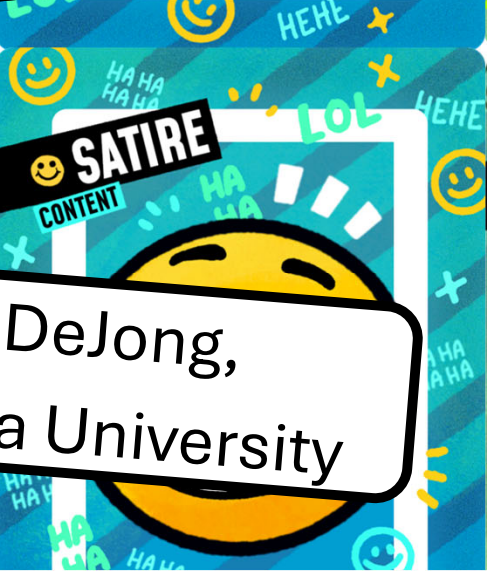


# Beyond Fact-Checking: Game-Based Approaches to Information Literacy

Scott DeJong,  
Concordia University





**CONSPIRACY**

**CITE**

**NOPE**

**OUTRAGE**

**HA HA**

**LOL**

**LOL**

**HEHE**

**CON**



**TRUTH**



**HEHE**

**LOL**

**HEHE**



**TRUTH**



**LOL**

**HA HA**

**LOL**

**HEHE**



**ONE NIGHT WEREWOLF**

# ONE NIGHT ULTIMATE WEREWOLF

**béziergames**  
THE NEW CLASSICS

TED ALSPAGH & AKIHISA OKUI



How do we  
determine **who**  
the werewolf is?

Near **impossible**  
for all but **one**.



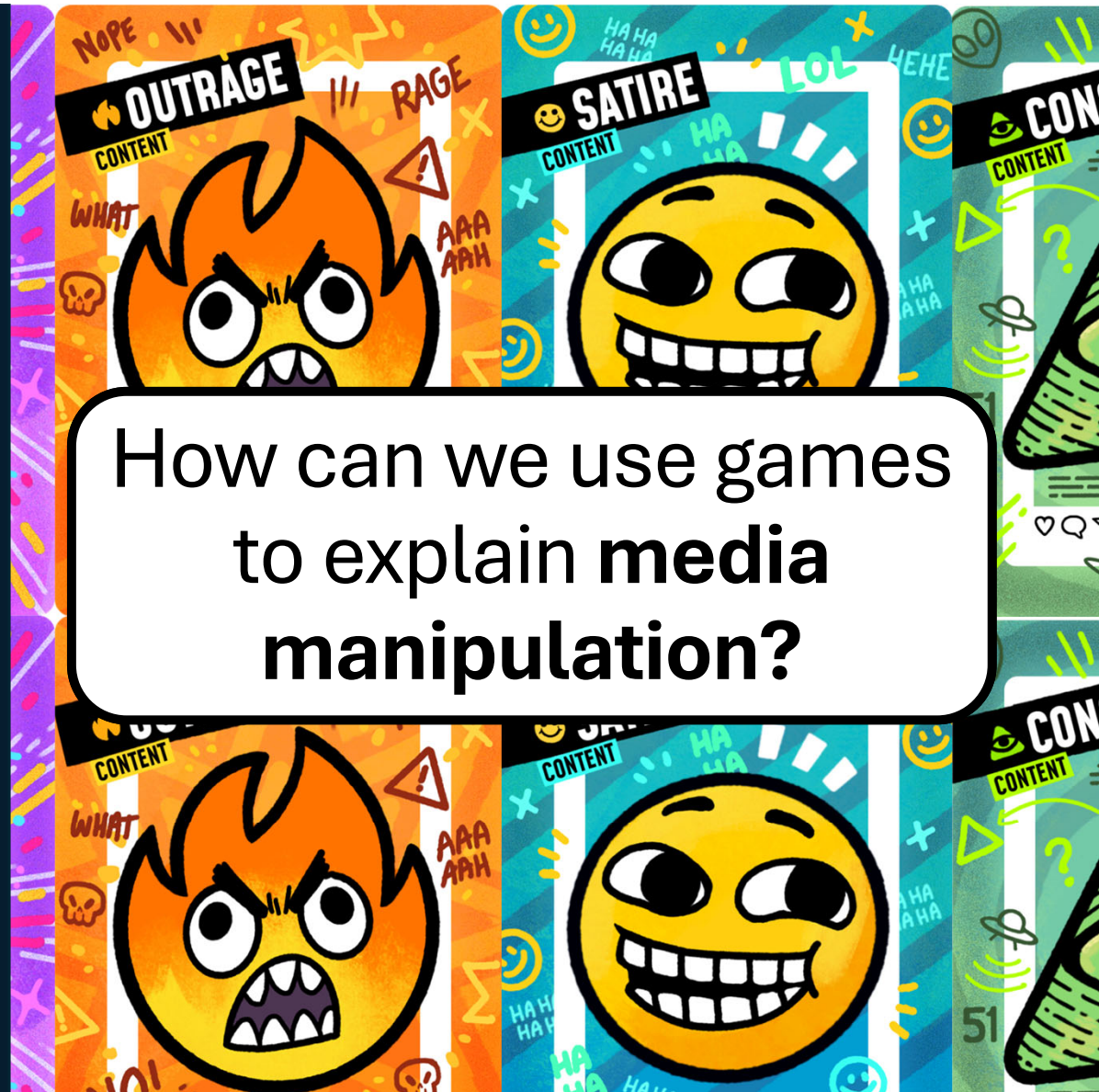
An uninformed majority loses to an informed minority.



**Games and Social Media  
have a lot in common**

# Agenda

1. Draw the link between games and manipulation
2. Existing games and their challenges
3. Discuss solutions and options
4. Highlight their potential in libraries (and other spaces)



# Background

## Designer

Built internationally recognized educational games.

## Educator

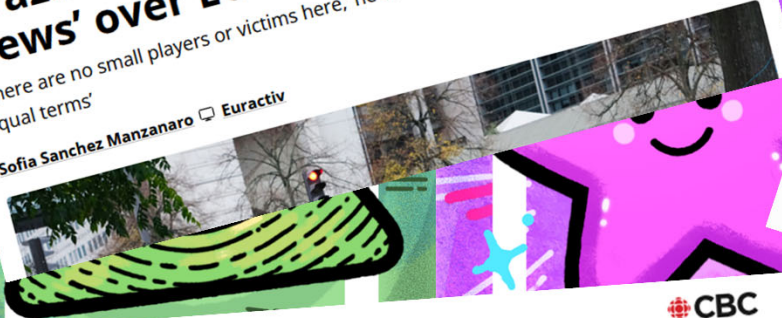
Ex-teacher, who focuses on building tools to learn through interaction.

## Researcher

Studying how we can explain complex problems through play.



**Brazilian ambassador slams 'fake news' over EU-Mercosur deal**  
There are no small players or victims here; he said, insisting the blocs are 'trading on equal terms'  
Sofia Sanchez Manzanaro | Euractiv



**How To Ensure AI Does Not Make Information Overload Worse At Work**  
By [Dr. Diane Hamilton](#), Contributor. Curiosity expert improving engagement...  
Published Nov 03, 2025, 08:26am EST  
Share Save Comment 0  
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**CBC**  
Top Stories Local Climate World Canada Politics Indigenous

Marketplace  
**We analyzed 200 cancer and autism videos on TikTok and found the majority contain misinformation**  
TikTok says it removes content that violates its guidelines, and that users are given warnings when searching

[Dexter McMillan](#), [Madeline McNair](#), [Asha Tomlinson](#) · CBC News ·  
Posted: Oct 24, 2025 4:00 AM EDT | Last Updated: October 24

**euro news.**  
Latest Europe World EU Policy Business Travel Next Culture Green Health

News > World > Poland  
**Is Poland awash with Russian disinformation? PM Tusk warns against anti-Ukrainian narratives**



# 1 "THE FAKE"

Conduct counterfeit science and try to pass it off as legitimate research

# 2 "THE BLITZ"

Harass scientists who speak out with results or views inconvenient for industry

# 3 "THE DIVERSION"

Manufacture uncertainty about science where little or none exists

# 4 "THE SCREEN"

Buy credibility through alliances with academia or professional societies

# 5 "THE FIX"

Manipulate government officials or processes to inappropriately influence policy

# Actors have Tactics

		Network Maneuver	
		Things you can do by affecting what is being discussed	Things you can do by affecting who is talking
Positive	<b>Engage</b>	Discussion that brings up a related but relevant topic	<b>Back</b> Actions that increase the importance of the opinion leader
	<b>Explain</b>	Discussion that provides details on or elaborates the topic	<b>Build</b> Actions that create a group or the appearance of a group
	<b>Excite</b>	Discussion that brings joy/happiness/cheer/enthusiasm to group	<b>Bridge</b> Actions that build a connection between two or more groups
	<b>Enhance</b>	Discussion that encourages the group to continue with the topic	<b>Boost</b> Actions that grow the size of the group or make it appear that it has grown
Negative	<b>Dismiss</b>	Discussion about why the topic is not important	<b>Neutralize</b> Actions that limit the effectiveness of opinion leader such as by reducing the number who can or do follow or reply or attend to
	<b>Distort</b>	Discussion that alters the main message of the topic	<b>Nuke</b> Actions that lead to a group being dismantled
	<b>Dismay</b>	Discussion about a topic that will bring worry/sadness/anger to group	<b>Narrow</b> Actions that lead to the group becoming sequestered from other groups
	<b>Distract</b>	Discussion about a totally different topic and irrelevant	<b>Neglect</b> Actions that reduce the size of the group or make it appear that the group has grown smaller

# Social Media has Rules



Twitter interface showing a tweet from @Twitter about the new ads revenue sharing program. The tweet text reads: "We've had tremendous interest in the new ads revenue sharing program from creators around the world. Creators who are eligible will automatically be able to start receiving ads revenue upon launch — all you need to do is set up payouts and you'll be good to go! Ads revenue... Show more". Below the tweet, another tweet from @Twitter dated Jul 13 says: "Surprise! Today we launched our Creator Ads Revenue Sharing program. We're expanding our creator monetization offering to include ads revenue sharing for creators. This means that creators can get a share in ad revenue, starting in the replies to their posts. This is part of". The interface also includes a navigation menu on the left with options like Home, Explore, Notifications, Messages, Lists, Bookmarks, Top Articles, Communities, and Verified Orgs. On the right, there are sections for "Listen live in Spaces" with options like "#FinanceDaily: China troubles | Twitter is dead, long live X | Fed Hike" and "Coffee with Captain from @dGenNetwork", and "You might like" featuring profiles for Bill Gates, Android, and Twitter Support. At the bottom right, there is a "Messages" button.

Kristi Hines  
@kristileilani

Search Twitter

14.9K Tweets



Following



@Twitter

What's happening?!

everywhere about.twitter.com Born March 21  
Joined February 2007

Following 65.7M Followers

Followed by Raws, AI Authority, and 461 others you follow

Tweets Affiliates Replies Highlights Media Likes



@Twitter · Jul 21

We've had tremendous interest in the new ads revenue sharing program from creators around the world.

Creators who are eligible will automatically be able to start receiving ads revenue upon launch — all you need to do is set up payouts and you'll be good to go!

Ads revenue... Show more

@Twitter · Jul 13

Surprise! Today we launched our Creator Ads Revenue Sharing program.

We're expanding our creator monetization offering to include ads revenue sharing for creators. This means that creators can get a share in ad revenue, starting in the replies to their posts. This is part of

### Listen live in Spaces

#FinanceDaily: China troubles | Twitter is dead, long live X | Fed Hike

+4.6K

Coffee with Captain from @dGenNetwork

+165

### You might like



Bill Gates  
@BillGates

Follow



Android  
@Android

Follow



Twitter Support  
@TwitterSupport

Follow

Show more

### What's happening

FIFA Women's World Cup · LIVE  
Brazil vs Panama



Trending in United States

Messages



Manipulation Builds Worlds

CONSPIRACY

FREEDOM  
Pour nos ENFANTS  
TABARQUETS

HOLD THE LINE

THANK TRUCKERS!

Courage is CONTACTOUS

COMET

CONSPIRACY



TRUTH

51



If your goal is to **manipulate**, what do you do?

1. **Dismiss**  
Accusations
2. **Distract**  
Others
3. **Distort**  
information



Actors have **Tactics**

Social Media has **Rules**

Manipulation builds **Worlds**

**Games** have each



If your goal is to **manipulate**,  
social media becomes a **game**

## Activity!

Search:

1. Bad News Game or Harmony Square
2. Play for 5ish minutes
3. Share thoughts

# BAD



[Bad News Game Link](#)




[Harmony Square Break](#)

# NEWS

# WGS

FOLLOWERS  
8

CREDIBILITY



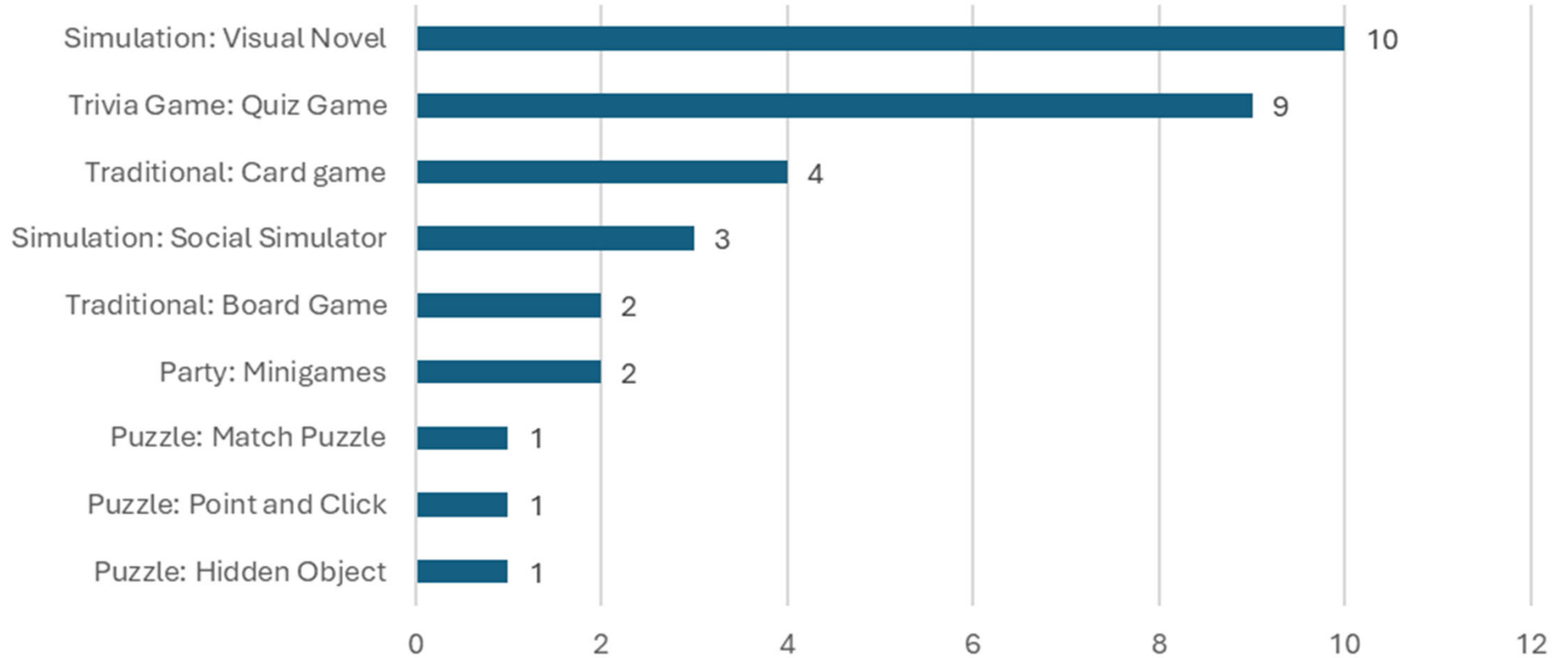
Look at your meter. People don't find you very credible yet. To gain some real influence, you'll need to raise your credibility.

Great to hear! To gain notoriety, we can start by borrowing someone else's credibility. What do you want to do?

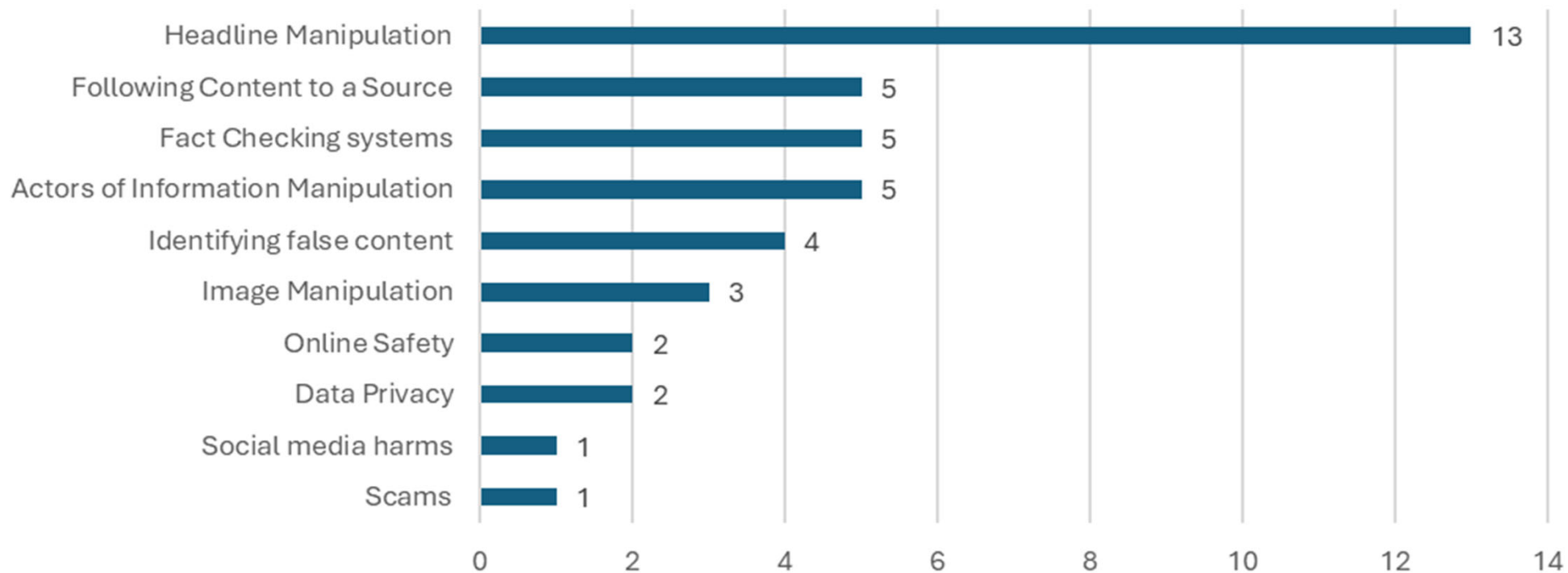
[Fake an official Twitter account](#)

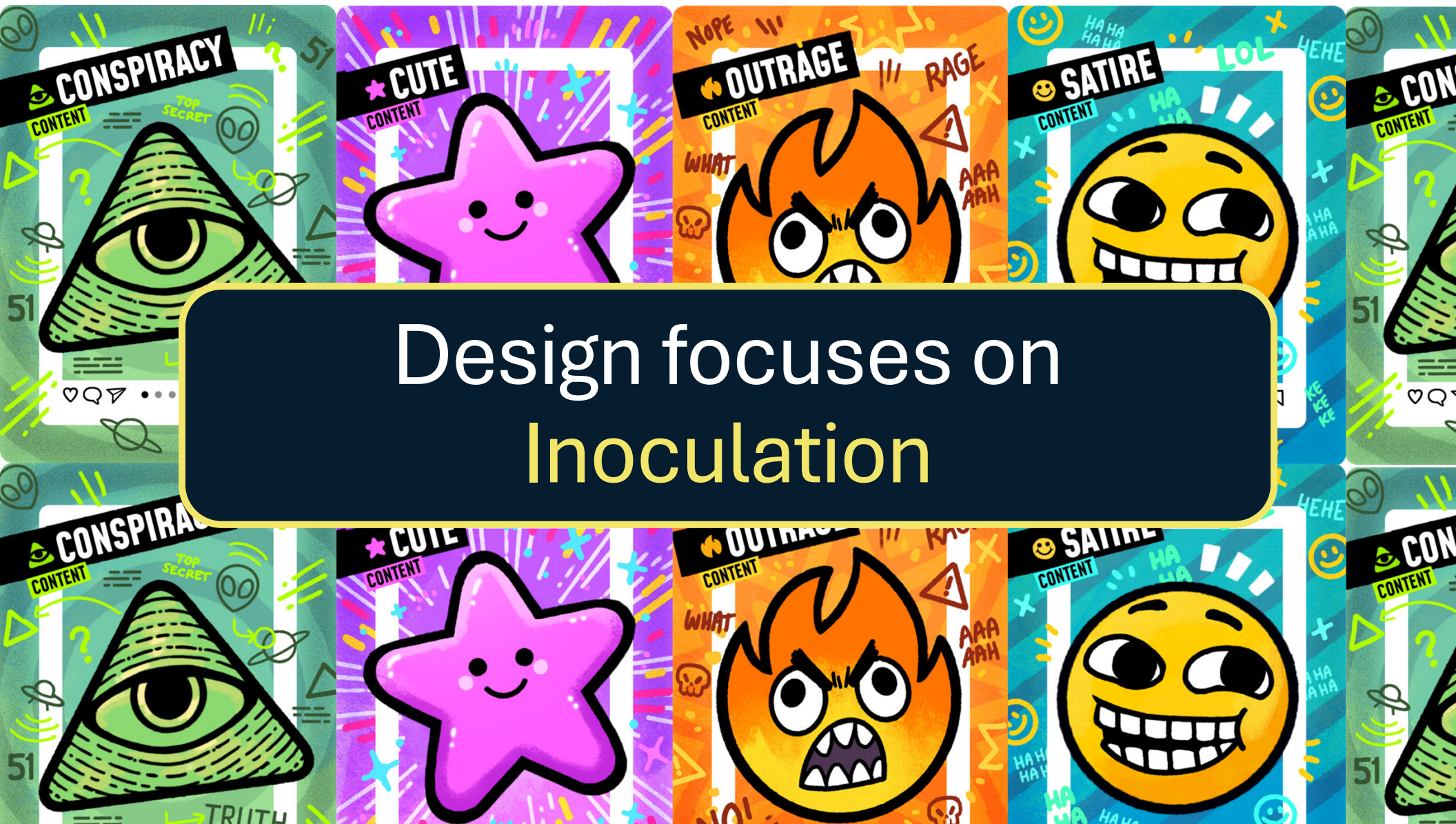
[Impersonate someone important](#)

## Genre



## Skills focused on Understanding Media





Design focuses on  
Inoculation

TECHNIQUE MASTERED!



## EMOTION

By putting out large volumes of emotionally charged content, you can't always influence what people think, but you can certainly help decide what they think *about*.

Got it

Focus on story-as-simulation, but remain general






FACTS

FAKE  
NEWS

This perpetuates  
a Myth



Media literacy games often  
treat misinformation as a  
**linear problem**, yet  
manipulation is deeply  
**nuanced**



How do we use games to their full potential?



# How it Works



Choose a Character

My Community:  
R/StarWarsFandom

Name a Community



Manipulate Content with Tactics



Earn Likes and Followers



Complete Objectives



Finish 3? You Win!

# What it Teaches

1. How social media platforms shape content.
2. How users are encouraged to participate.
3. How content is weaponized for particular goals.
4. The various actors involved in information manipulation.
5. The various tactics used to manipulate audiences.

Players are driven to share content to the interest of a community.

Earning Likes and Followers represents this motivation.

Content types ask players to frame their gameplay to their goals.

The characters of the game have specific cards/tactics modeling how they work in real life.

Player actions are all based on manipulation tactics.

# Tactical Choices!



TACTICS

## DISTRACT

Play **Cute** to Any Community.  
Give 1 . Gain 6 .



TACTICS

## DISMAY

Play **Satire** to Your community.  
Gain 1 and 1 . Until your next  
turn, people cannot steal from  
you.



TACTICS

## DISTORT

Play **Conspiracy** to Your  
community.  
Either: Discard 2 , gain 2 or  
Discard 1 , Gain 4 .



TACTICS

## DISMISS

Play **Outrage** to another  
community. That player discards  
2 .

Gain 2 .





Alimentez  
la machine

obvia LAU'IA

## APPÂT À CLICS



Un maire dit  
qu'un robot est  
totalement sûr...  
puis quelque  
chose  
d'incroyable  
arrive

3



Work  
Au travail!

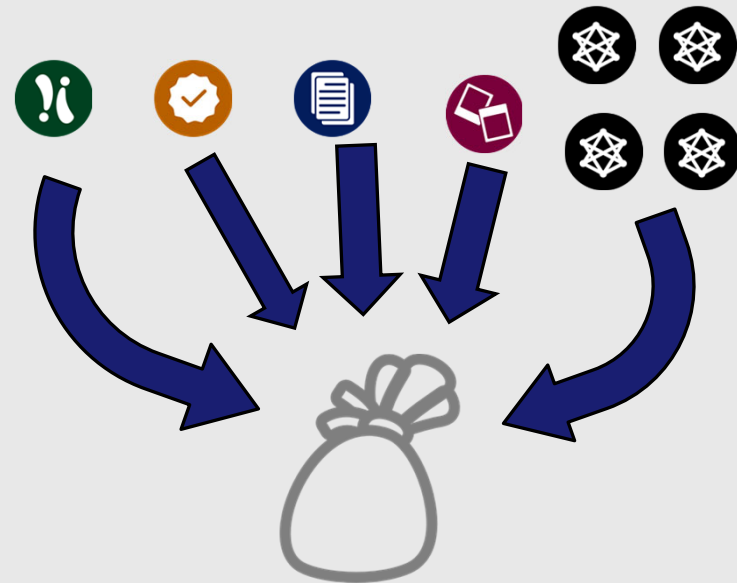
Récolte: 1

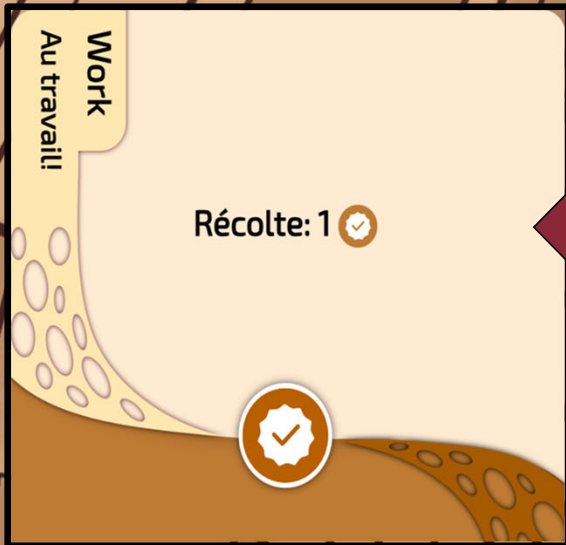
Alimente 2 + =

Page 3

Feed  
Cherche des  
idées

Ajoutez les éléments suivants  
dans le sac

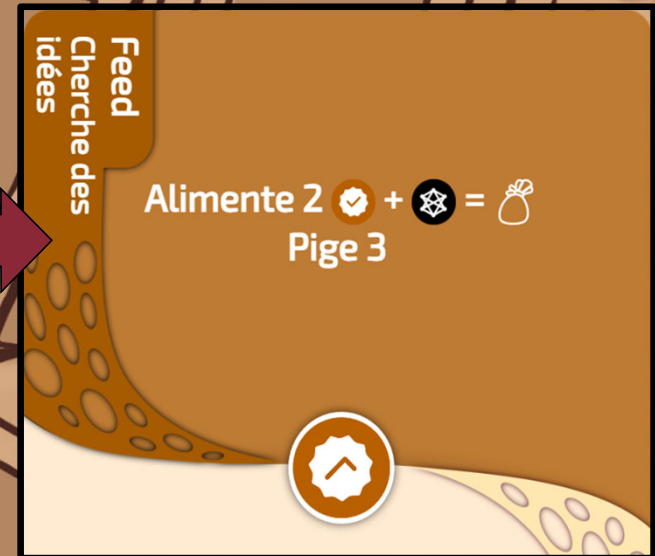




**Récolte:** Vous permet d'obtenir ce fragment d'histoire.



**Alimente:** Place les éléments de l'histoire dans le sac.  
**Pige:** Retire les éléments de l'histoire du sac



Alimente 2  +  =   
Pige 3



**RÉCOMPENSE - ÉTHIQUE**



**RÉCOMPENSE - RISQUE**



## The Goal

**Slow down, Examine, and Contemplate** how we interact with AI and the decisions we make as we accomplish tasks



**How does this translate to  
Libraries?**

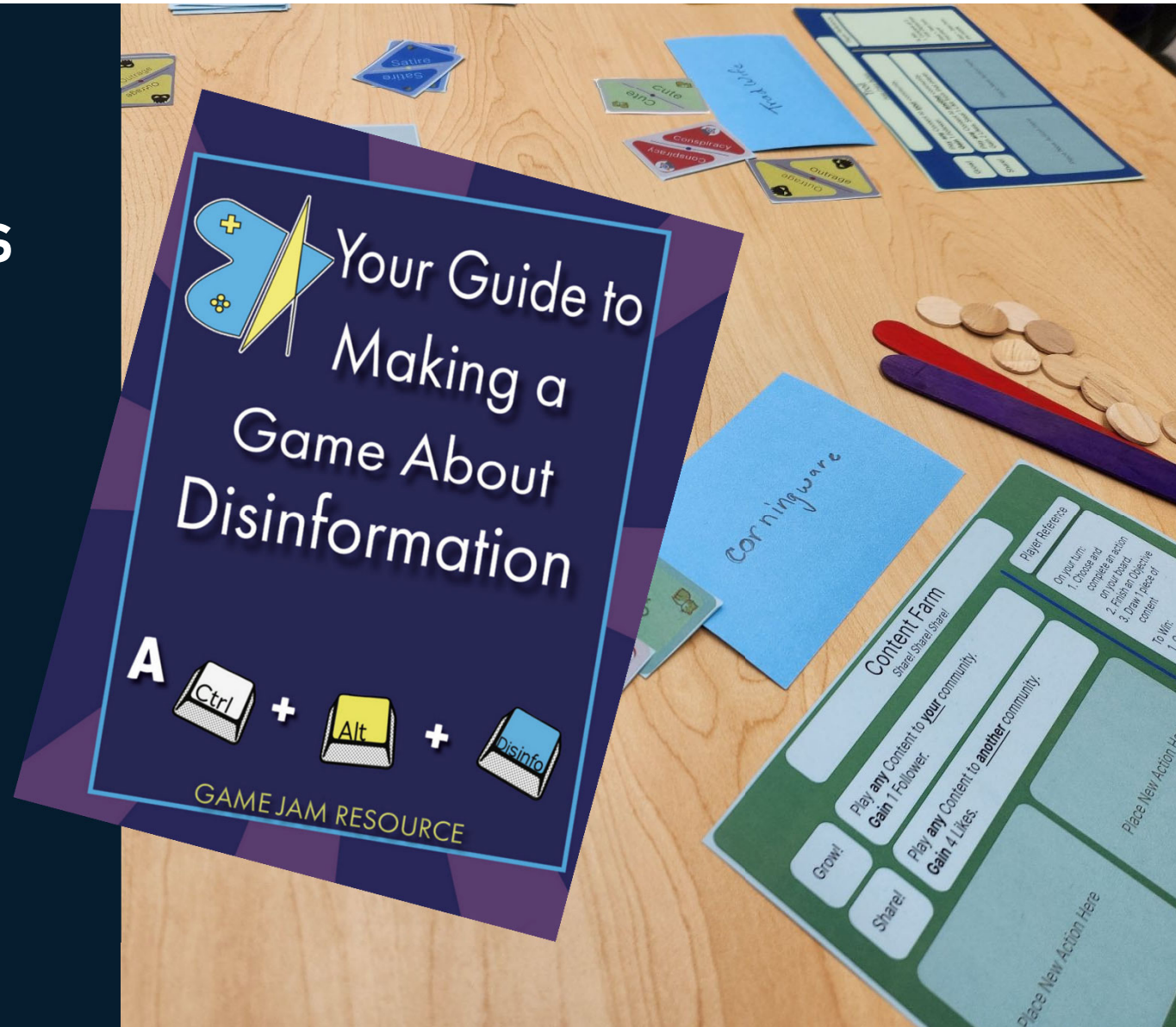


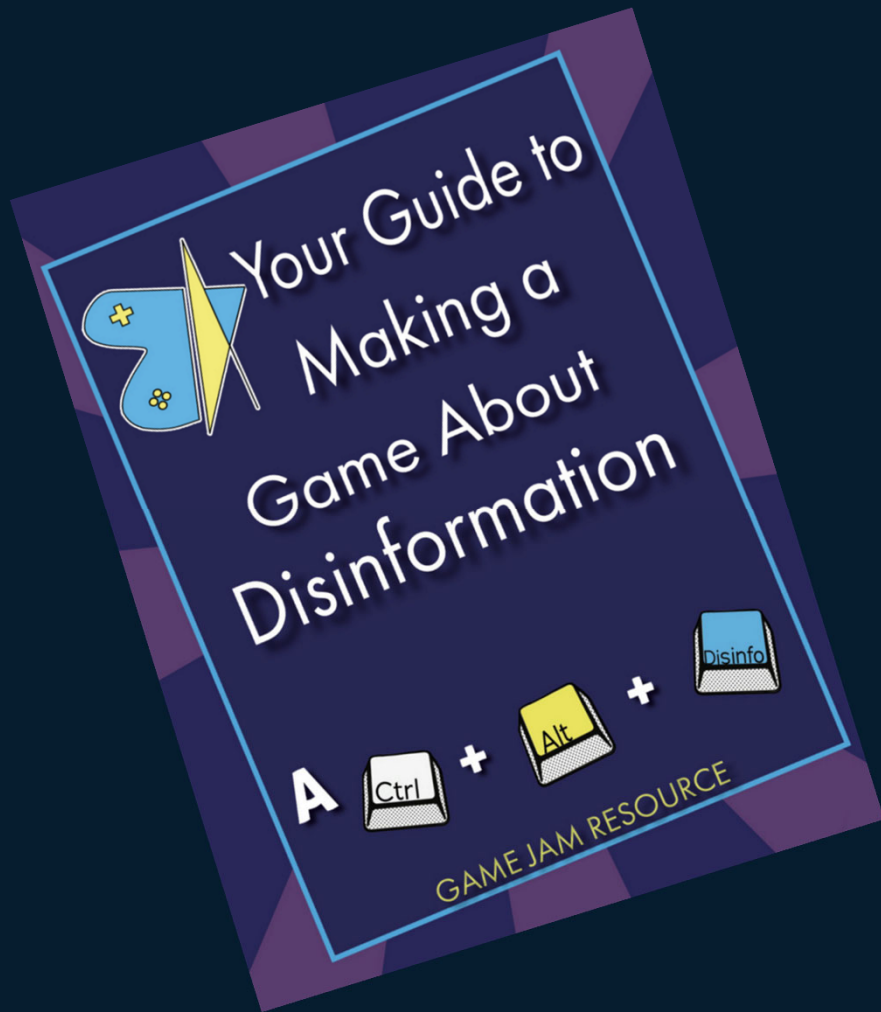
Use existing games to  
build game literacy.

1. Play
2. Explain
3. Discuss

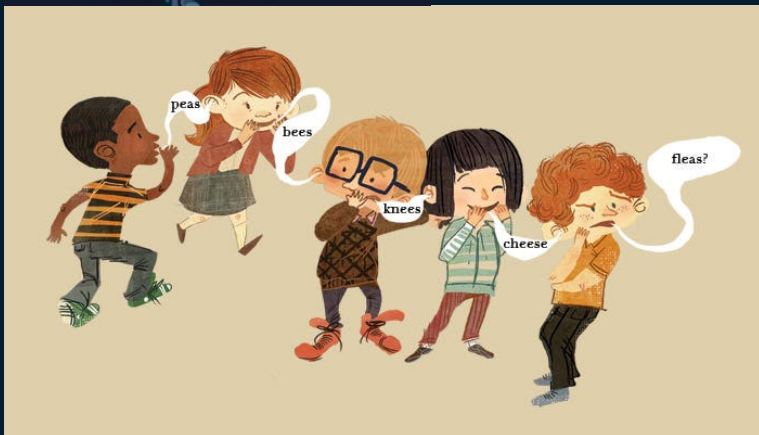
# Co-Design Games

The process of **making** is a process of **explaining**.





<b>Disinformation:</b>	<b>Ludic Design</b>
<b>False Information</b>	Use fictions to distract and manipulate opponents. (i.e. bluffs, lies, deception)
<b>Manipulation</b>	Ask for constant manipulation of the game world and other players.
<b>Garners Power and Control</b>	Ask us to accrue resources and control to win.
<b>Intentional</b>	Ask for us to be intentional in what we are doing.



**Disinformation:**

**Ludic Design**

**False Information**

Use fictions to distract and manipulate opponents. (i.e. bluffs, lies, deception)

**Manipulation**

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**Garners Power and Control**

Ask us to accrue resources and control to win.

**Intentional**

Ask for us to be intentional in what we are doing.

Use Existing Games  
Everything I make  
is free!





When breaking down a game:

1. Focus on **what they did**
2. Break down how it **connects to theme**
3. Connect it to **their life**



**Disinformation is playing, why use that to learn.**

Thank You

Want a copy or test a game?

Giving away 2000+ copies of The Feed

Questions?

[Scottbdejong@gmail.com](mailto:Scottbdejong@gmail.com)



OBSERVATOIRE INTERNATIONAL  
SUR LES IMPACTS SOCIÉTAUX  
DE L'IA ET DU NUMÉRIQUE

