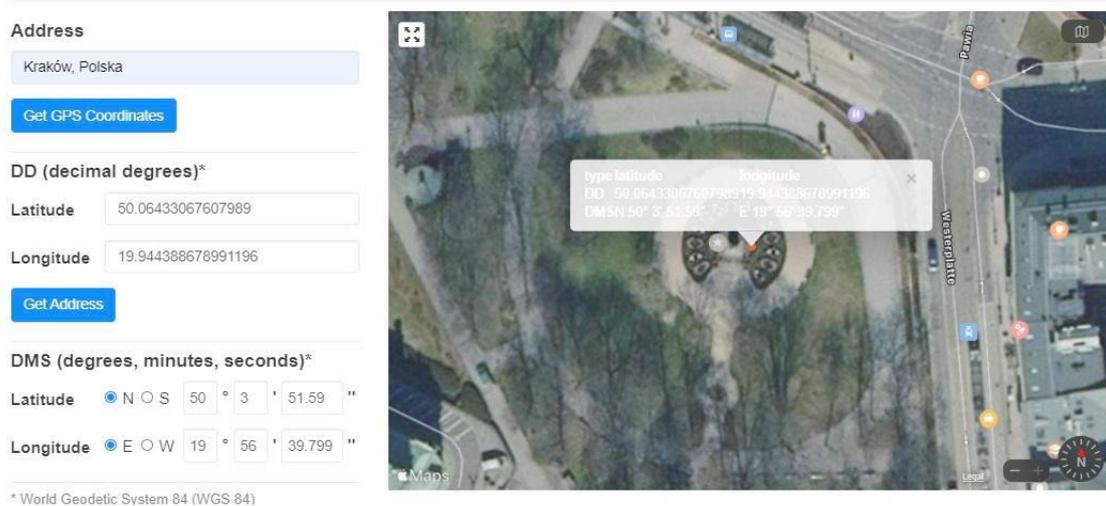
- Address:** A text input field containing "Kraków, Polska" and a blue "Get GPS Coordinates" button below it.
- DD (decimal degrees)*:** Two input fields: "Latitude" with the value "50.0469432" and "Longitude" with the value "19.9971534". A blue "Get Address" button is below these fields.
- DMS (degrees, minutes, seconds)*:** Two rows of input fields. The first row is for Latitude, with radio buttons for "N" (selected) and "S", and fields for "50", "2", and "48.996". The second row is for Longitude, with radio buttons for "E" (selected) and "W", and fields for "19", "59", and "49.752".

At the bottom left of the form, it says "* World Geodetic System 84 (WGS 84)".

On the right, there is a map of Kraków, Poland. A tooltip is displayed over a point on the map, showing the following information:

- type latitude longitude
- DD 50.0469432 19.9971534
- DMSN 50° 2' 48.996" E 19° 59' 49.752"

To pick the exact place where your clues and points are hidden, simply zoom in on the map and select the coordinates by double-clicking on the objects. You can select the point with high accuracy. This will give your players a very precise location of the points with tasks.



This screenshot shows the same website interface as the previous one, but with a zoomed-in map of Kraków. The form on the left now displays the following values:

- Address:** "Kraków, Polska" (unchanged).
- DD (decimal degrees)*:** "Latitude" is "50.06433067607989" and "Longitude" is "19.944388678991196".
- DMS (degrees, minutes, seconds)*:** Latitude is "50° 3' 51.59" and Longitude is "19° 56' 39.799".

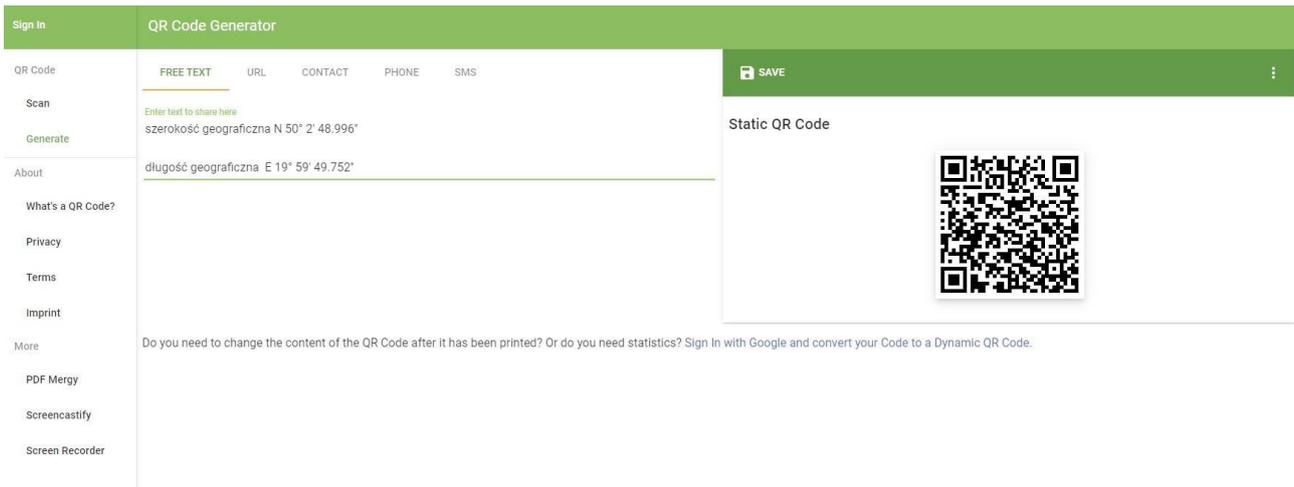
The tooltip on the map shows the following precise coordinates:

- type latitude longitude
- DD 50.06433067607989 19.944388678991196
- DMSN 50° 3' 51.59" E 19° 56' 39.799"

Instructions for creating QR codes

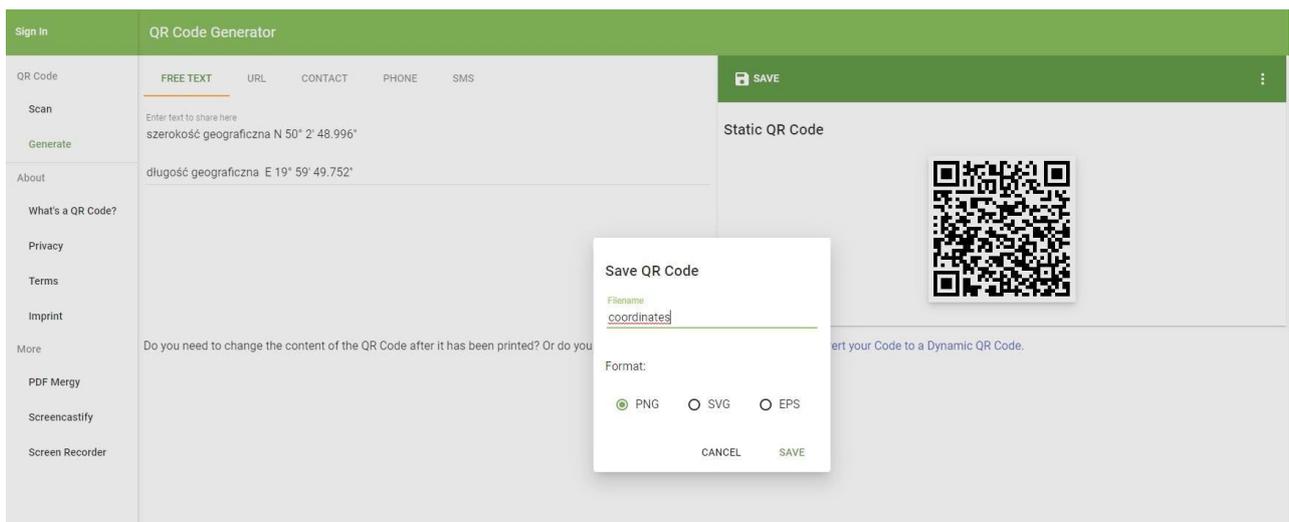
You will then save the GPS coordinates in the form of QR codes. To create such a QR code, please visit the website: www.the-qr-code-generator.com

Activate the FREE TEXT OPTION and enter the coordinates of the place you had generated.



Then click SAVE and save the file with the QR code in a format that is convenient.

It is best to name the saved files with QR codes according to the places where tasks will be performed.



EXAMPLE OF MATERIALS
WELCOME LETTER FOR PARTICIPANTS
WRITTEN BY FUNDACJA NOWOCZESNA POLSKA

Dear players!

You are given a task of no small importance: you must find the elements of a secret password that was encrypted by the mysterious PYR organisation. The organisation did not disclose what is the meaning of the code. All it left is a few mysterious clues, a map, and the last surviving e-mail. Based on the information you have, you need to find all the elements of the secret password, decipher them and do what the organisation asks you to do.

Remember that for the duration of the game you become investigative journalists, who are examining incidents of hate speech in the online gaming community. Such incidents have been recently on the rise and you are there to hunt them down.

During the game you may – or even will need to – use your smartphones. You will need to use free apps and, of course, the instructions and materials you will receive.

If you have any questions, ask your teacher.

**EXAMPLE OF MATERIALS
E-MAIL FOR PARTICIPANTS
WRITTEN BY FUNDACJA NOWOCZESNA POLSKA**

TOP SECRET!

Attention! Attention!

This encrypted e-mail sent out to all PYR supporters will tell you THE TRUTH. Our organisation is going to witness history. We have obtained information that will finally allow people to regain FREEDOM online.

ENOUGH of the dictatorship of big corporations, ENOUGH of the presence of BAD people online. FREEDOM and KINDNESS for everyone!

But in order to prevent our information from falling into the wrong hands, we encrypted it and hid it in the physical world so that our true supporters can get it!

People who are determined and who believe in our cause!

STAY ALERT! PYR FOR ALL!

P.S. TO DECIPHER THE CLUES YOU MUST USE A QR CODE READER. USE YOUR SMARTPHONE TO DO THAT! MAY THE TECHNOLOGY BE WITH YOU!

EXAMPLE OF MATERIALS
THE FIVE STEPS
CREATED BY FUNDACJA NOWOCZESNA POLSKA

Point 1

Crossword Puzzle

The players will have to scan a QR code that will take them to the Learning Apps and to a crossword puzzle that they will have to solve to get the first part of the code.



Link:

[learningapps.org/
watch?v=p6cr9edkj21](https://learningapps.org/watch?v=p6cr9edkj21)

.....
The first element of the secret password is **www**.

Point 2

Relations

The players will have to scan a QR code that will take them to the Learning Apps and to a task that involves revealing names of emotions that they will have to solve to get the second part of the code.



Link:

[learningapps.org/
watch?v=p815mrgaj21](https://learningapps.org/watch?v=p815mrgaj21)

.....
The second element of the secret password is **pla**

EXAMPLE OF MATERIALS
THE FIVE STEPS
CREATED BY FUNDACJA NOWOCZESNA POLSKA

Point 3

YouTuber Simulator

The players will need to scan a QR code that will take them to the *YouTuber Simulator* game. They will have to play it for a while and then scan another QR code that will take them to a quiz in the Learning Apps that they will have to solve to get the third part of the code.



Link: nowoczesnapolska.org.pl/YouTuber/

The third element of the secret password is **yyou**

Point 4

Trolling

The players will have to scan a QR code that will take them to the Learning Apps. This time their task will be to rank the behaviours associated with typical online trolling.



Link:

learningapps.org/watch?v=pghpet3y521

The fourth element of the secret password is **rrole**

EXAMPLE OF MATERIALS
THE FIVE STEPS
CREATED BY FUNDACJA NOWOCZESNA POLSKA

Point 5

Virtual Exhibition

A visit to a virtual exhibition. This task will require the use of a device – a mobile phone with a gyroscope.

–

How to check if a mobile phone has a gyroscope? You can install the *Sensors Toolbox* app – download here; play.google.com/store/apps/details?id=com.exatools.sensors&hl=en_US&gl=US

The task will be based on the artsteps.com app. The players will visit an exhibition, which will present specific slogans on hate speech or preventing hate speech. They will then scan a QR code with a quiz that will test them on how well they paid attention during their visit to the virtual exhibition.

www.artsteps.com/view/607ace2ade2dd0dc9eb4dd7f



Link: learningapps.org/watch?v=pgoh9yenj2l

.....
The fifth element of the secret password is **.eu**