

Post-Facto

Details

Time: 60 minutes

Tupe: Digital game

Context: in classroom

Cost: Free

Language: English

Players: Single player

Developer: Tamar Wilner

Available for PC

Game strategies

Interactive, culturally relevant methods

Socially responsible ICT

Competences

Analytical and critical thinking

Interpersonal sensitivity

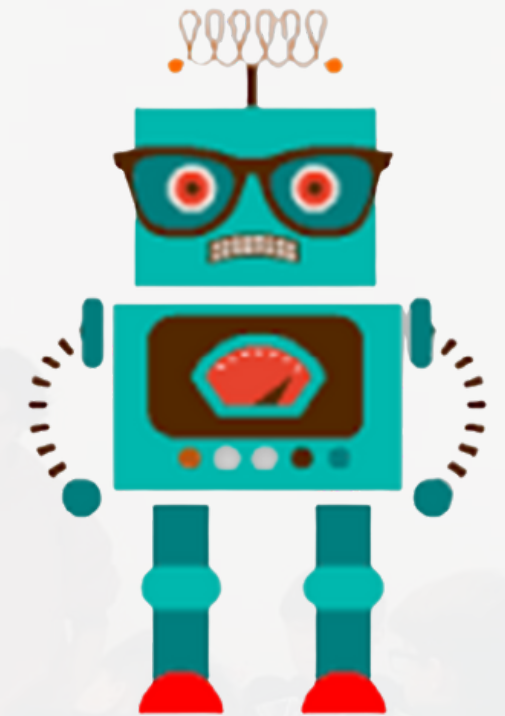
Openness to cultural otherness and to other beliefs

Problem solving

Self-efficacy

Tolerance of ambiguity

Valuing cultural diversity



Description

In this game for learning, players attempt to stop a rogue robot from spreading a sketchy article by fact-checking and flagging suspicious items.