DOUBLE ROOMIES

TEAM MEMBERS

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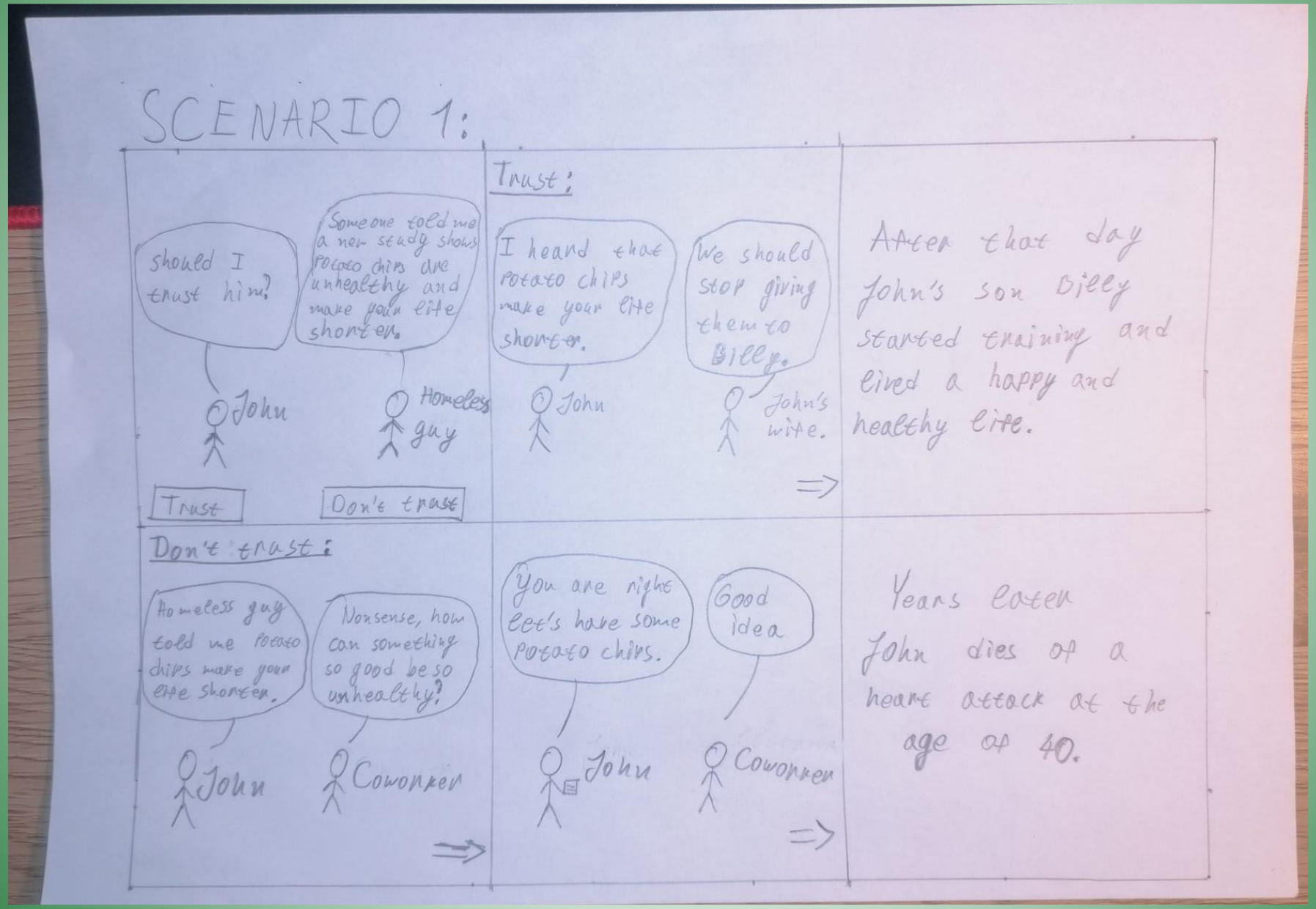
MAIN IDEA

- Value Proposition : “Acknowledging the difference between real and fake news”
- App overview : Fake news - one of the most disturbing problems of the modern age, and it's all around us .We have created an interactive story that will show different scenarios in John’s life and let the player make a choice, should I believe the news I heard or not. Using this method, we will get people to understand the difference between real and fake news.

SCENARIO 1

https://youtu.be/ZSLgbeTtWi4



SCENARIO 2

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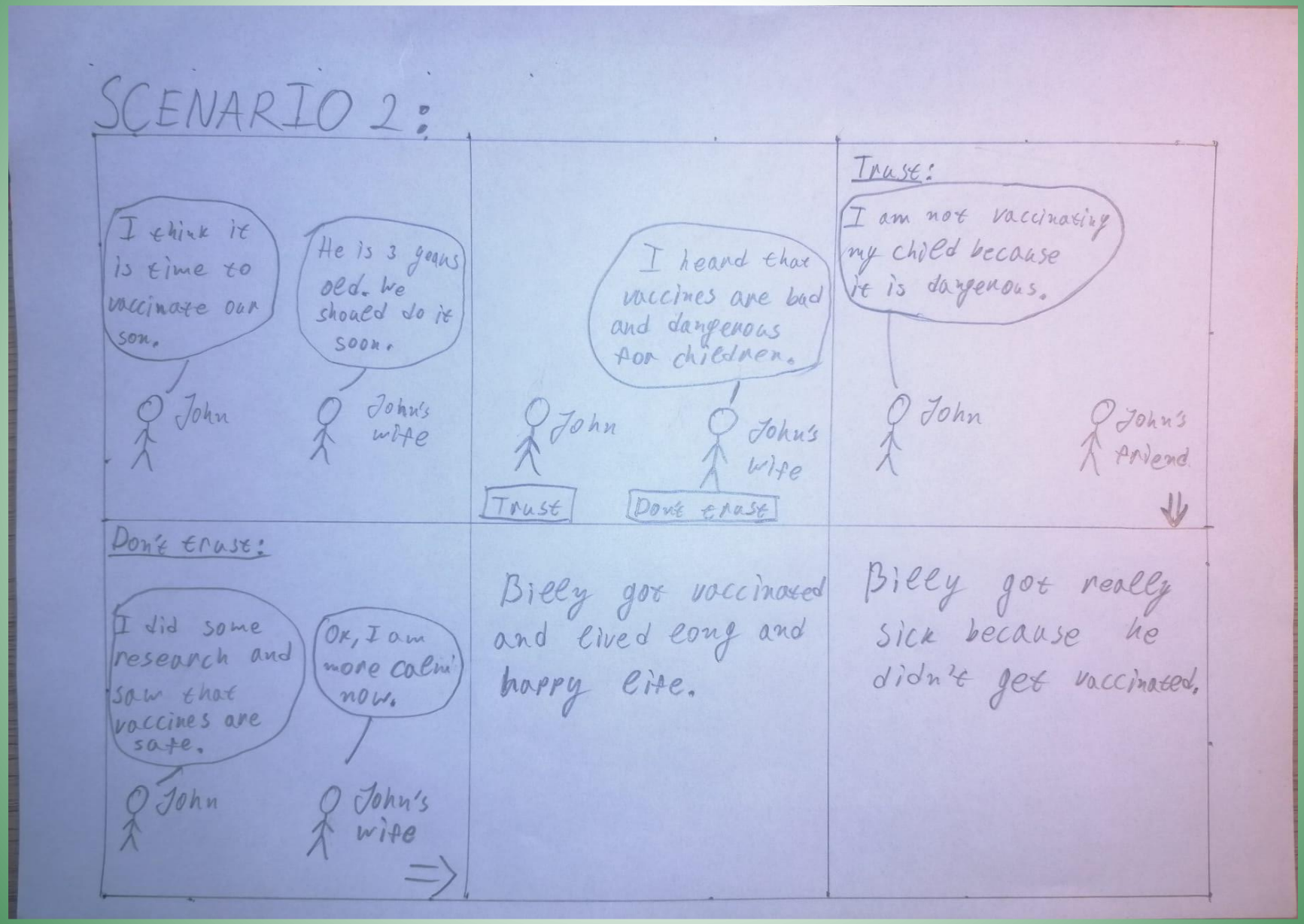
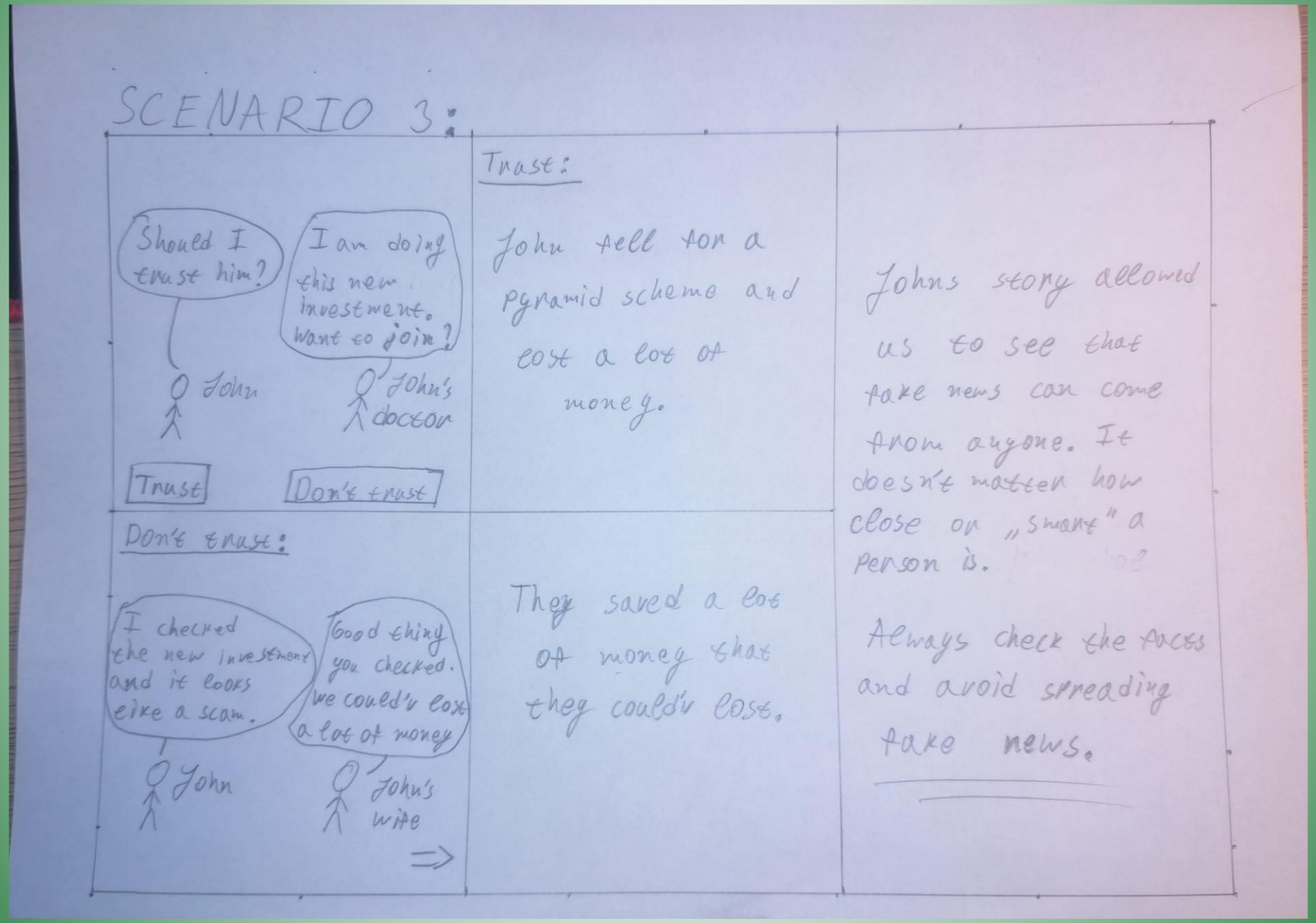


SCENARIO 3

https://youtu.be/8wWykjKTzkQ



APP VIDEO

- https://youtu.be/Yba6g9Ml1oI

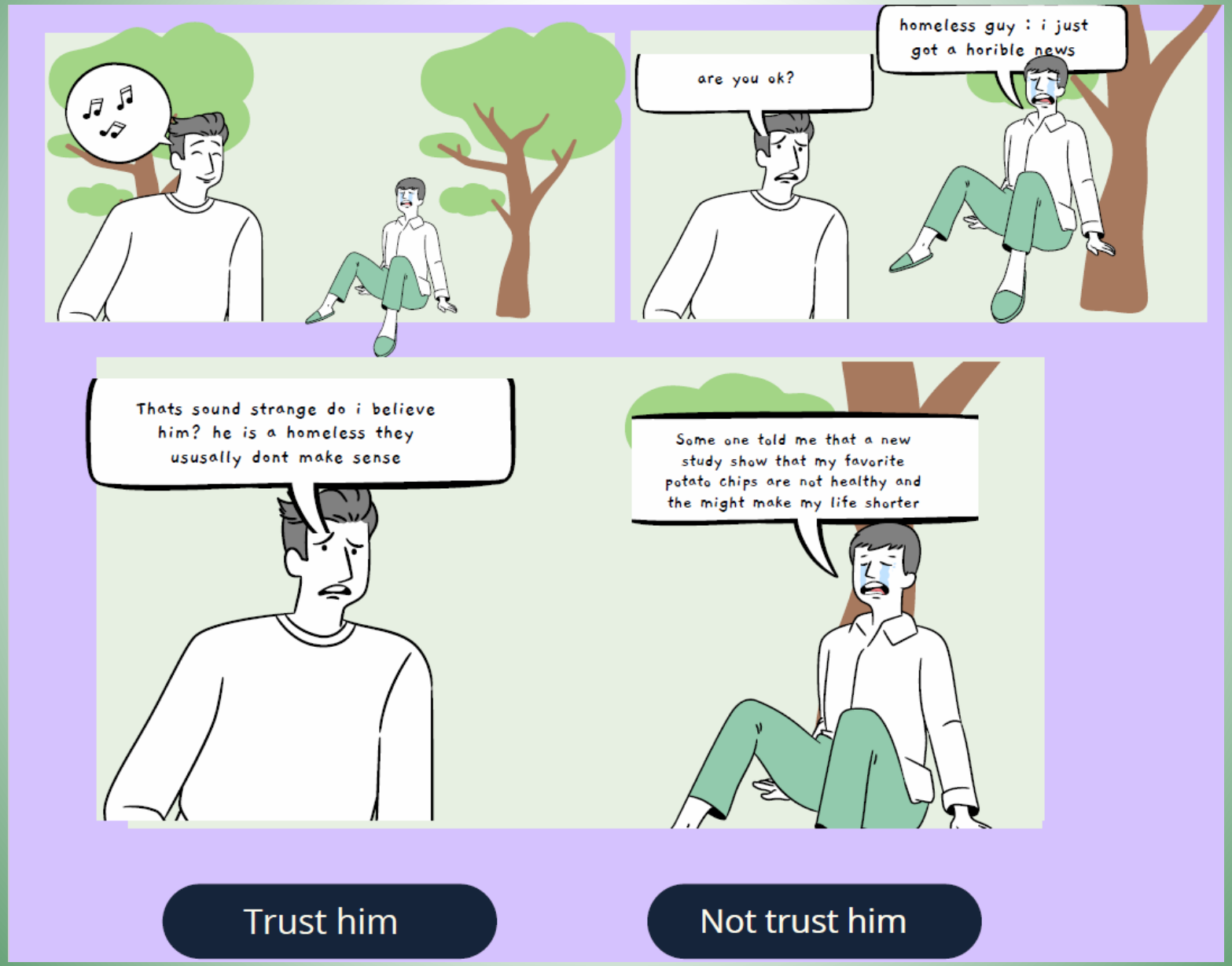
FAKE!
FAKE!
FAKE!

FAKE NEWS

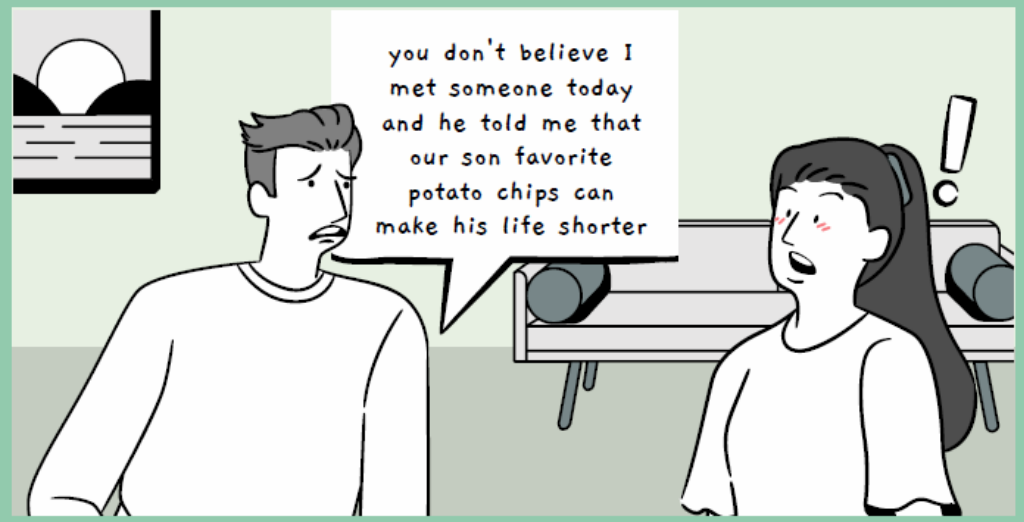
JOHN'S STORY

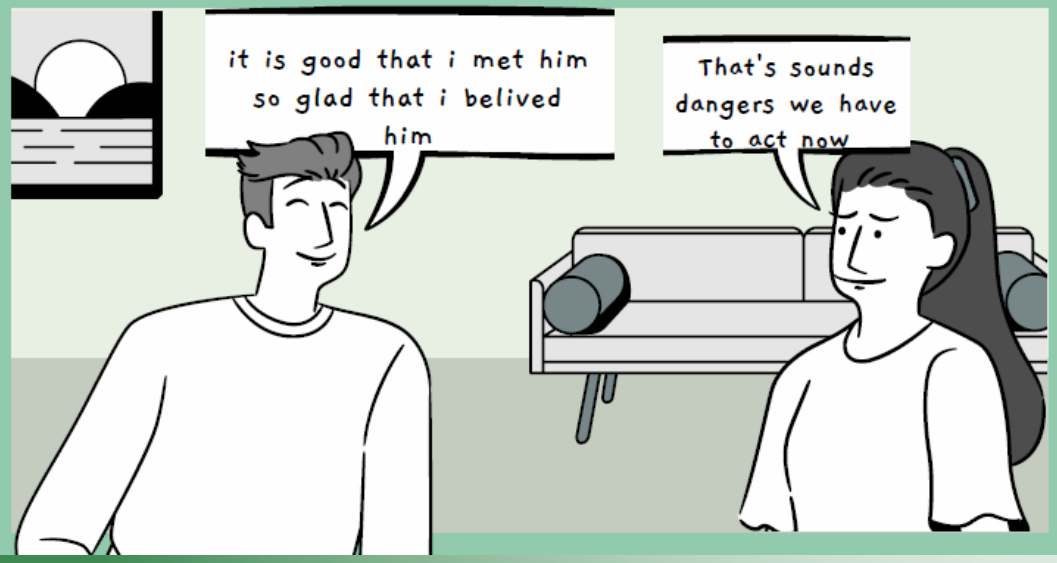
BY GROUP 12 "DOUBEL ROOMIES"

SCENARIO 1


are you ok?
homeless guy : i just got a horible news
Thats sound strange do i believe him? he is a homeless they ususally dont make sense
Some one told me that a new study show that my favorite potato chips are not healthy and the might make my life shorter
Trust him
Not trust him

Trust him





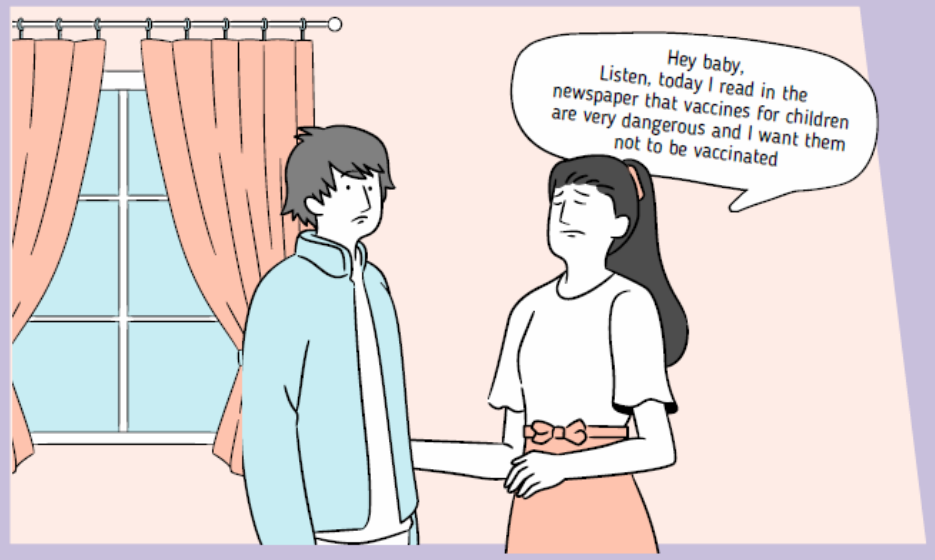
After that day John son Billy started training and lived a happy and healthy life, and became a world class footballer

Not trust him
I met a guy on the way to work, he said the most Crazy thing, that the potato chips that we love are dangerous and might make us live less
That is crazy talk something that good can not be dangerous
lets have some potato chips and relax
Boy, you really got me there! But you sure weren't Kidding when you said this.
CHIPS

John died of a heart attack at the age of 40

SCENARIO 2

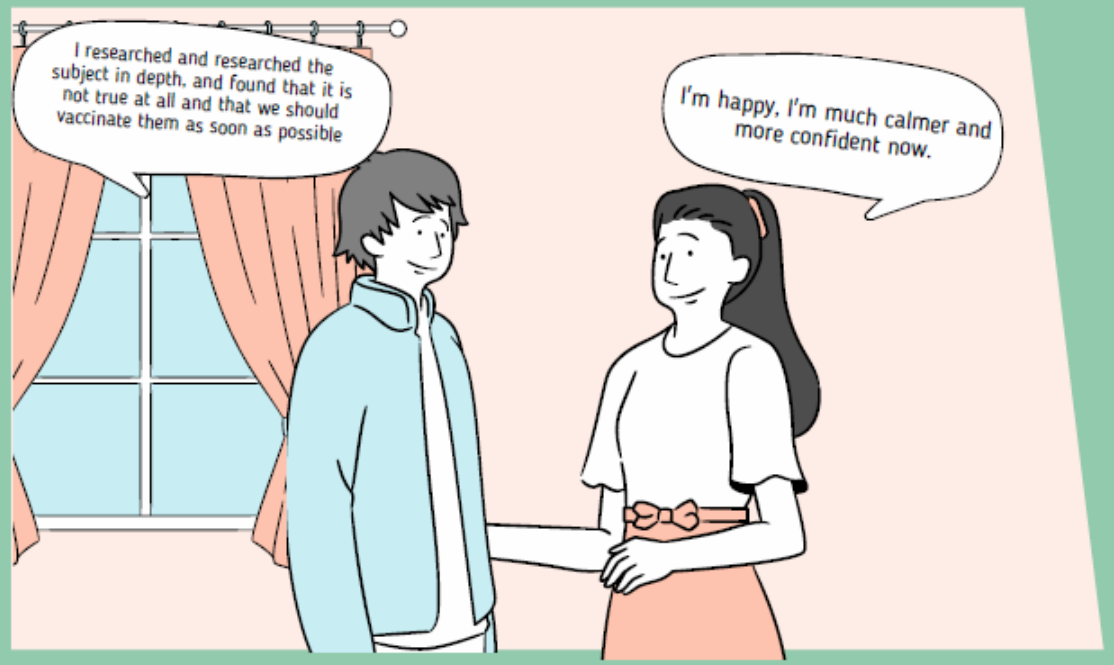
The next day



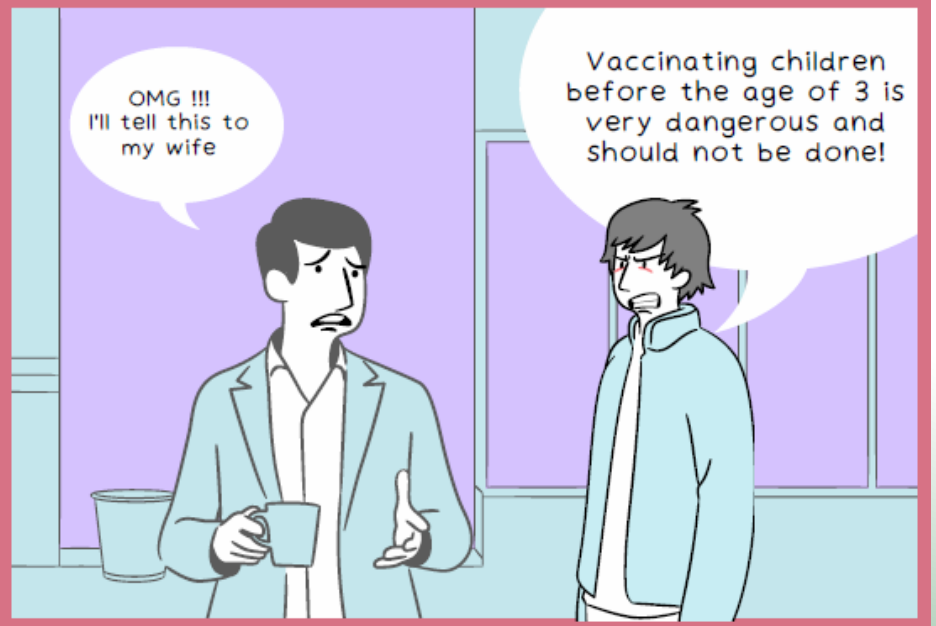
Trust her

Not trust her

Not trust him

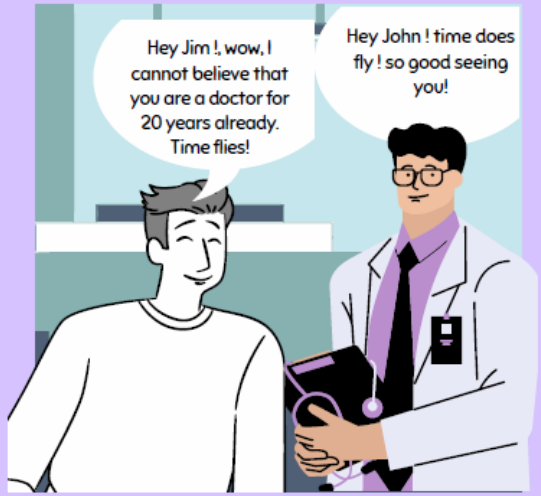


Trust her



I feel very bad, too bad I was not vaccinated when I was a baby

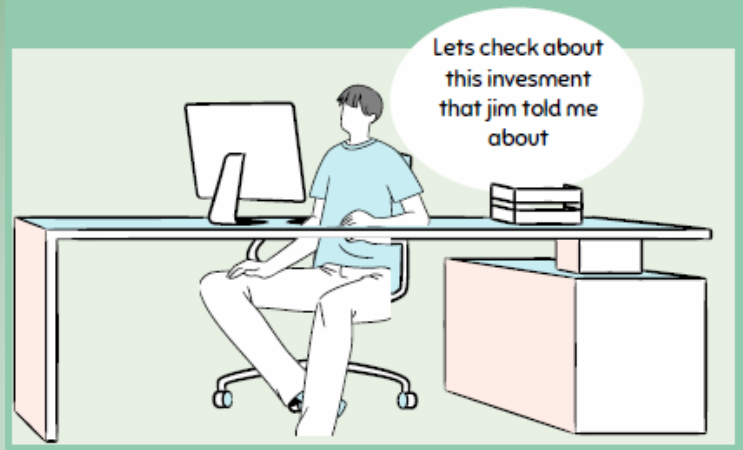
SCENARIO 3

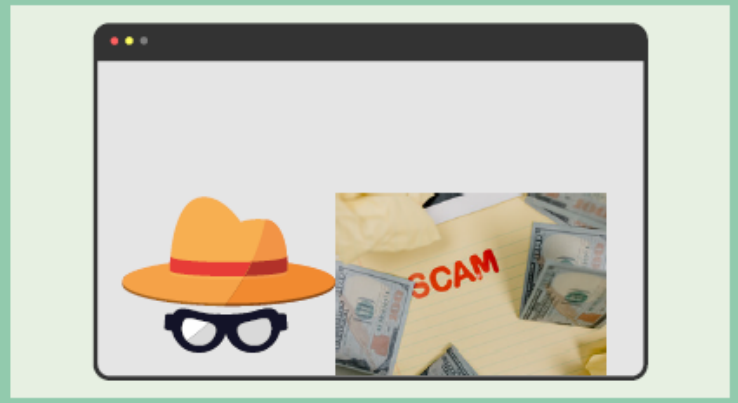


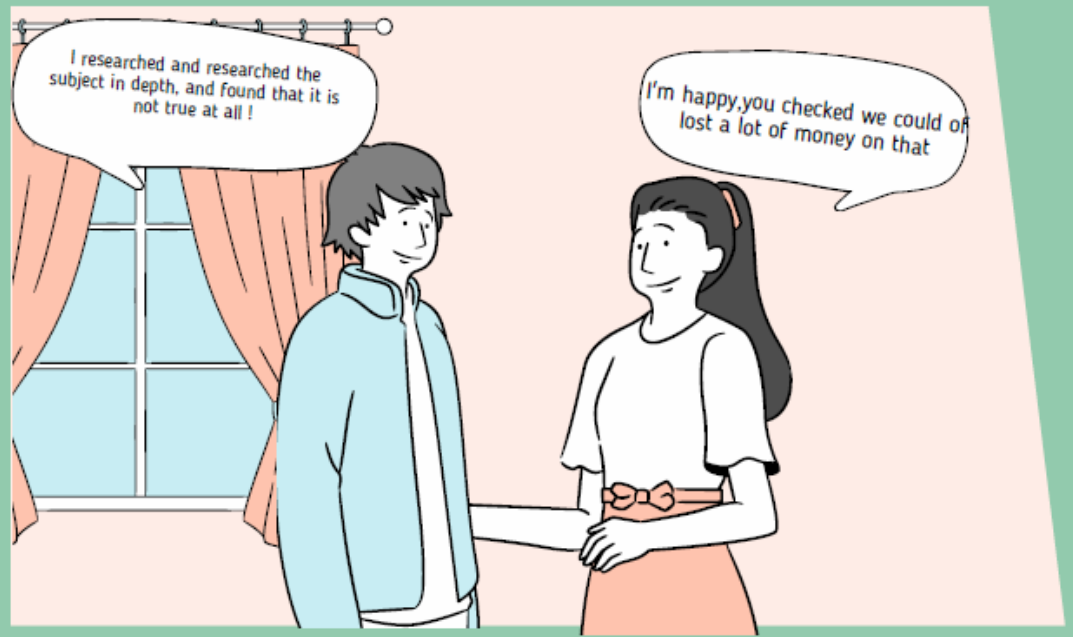
Trust him

Not trust him

Not trust him







Trust him

John fell for a pyramid scheme, he trusted his friend Jim without checking the facts and it cost him and his family a lot of money

Johns story allowed us to see that fake news can come from anyone, it doesn't matter who tells you you shouldn't judge by how close you are or how "smart" the person is. Always check yourself the facts and avoid spreading fake news!

APP TESTING - METHODOLOGY

- We tested the app on 3 participants of ages 21(M) and two 22(M)
- All participants tested the app on a computer. They weren't given an explanation before playing the game. And they gave us feedback on their experience with the app.

APP TESTING - RESULTS

- The participant 21(M) found the app boring and remarked that a back button was needed in order to change the choices, we decided not to add a back button because we wanted the choices to be final, so they impact your story in the long run.
- The two participants both 22(M) enjoyed the app and encouraged us to improve it so that it has a more impactful and engaging story.

LIMITATIONS AND TRADEOFF

Limitations	Tradeoff
We couldn't make clever animation to make the story more attractive .	The user can focus more on the decision making and the storyline

HARD CODED FEATURES AND WIZARD OF OZ TECHNIQUE

- We have not used any Wizard of Oz technique
- Since the “app” was created in Balsamiq we didn’t use any hard coded features.