

Fake it to make it

Details

Topic:

Age: 12+

Time: <30 minutes

Type: Digital game

Cost: Free

Language: English or Spanish

Players: Single Player

Developer: Amanda warner

Game strategies

Interactive, culturally relevant methods

Socially responsible ICT

Competences

Analytical and critical thinking

Interpersonal sensitivity

Openness to cultural otherness and to other beliefs

Problem solving

Self-efficacy

Tolerance of ambiguity

Valuing cultural diversity

Description

In this simulation-style social-impact game, players take on the role of someone creating and distributing fake news for a profit. The purpose of the game is for players to leave with a better understanding of how misinformation is created and spread so that they are more sceptical of information that they encounter in the future. This game is freely available online and has been played more than 300,000 times by players in 170 different countries.

